

NIRANG'S KEEP

by SCOTT FULTON

CITY STATE CAMPAIGN
INSTALLMENT



Table Of Contents

Nirang's Keep	35
Nirang's Keep Map	37
Monster Descriptions	39
Guloid Cavern Maps	40
Guloid Cavern Description	41
Village of Chim Map	45
Village of Chim Description	46
Orc Village Description	55
Orc Village Map	56
Encounter Tables	57
Campaign Area Maps	58
Universal Formt Explanation	62

Designed by Scott Fulton

Cover Art by Wes Crum

Graphic Art by Roger Harvey & Mark S. Holmer

Layout by Mark S. Holmer

Interior Art by Ken Simpson

Composing by Debye Pruitt

This Adventure

Belongs To: _____

Copyright © 1982 by Judges Guild Incorporated, R. R. 8, Box 9, 1221 N. Sunnyside Road, Decatur, ILL 62522 - 9989. All rights reserved. This product is a playing aid designed to be used with a set of Role Playing Game Rules. The contents of the product may need to be changed by the individual Judge to suit the campaign he or she moderates. No similarity between any of the names of characters, persons, and/or institutions in this publication with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. Printed in the United States of America.

Nirang's Keep

About five miles southeast of the village of Chim (Hex No. 2727, Campaign Map 11), a Dwarven market town, is a small castle owned by Nirang, a Cleric. Nirang was born 44 years ago to an unmarried peasant girl. To avoid embarrassment to the family, the child was sent to a monastery almost immediately. There, he learned the ways of a Cleric, and, from there, he went forth seeking adventure when he was twenty years old.

The man who returned five years later to the monastery was wiser and more experienced than the boy who left, as well as being a seasoned warrior. He intended to settle down in the monastery and spend the rest of his life there, but his superiors had other plans for him. He was chosen as a missionary; he was instructed to find a wild area in the south, civilize it, and convert the inhabitants to the "true faith." Therefore, 14 years ago, Nirang came to this area, built the small castle, and began working to civilize and convert the residents of the area around him. He has been only slightly successful on the first count and totally unsuccessful on the second. Nonetheless, he has made many friends in Chim and is content to live out his life here.

A group from Nirang's Keep generally comes about twice a week to trade at Chim. When the players arrive at Chim, they will find that a group of locals has gathered with the purpose of discovering why the party from Nirang's Keep has failed to arrive as usual for two full weeks. Foul play is feared, and the group of villagers will entreat the players to accompany them, saying that there is safety in numbers.

Judge's Note: A band of Orcs from the Screaming Hyena Jungle have captured the castle as the first move in a campaign to destroy Chim. These Orcs recently decided that they can no longer tolerate the presence of a whole village of nasty Dwarves on their flank.

As the party approaches the castle, they will hear shouting and yelling and see that the front gate of the castle is opened. They are likely to be able to approach the castle undetected because the Orcs have posted no guards, and, if they do, the following sight will meet their eyes. There are a total of 145 Orcs in the castle (rather more than most parties will be able to handle). If the party pulls back, however, there is a 90% chance that the Orcs will be ready for a fight when they return. For the sake of simplicity, all of the Orcs in this band are assumed to have 9 HTK except for the Leaders and assistants, who have 18 HTK. The Chief and his bodyguard are HIT 003, armored as though in Chainmail, and have 27 HTK.

A. Courtyard (130' x 100')

This large, open area has a floor of dirt. Wooden sidewalks line the perimeter of the area, and the area just beyond the gate is paved with stone. This stone extends to the inner edge of the storage rooms. The gates here are large, wooden affairs 8" thick, 12' tall, and about 7½' wide. They originally operated on metal pins in the tops and bottoms. They now lie shattered and somewhat charred on the stone-paved entrance to the courtyard.

If the party manages to sneak up on the castle, they will hear yelling and laughter, and there is a 10% chance that a round object will come bouncing through the gate followed by an Orc who, if he does not see the party, will pick up the round object and run back through the gate with it. The Orc will spot the party on a 1 or 2 on 1D20. Upon peering through the open gate or otherwise inspecting the courtyard, the party will see a mass of Orcs playing a game similar to soccer. There are, in fact, 50 Orcs involved (CLS FTR, ALN LEA, ARM 040, AGL 117, HTK 009, WPN 000), and their "ball" is a severed head. The courtyard is a sea of mud, and the head will be unrecognizable. The Orcs may also be unrecognizable, at first, for they are covered with mud and are slipping and sliding as they run. None of these Orcs are carrying weapons; their weapons are stacked on the sidewalk. Also on the sidewalk are the rest of the Orc band (6 - 36), watching, and yelling advice. This gives the party an excellent chance for attacking by surprise, quickly causing great damage to the Orc group. If the party does attack, the Orcs will be scrambling about trying to retrieve their weapons and, since there is no cover, will probably start making an undisciplined charge quite quickly. Their morale will be greatly lowered by their situation, and, if they start taking casualties or their Leader is killed, they are likely to fall apart as a fighting unit and surrender. If this surrender is not accepted, they will take up the fight again but, this time, at +1 due to desperation. In a siege situation, this area will be deserted. However, there will still be a pile of 31 Longswords, 48 Hand Axes, and 9 Shortswords in a corner of the courtyard.

B. Great Hall (110' x 50')

This large room has an arched and buttressed ceiling which slants to the level of the parapets on its back wall. Inside, along the exterior wall, are seven 20' long tables, each 5' wide and flanked by benches to provide seating. There are bedrolls everywhere because this room now serves as sleeping quarters for 60 Orcs, 2 Orcish officers, and 6 Orcish subalterns. These Leaders and Subleaders are normal in most respects, but all have HP 008 and are larger and stronger than the rest of their group. Much of the north wall of the room has been painted brownish-red, and a skull has been drawn on it in black. The red, of course, is blood, and the black is charcoal. This black skull on a background of dried blood is a motif that is repeated in many places in the castle now and represents the banner of the Orcs, who are called the Black Skull Tribe.

C. Kitchen (50' x 50')

Another 30 Orcs live here along with an officer and three assistants. Once again, bedrolls are strewn all over the floor. Lying atop a table is a small box. This is a Dwarfven Jack-in-the-Box which was picked up by one of the Orcs during a raid. The poor fellow is still trying to figure it out. It is just as well that he has not succeeded as yet because, if he had, he would surely have smashed it to bits when the Jack jumped out at him. The room also still contains its pots, pans, and kitchen utensils including Knives. One of the tables has been set on end, and a target has been crudely carved into it. Most of the kitchen Knives are stuck in this table as though it had been used for some sort of Knife-throwing contest. Although the Knives are in the table, few of them are actually in the target. In fact, three lie broken beside the table, and marks in the wall behind the table indicate where the poorly-thrown Knives struck. There is also a Cleaver stuck on a ceiling beam near the center of the room.

D. Stable (30' x 30')

This is a relatively small area intended to hold only a few horses. The only horse occupying it at present lies dead and butchered near the entrance. The stalls and tackroom are all stacked with bodies, both of Orcs and of Humans. All of the bodies have been stripped of money and weapons, but some still wear armor. Needless to say, the room smells putrid; the weather is warm, and the bodies have lain there for at least three days. Due to the fact that the door has been left closed, there are only a few flies, but anyone trying to do anything with the bodies will have to contend with a flock of rats and mice as well as the inevitable horde of maggots.

The tackroom contains the complete equipment for three horses, as well as grooming equipment, besides its contingent of corpses. There is also a box in the room which contains 3 sets of horse shoes, 27 horseshoe nails, and a hammer.

E. Barrack (100' x 30')

This long, narrow room contains 23 sets of bunk beds in which part of the garrison slept. It has been commandeered by a group of 30 Orcs with a leader and his three assistants. One of these Orcs lies across the bed where he died after he choked on a bone. Since their stay was only meant to be temporary, his fellows did not bother to move the body. One of the sets of bunk beds lies where it collapsed after 20 Orcs climbed on it in a fight over property rights. There is blood on the mattress atop the pile of broken pieces of bed. A trapdoor in the roof leads to the parapets.

F. Storage (70' x 30')

This room was intended for storage of food for use in a siege. The floor is now covered with a soggy amalgam of wine and flour. Most of the boxes and barrels have been smashed. Most of the food was eaten, however, and not wasted. The soggy mess represents the spillage. Mice and rats are feasting in this room.

G. Storage (70' x 30')

Items stored here were intended for everyday use. They include bolts of cloth and tanned hides, tools for making chainmail, a small spool of wire, several hundred wooden pegs, a barrel of vegetable oil, a barrel of animal fat, three new barrels filled with water, and other such paraphernalia. Some of this is thrown about, but it has generally been ignored by the Orcs.

H. Barrack (100' x 30')

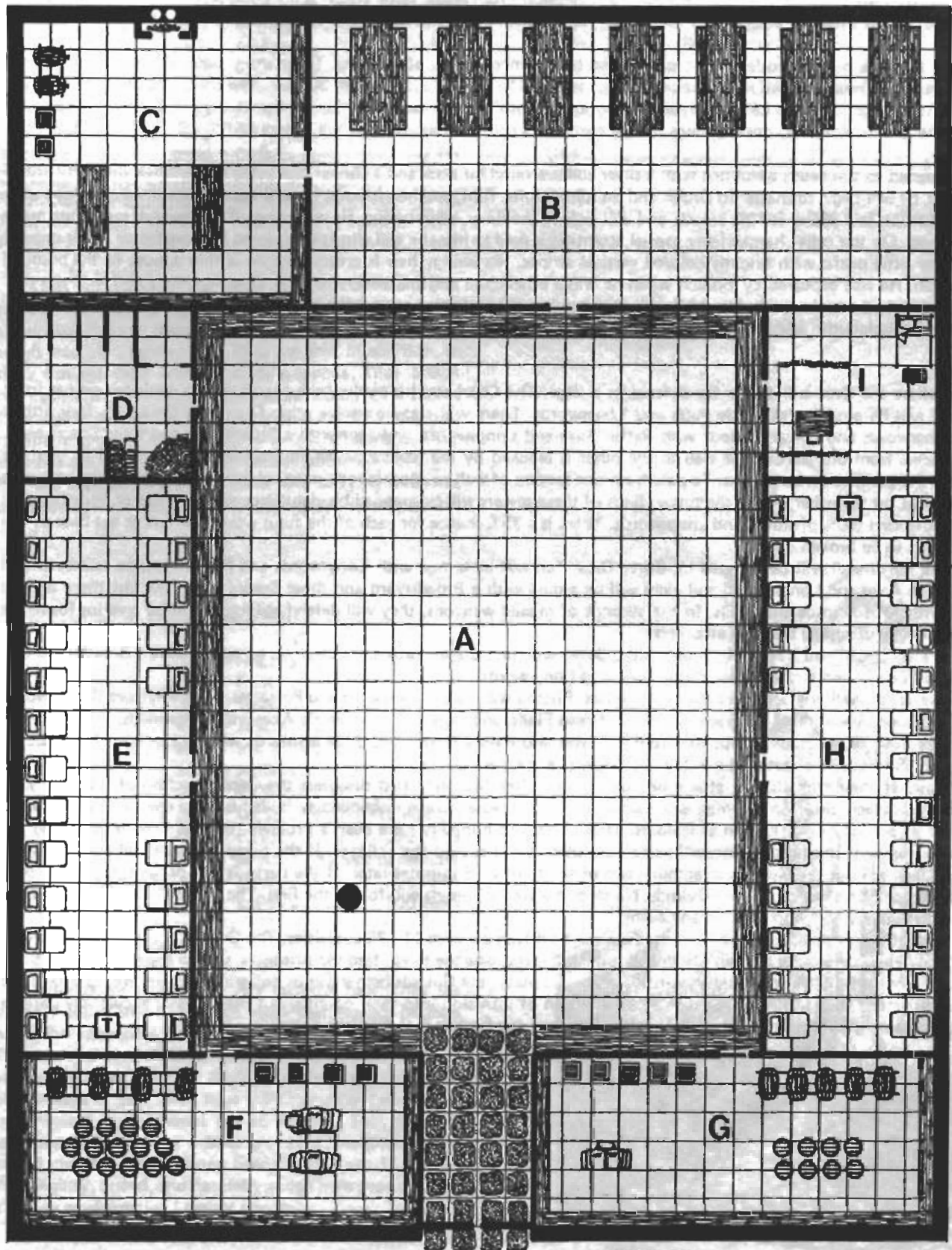
In layout, this room is similar to Room E, having 23 bunks and a trapdoor in the ceiling. It presently serves as a prison for 38 men, 8 women, and 18 children. Most of the men are wounded, some quite badly, and the women are doing their best to comfort them as well as the children. The young ones sit sobbing and shivering and will cringe from any Orc who enters as well as from anyone with a Charisma of less than 8. When first incarcerated here, they were crying loudly and, in consequence, were badly beaten by the Orcs. The adults, of course, remonstrated, and many of the prisoners, including the women, bear the marks of that altercation. In fact, several women and children were killed along with their males. Their bodies lie in the corner where the Orcs threw them. All of the prisoners are bound hand and foot, and those who managed to free themselves have been discovered in frequent checks, beaten, and tied even more tightly. None of the prisoners have been fed in three days.

One of the prisoners is Nirang, who is grievously injured and near death. He lies on a bunk beneath a blanket, unconscious and feverish. The only reason that he is still alive is that the Orcs do not realize that he is the commander. Nirang is 5' 6" tall and weighs 197 lbs. He has red hair and a red moustache that is so long that its ends droop below his chin. His skin is deeply tanned from his years of adventuring, and his eyes are blue. He has a moon-shaped birthmark on the back of his left hand, which is an hereditary mark shared by all the males of his family. He was told this by his Abbot; therefore, on first meeting any man, he carefully examines the back of the individual's left hand. He is not always as unobtrusive about this scrutiny as he thinks.

The weapon Nirang uses in battle is a Hercules Club; it is a wooden Club with an iron-shod, knobbed head. It is nearly 4' long and can be used either one-handed, doing 1 - 10 points of damage, or 2-handed, doing 1 - 12 points of damage. This is quite useful to Nirang; he is ambidextrous, so opponents never know from where his next attack will come.

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	NGA	051	025	DMC	083	139	105	120	136	087	122	146	135	115	111	119	IHC

NIRANG'S KEEP



1 Square = 5 feet

I. Nirang's Quarters (30' x 30')

This room has been taken over by Budich, the Orcish chief, and his 12 bodyguards. They also guard the banner which is hung on one of the walls. The four-poster bed is now badly scarred from having been used as the "opponent" in sword practice, and the finely-carved chair that stood behind the desk has been smashed for kindling. The inkwell has been tipped over, and the ink has spilled over the papers on the desk, including a *Protection From Magic* scroll which is now unreadable. The ink has also run down the side of the desk and stained the woven rug below. An inky handprint is on the desk, and the bedsheets also hold inkstains.

At the base of the bed is a chest surrounded by a jumbled mass of clothing. These show signs of misuse, and several pieces are torn. The chest itself is not locked and contains 7,414 CP and a gem worth 300 GP. The chest also contains a Potion of Fire Resistance, a Potion of Clairvoyance, a Potion of Fish Control, and a Potion of Invisibility. If, by chance, someone knows the Orcish alphabet, the markings on the containers can be recognized as the letters "FR", "C", "FC", and "I", respectively.

Chained to the bed is a Halfling with a silver collar around his neck and a copper cup in his hand. When the party enters the room, he will begin to chatter in Orcish and do somersaults, flips, and handstands. He will become disconsolate if not soon given attention and praise for his efforts and will sink to the floor, whimpering. He will cringe if any sudden moves are made toward him. On the other hand, if any special attention is paid to him, he will cling piteously to his benefactor. He is dressed in a grimy little outfit with brightly-colored vertical stripes. His stringy hair is greasy, and he is thin almost to the point of emaciation. He was captured by Budich when he was a small child and has been raised almost as an animal and kept as a pet. He has picked up a basic vocabulary of Orcish, but has learned little else aside from his several tricks. He knows no Halfling. His name is Huckmudir, which means "happy" in Orcish.

Parapets

This is where the Orcs will gather for defense in a siege. The Chief and his twelve bodyguards will be stationed on the front wall. All will be armed with Battle Axes and Longswords. There will also be twelve other Orcs with the Chief, four armed with Longswords and Polearms, four with Battle Axes and Longswords, and four with a Broadsword and three Spears each.

Access from one part of the wall to the other is blocked by the towers, which are reached by an enclosed set of stairs up from the parapet on both sides. To pass from one section of wall to another, one must ascend one of these flights of stairs and descend on the other side of the tower. Each of these towers will be manned by eight Orcs who have either Shortbows or Light Crossbows (50% of either) and Longswords. There is a 35% chance for each of the stout wooden doors at the base of the tower stairs to be broken down.

The north wall will be manned by thirty Orcs. Ten will be armed with Longswords and Polearms; nine will be armed with Battle Axes and Longswords, and eight will be armed with a Broadsword and three Spears each. The last three will be armed with Broadwords and Flails. In the absence of missile weapons, they will defend against assault by levering loose the wall stones and dropping them on attackers.

The west wall will have sixteen defenders. Seven will have Longswords and Polearms; seven will have a Broadsword and three Spears each, and two will have Battle Axes and Longswords.

The south wall will also have thirty defenders. Fifteen will have Longswords and Polearms, eight will have Broadwords and three Spears each, three will have Broadwords and Flails, and three will have Battle Axes and Longswords. The northeast tower and each of the walls except the front wall will also have a leader and three assistants who will be armed with Longswords and Shortbows directing the battle in a siege. The walls are 20' tall.

Whether they immediately attack or not, 1 hour after the party first discovers the Orcs, a section of the courtyard marked by a black circle on the map will cave in. This is because Nirang unknowingly built his Keep over the underground home of a race of beings known as Guloids. This would not normally have been a problem, but the violent pounding the ground underwent during the "soccer" game weakened it and caused the collapse. If the party is present when the cave-in occurs, they will see 17 Guloids scrambling out of the hole 1 - 6 minutes later. If the party is not present, there is a 90% chance that the Orcs will defeat the Guloids. No second wave of Guloids will follow the first. The Orcs will not investigate the hole, but the party is free to do so in any event.

If the Orcs do not defeat the Guloids, they will be driven off with 11 - 30 casualties. The Guloids are then 90% likely to return to their underground domain. Otherwise, they will investigate the Keep, find the prisoners, release them, and chase them away. In any case, if the hole is later investigated by the party, the Guloids below will be going about their lives as though no cave-in occurred. They will react aggressively to any sign of intrusion into their caverns, but they are not excessively curious about the above-ground world and will not seek to explore any further than Nirang's Keep.

Orcs

NAP: 1 - 20	NIL: 20 - 200
HIT: 001	HTK: 1D6
NOA: 001	DPA: 1 - 4
SPD: 90'	AGL: 165
FOD: Anything	SIZ: 6'
ALN: LEX	ARM: 040
PF%: 20	PY%: 10
INT: 082	GES: 7 months
GRP: Band	CLS: FTR
PSY: 092	MRT: 15%
SPA: None	WPN: Any
RAD: 25%	POR: 25%
LIF: 60 yrs.	TEI: Any

Orcs are a thoroughly nasty type of humanoid that generally seems to hate all other life forms. They appear to be built for fighting because they are naturally armored as though wearing a leather jack. They are able, in addition, to inflict damage even without made weapons. They attack once each turn with each taloned hand, doing 1 - 4 points of damage with each. If both arm strikes hit, they may also attempt to bite for a further 1 - 4 points of damage. They can move 90' in a minute and average about 5' in height. They are capable of wearing armor and carrying weapons, and, although not very bright, can be quite sly and crafty.

Wolverine

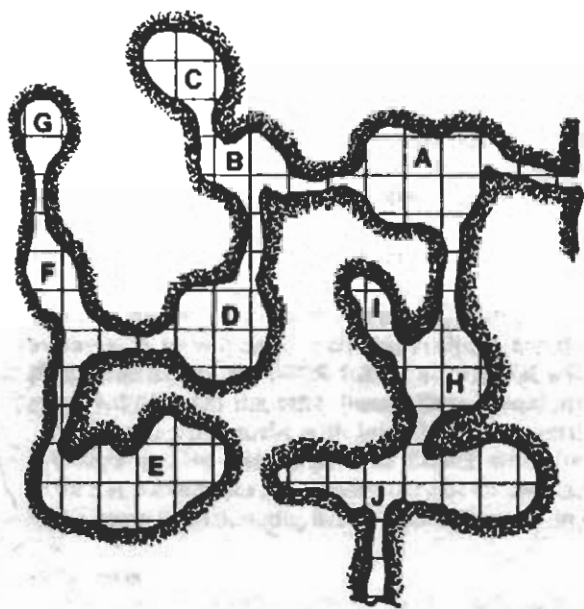
NAP: 1 - 3	NIL: 1 - 10
HIT: 002	HTK: 2D6
NOA: 003	DPA: 1 - 4/1 - 4/1 - 6
SPD: 150'/minute	AGL: 168
FOD: Meat	SIZ: 2'
ALN: NXX	ARM: 050
PF%: 45	PY%: 10
INT: 042	GES: 3 months
GRP: Pack	PSY: 041
MRT: 25%	SPA: Fights as 3 HIT creature
WPN: Teeth	POR: 30%
RAD: 30%	TEI: Forests
LIF: 80 years	

Guloids

NAP: 1 - 4	NIL: 1 - 100
HIT: 005	HTK: 12D6
NOA: 003	DPA: 1 - 8/1 - 8/1 - 12
SPD: 150'	AGL: 146
FOD: Meat	SIZ: 5'
ALN: NXA	ARM: 020
PF%: 040	PY%: 020
INT: 101	GES: 11 months
GRP: Pack	PSY: 113
MRT: 15%	SPA: +2 due to ferocity
WPN: Claws & Teeth	RAD: 20%
POR: 20%	LIF: 200 years
TEI: Forests, Underground	

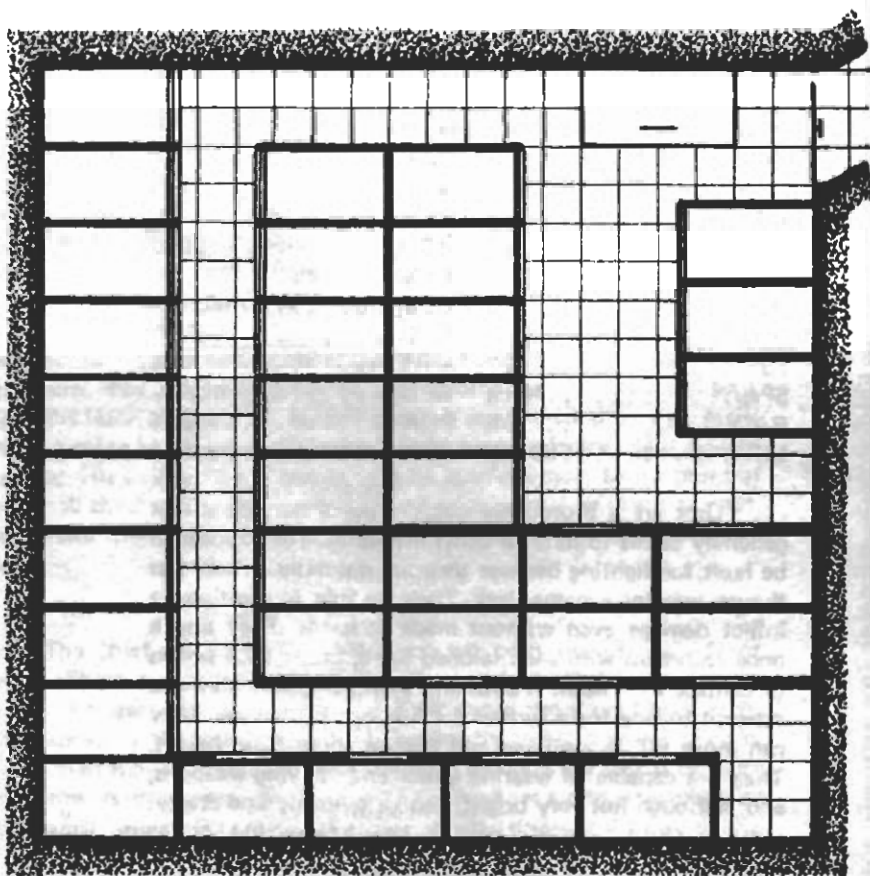
Guloids are a very rare, very reclusive race. They are generally considered to be little more than legends because those who encounter them often don't live to tell the tale. They are also known as Wolverine Men, and the name is very appropriate. They are furry, with claws and fangs, and they average 5' tall. They have 5 HIT and fight with a +2 (non-magical) to hit bonus due to ferocity. They are very bad tempered and have a 90% chance of attacking under normal circumstances. Young Guloids will have 1 - 4 HIT. Their Agility, Speed, and naturally tough hide protect them as if they were wearing Leather armor.





UPPER LEVEL

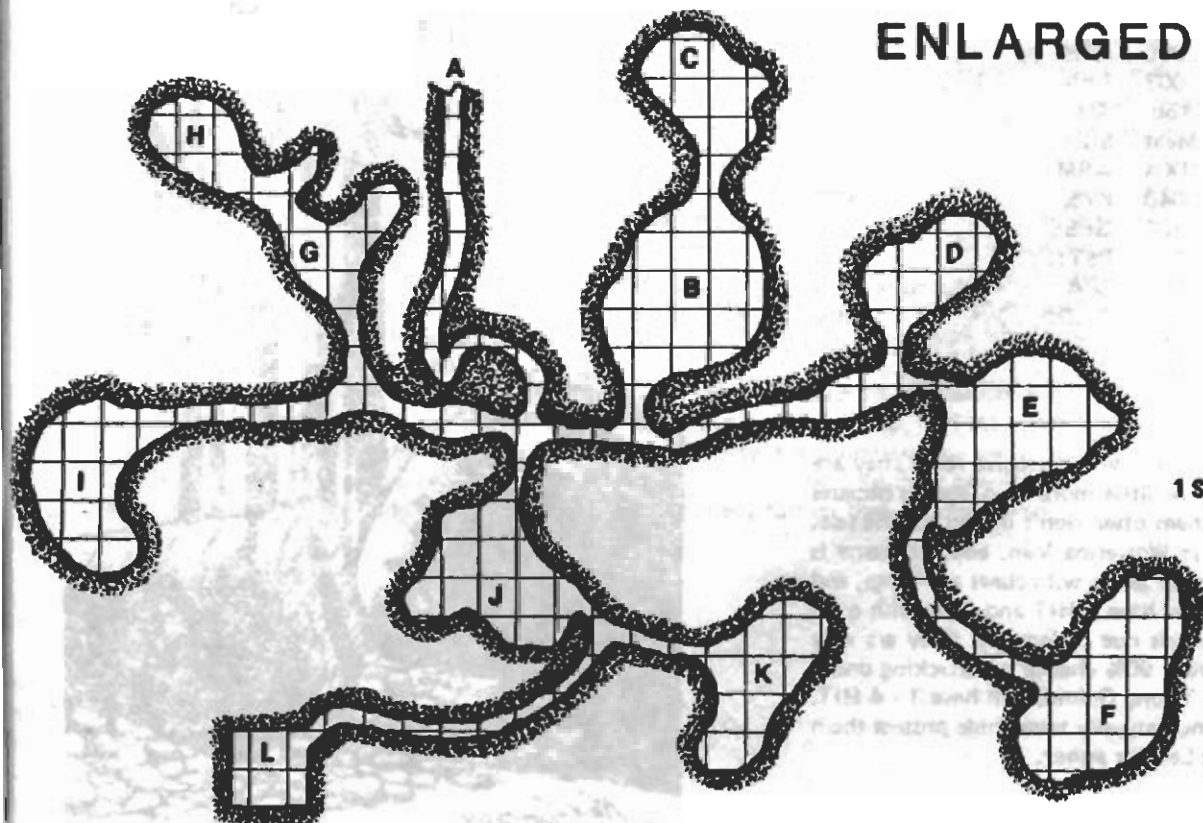
1 Square = 20 feet



ROOM L

1 Square = 2 feet

ENLARGED VIEW



1 Square = 20 feet

LOWER LEVEL

Guloid Caverns

A. Guardroom

This room was formerly the only possible way to get to the rest of the cavern complex. Now, of course, this is no longer true, but the Guloids have not stopped to think about that yet. Like all of the rooms in the complex, this one has dirt floors and is irregularly shaped. It is approximately 40' NS by 60' EW, with openings leading east, west, and south. There are 9 Guloids in the room. Six of them are male and are armed with iron-headed Spears. They are ALN NXA, HIT 005, ARM 030, AGL 146, HTK 30, 27, 24, 18, 16, 12, NOA 003, DPA 1 - 8/1 - 8/1 - 12. There are also 2 females with 23 and 11 HTK and a young male with 1 HIT and 6 HTK. All are protected by their tough hides as with Leather armor.

Three of the males are on their knees playing a dice game while another sits with his back to the wall, fast asleep. The other two males stand arguing with the two females. One of the females holds the young male who is struggling to get down so he can go explore.

The passage heading east is the entrance tunnel to the complex. It is quite long and exits in a protected spot on the other side of a hill from Nirang's Keep.

B.

This room is about 20' NS by 40' EW and is occupied by two Guloids. They live mainly in the northeast corner of the room because much of the rest of the area is a thoroughfare for the other Guloids going about their business. The pair living here are a male and a female, ALN NXA, HIT 005, ARM 020, AGL 146, HTK 023, 026, NOA 003, DPA 1 - 8/1 - 8/1 - 12. The female is napping while the male absorbs himself in playing with a pile of 9 rocks of no evident value. He is able to throw them quite accurately. Both male and female are protected as by Leather armor with their tough hides.

C.

This room is about 40' in diameter and is home to two male Guloids, ALN NXA, HIT 005, ARM 020, AGL 146, HTK 023, 022, NOA 003, DPA 1 - 8/1 - 8/1 - 12. Its occupants are presently in a loud discussion which seems to be over the possession of a Bipennis, a double-bladed Axe. A Bipennis is 2' 7" long (0.8 meters) and weighs 6 lbs. 3 oz. (2.8 kg). It does 2 - 18 points of damage.

One of the Guloids wears a makeshift Helm consisting of the top of a deer skull tied by bands of deerhide to his head. Upon sighting the party, the Guloids will attack; the one with the deerskull Helm will seek to butt with the antlers still attached to his Helm. If they hit, they will do 1 - 6 points of damage. The other Guloid will attack with the Bipennis. Both are protected as if they wore Leather armor by their tough hides.

D.

This is another living area, but it is empty and with good reason. Along one side of this 40' square room is a large pile of dirt and stones leading up to the roof. This, of course, is the cave-in leading down from the courtyard of Nirang's Keep. The hole in the ceiling is about 10' wide and 15' above the player's heads.

E.

This room is also currently uninhabited by Guloids and is used as a storage room. In it are the carcasses of three deer, a bear, a moose, and a badger. They are not preserved and smell putrid. The only living thing of visible size in the room is a Wolverine which is busily tearing into one of the deer carcasses. Wolverines have only two HIT but fight as though they had three. They move 150' per minute and attack once per round, doing 1 - 8 points of damage. This Wolverine has 8 HTK. Its size and speed protect it as though it wore Chainmail.

F.

This room is about 40' NS by 20' EW and has a very narrow opening at its north end. It is inhabited by two male Guloids and two females. They are ALN NXA, HIT 005, ARM 020, AGL 146, HTK 018, 017, 024, 017, NOA 003, DPA 1 - 8/1 - 8/1 - 12. One of the males lies on the floor nursing a fine set of claw marks on his nose while the other growls at him. The females are between them as though trying to prevent a fight. All are protected by their tough hides as though they wore Leather armor.

G.

This little, 20' diameter room is presently unoccupied although the presence of a large pile of dried plant matter indicates that it serves as living quarters for at least one Guloid.

H. (40' x 40')

There are seven Guloids in this room, three males and four females. They are ALN NXA, HIT 005, ARM 020, AGL 146, HTK 027, 020, 019, 029, 020, 018, 014, NOA 003, DPA 1 - 8/1 - 8/1 - 12. Two of the males are involved in a semi-friendly wrestling match while three of the females look on and jeer at their every fumble. The other male and female are involved in a more serious fight on the other side of the room. Note that, although neither of the fights is likely to result in more than minor injuries, to a non-Guloid, they would appear to be the culmination of an age-old blood feud. The Guloids are not likely to be hurt because of their tough, leather-like hides.

I.

Two male Guloids, ALN NXA, HIT 005, ARM 020, AGL 146, HTK 030, 019, NOA 003, DPA 1 - 8/1 - 8/1 - 12, will emerge from this room at approximately the same time that the party makes a move to enter. Because their encounter with the party is precipitous, it will appear to be an all-out attack upon the party, but, in fact, they simply want to join the wrestling match. The room from which the Guloids emerge is about 20' NS by 10' EW. It contains two piles of dried grass. One pile has the splintered bones of a squirrel lying nearby, and the other has a crude wooden club protruding from the middle of it.

J.

This room offers a rare sight: two Guloids working peacefully and harmoniously together. They are ALN NXA, HIT 005, ARM 020, AGL 146, HTK 021, 010, NOA 003, DPA 1 - 8/1 - 8/1 - 12. For reasons known only to themselves, they are attempting to dig a stone out of the west wall of the room. The end of the rock on which they are digging is about 3' square. The room is about 20' NS by 80' EW. In the center of the south wall is a tunnel which slants sharply down and curves sharply to the east. This leads to the second level of the caverns.

Second Level

A.

This tunnel leads down from the first level. It is about 120' long and has an average slope of 15%. Immediately after the first curve, the walls become solid rock. The rock walls are very smooth, but there is no evidence that they are anything but natural. There are certainly no chisel marks to be seen.

B.

This is probably the biggest room in the complex at 80' in diameter. On the east side of the room is a raised spot on the floor which appears quite out of place. The rest of the floor is relatively flat, and this raised section protrudes abruptly from the surface of the floor and is quite flat on top. However, there is no indication that the stone has been artificially worked. The room is presently occupied by two male Guloids, two female Guloids, and a HIT 004 male child with HTK 016. The adults are ALN NXA, HIT 005, ARM 020, AGL 146, HTK 028, 023, 027, 024. The two males are playing catch with a rock and are stationed about 30' apart. They are throwing the rock with great speed and are growling at one another. Generally, the rock is caught, but missing it or even getting smacked in the face with it does not seem to bother the contestants much; they simply retrieve the rock and hurl it back.

The two females, in the meantime, are showing the younger male some tricks of fighting, and he is looking rather battered; Guloids are not gentle teachers. Their teaching consists of attacking him, bowling him over, and then stopping just as they are in position to disembowel him or rip out his throat. Like all of the rooms on this level, the ceiling is 12' high. There are also three Wolverines in the room. They are ALN NXX, HIT 002, ARM 050, AGL 168, HTK 012, 011, 010, NOA 003, DPA 1 - 4/1 - 4/1 - 6.

C.

This room contains three males and two females. All five are asleep in one huddled mass on a pile of dried grass in the center of the approximately 60' NS by 40' EW room. They are ALN NXA, HIT 005, ARM 020, AGL 146, HTK 024, 019, 016, 030, 018, NOA 003, DPA 1 - 8/1 - 8/1 - 12.

D.

This room is 80' long from northeast to southwest, 35' wide, and is positioned diagonally on the compass. Nearest the party, a female, ALN NNX, HIT 005, ARM 020, AGL 146, HTK 022, NOA 003, DPA 1 - 8/1 - 8/1 - 12, tries to get a young male, HIT 002, HTK 005, DPA 1 - 4/1 - 4/1 - 8, to eat a piece of meat torn from a nearby deer haunch. In the back of the room, another female, HTK 020, and an adult male, HTK 024, sit with their backs to each other, growling.

LOWER LEVEL

E. (40' x 75')

This large room has a living area in the east end. A male Guloid, ALN NXX, HIT 005, ARM 020, AGL 146, HTK 025, NOA 003, DPA 1 - 8/1 - 8/1 - 12, is engaged in a wrestling match with a younger male Guloid, ALN NXX, HIT 004, ARM 020, AGL 146, HTK 021, NOA 003, DPA 1 - 8/1 - 8/1 - 12. They are approximately in the center of the room. Three females, HTK 027, 022, 014, are sitting on the ground on the east side, gossiping.

F. (120' x 50')

In this diagonally-positioned room are piles of bones and refuse which fill half the room. The bones are picked clean, and many have been broken open to remove the marrow inside. A male and female Guloid, ALN NXX, HIT 005, ARM 020, AGL 146, HTK 012, 029, NOA 003, DPA 1 - 8/1 - 8/1 - 12, are rummaging through the bones. Occasionally, the male will experimentally swing a larger bone as though it were a club. If he attacks, he will use such a club. The female carries a sleeping Guloid child on her back.

G.

This room is about 40' square with a 20' square alcove to the northeast. In the alcove, fast asleep, is a male Guloid, ALN NXX, HIT 005, ARM 020, AGL 146, HTK 024, NOA 003, DPA 1 - 8/1 - 8/1 - 12. He will awaken on a 1 on 1D6.

H.

This room is about 40' square, and, by the back wall, a male Guloid, ALN NXX, HIT 005, ARM 020, AGL 146, HTK 028, NOA 003, DPA 1 - 8/1 - 8/1 - 12, sits rocking a female child who is crying vociferously. Beside the male Guloid is a 5' long Wolverine chewing on an animal bone. The Wolverine is ALN NXX, HIT 002, ARM 050, AGL 168, HTK 010, NOA 003, DPA 1 - 4/1 - 4/1 - 6.

I.

This room serves as the Guloid community hospital which, of course, means little more in this case than a place to put sick Guloids. Included among the sick are two male Guloids, ALN NXX, HIT 005, ARM 020, AGL 146, HTK 018, 029, DPA 1 - 8/1 - 8/1 - 12, and 3 females which have HTK 021, 021, and 014. Judge's Note: The HTK amounts given are what the creatures would normally have. While ill, the creatures fight as though Hit Dice and Hits to Kill were halved (round down).

Also in the room are a male Guloid, ALN NXX, HIT 005, ARM 020, AGL 146, HTK 018, NOA 003, DPA 1 - 8/1 - 8/1 - 12, and a female with HTK 021 who serve as the hospital staff. They know a little herb lore but really cannot do much more than to try to keep the sick as comfortable as possible and to help them to eat.

J.

This room is very irregularly shaped, but its main portion is about 50' NE to SW and 80' SE to NW. In the room are three male Guloids, ALN NXX, HIT 005, ARM 020, AGL 146, HTK 040, 040, 040, NOA 003, DPA 1 - 8/1 - 8/1 - 12, and seven females with 030, 023, 021, 020, 018, 014, and 016 HTK. Two of the females care for two male children. The males are the Chief's bodyguards and lieutenants. They protect and obey him, and the other Guloids obey them. Also in the room are four Wolverines, ALN NXX, HIT 002, ARM 050, AGL 168, HTK 012, 011, 008, 007, NOA 003, DPA 1 - 4/1 - 4/1 - 6.

K.

This is the Chief's chamber. It is about 100' from NE to SW and 35' from SE to NW. The only male inhabitant is the Chief of the Guloids, ALN NXX, HIT 006, ARM 020, AGL 146, HTK 036, NOA 003, DPA 1 - 8/1 - 8/1 - 12. Around his neck is a chain made of an unidentifiable metal from which hangs a thin rectangle about 2½" wide and 4" long. It appears completely smooth and featureless and is made of the same unidentifiable metal as the chain. The amulet will flex quite easily and, unless bent almost in half, will spring back into shape when released. If it is bent excessively, it has a 30% chance of breaking and a 60% chance of becoming permanently bent.

There are also six female Guloids in the room. They are ALN NXX, HIT 005, ARM 020, AGL 146, HTK 030, 025, 020, 020, 017, 014, NOA 003, DPA 1 - 8/1 - 8/1 - 12. Two male Guloid youths, HIT 004, HTK 021, 017, are playing with a small toy which resembles a Wolverine. Six Wolverines, ALN NXX, HIT 002, ARM 050, AGL 168, HTK 011, 010, 009, 008, 006, 004, are fighting over a bone which was tossed to them by one of the youths.

1.

After going down a long, narrow, winding passageway, the players will find themselves confronted by a shining silver door. It is 6' square with a 2' diameter wheel protruding from the center of it and a 2½" long slot above it. Anyone touching the door or the wheel will take 1 - 6 points of shock damage. This is negated if the Chief's amulet is placed in the slot. The amulet, of course, will not work if bent or broken. On the other hand, the slot looks just the right size in which to slide a Dagger or similar instrument. Anyone doing so will take 3 - 18 points of shock damage, but the door will then be deactivated. The door may then be opened by turning the wheel to the right 1½ times and pulling on it. Note that even a person immune to shock could not open the door before it is deactivated.

Beyond the door is a 40' square room which will be instantly recognizable as a crypt. The bodies laid here are on stone shelves stacked two high. The shelves and supports are made of 3' thick stone slabs of the same type of stone as that found in the caverns outside. The walls, floor, and ceiling, however, are of the same metal as the door. There are holes and scars in the floor that indicate that heavy objects were once bolted down in this room but have since been removed. All together, there are 100 bodies in the room. Almost all of them are adult Guloids, but there are some children.

5' from the door on the west wall is a block of the shiny, metallic material protruding into the room. It is 4' wide by 8' long and 4' tall and is actually an extension of the wall. It is featureless except for a slot in its outward face which is similar to the one in the door. If the Chief's amulet is inserted in the slot, the top will slide back. If a Dagger is put into the slot, the holder will take 1 - 6 points of shock damage. There will seem to be no other effect, but the lid can now be forced back into the wall.

Inside this box are 1,424 PP, 3,061 GP, 8,068 SP, a large Moonstone worth 550 GP, a giant piece of Rock Crystal worth 11 GP, a large Jacinth worth 1,000 GP, a Jasper worth 50 GP, a small Smoky Blue Quartz worth 45 GP, and a small red and brown Spinel worth 95 GP. Also in the box are an engraved gold goblet worth 1,500 GP, a silver goblet with four Topaz settings worth 300 GP, a silver armband with a single large Sapphire setting worth 500 GP, and an ivory statuette.

The statuette is about 6" tall and has yellowed with age. It shows a Guloid in what appears to be a full suit of Chainmail with heavy, hobnail boots, a backpack with a Javelin protruding from it, and a full visored Helm under one arm. It has had some type of black ink or paint rubbed on it. It is worth 500 GP.

Just beyond the box is a stack of copper ingots. These are 3" thick, 5" wide, and 12" long. There are 100 of them, each weighing 20 pounds and worth 1 GP. Atop the stack of copper ingots is a type of Mace known as a Pernet. This is 31" long and weighs 41 lbs. 6 oz. Such a weapon normally does 1 - 8 points of damage. This weapon, however, is magical and adds 3 points to the user's STR while he holds its handle and gives a +2 bonus to hit and a +1 bonus to damage. Additionally, each time an opponent is hit by it, he must roll CON or less on 1D20 or lose one Charisma point permanently.

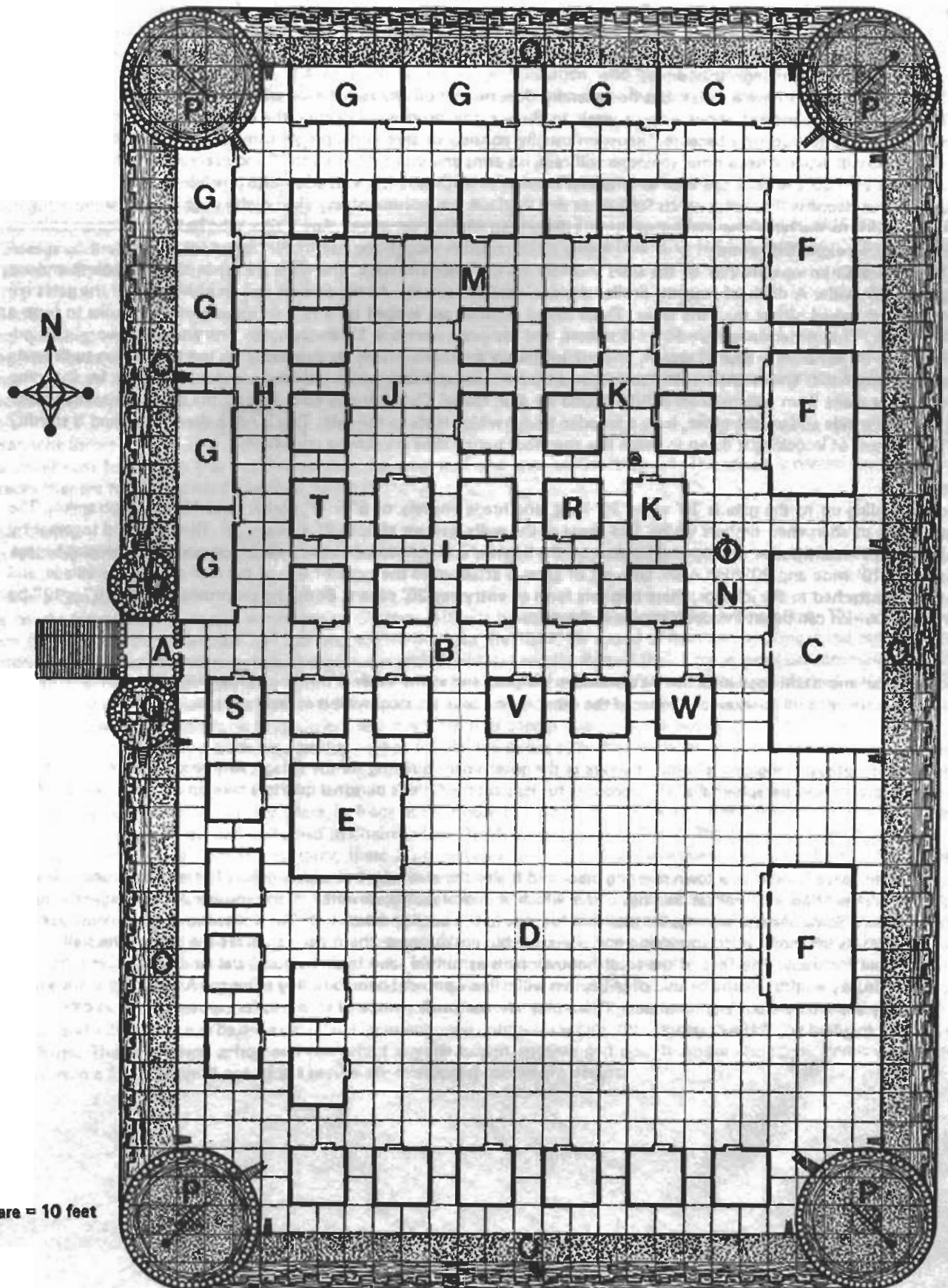
It cannot be seen because of the stone backs on the niches in which the bodies are placed, but there is something hidden behind the bodies on the south and east walls. Each vertical pair of niches on these walls is separate and can be moved out, but this will take 40 STR points. Behind the stone niches are other niches built into the walls. These are covered with what must be fire-hardened glass for, although it is fully transparent, it will resist a blow struck by the strongest person without any apparent damage. Repeated blows, however, will damage and eventually destroy the glass. In the niches are more Guloids who appear to be quite normal except that they are all over 6' tall and wear strange, metallic-looking clothing. It would be possible for a Human to wear this clothing, and, if one were to do so, it would give protection equal in every way to Ringmail although no more cumbersome than woolen garb. These larger Guloids also wear high-quality, hard-soled boots.

Above each glass-covered niche are two gems, one red and one green. There is only a 10% chance of prying one of these gems out of the wall, and, if this were done, it would be worth, at most, 5 GP as a novelty. An odd thing about these gems is that they seem to have copper roots which extend into the walls.

On the last 4' of the eastern wall is a panel which is covered with buttons, knobs, and levers as well as more of the strange gems in red, blue, yellow, and green. Exactly in the center of the panel is a large red button with a ring of red around it. If this button is pressed, every "gem" in the room will briefly flash and a bolt of lightning will come out of the ceiling above the panel and strike whoever pressed the button for 4D6 points of damage. The victim must also roll less than CON on 1D20 or die of shock. Judge's Note: This will happen only once; after that, nothing in the room will deliver a shock or be affected by the amulet.

Lying on the 3' wide ledge at the bottom of the panel is a light wand. This device is about 1" in diameter and 1' long. Its handle is made of metal, and the upper end is made of some kind of white jewel. When a lever on its side is slid upward, it glows with a greenish-white light which is obviously magical. It gives off light roughly equal to that of one torch and lasts for 10 - 100 hours. It glows quite steadily until it has only 10 hours of operation left; then it will begin to slowly dim. During its final two hours of operation, it flickers and gets steadily dimmer.

VILLAGE OF CHIM



The Village of Chim

The coming of the Dwarves to Chim is a story lost even to legend. Most assume that they came by ship although the people of Chim are not known as seafarers. Others feel that they migrated by land, citing tales of mountains to the south that are part of the local folklore as evidence. Whatever their origins, Chim is now a fairly secure little enclave with an earthen wall, a relatively large militia to man it, and a market where merchants from far away lands come to buy coal from Dantell and furs, fruits, and spices from jungle tribesmen.

The people of Chim have a Chief, but he generally does not act on any major issue without the approval of the townsmen. They meet in the market about once a week to discuss any problems affecting the village. These meetings tend to resemble free-for-alls to outsiders because discussion usually consists of several people shouting at once at each other and at anyone else who will listen. After a time, someone will raise his arms and shout, "Let's vote!" and everyone will fall silent. The Chief will then step up and take the vote in whatever manner strikes his fancy. It is also quite possible that, in the middle of the discussion, someone will raise his hands for silence and then ask the opinion of any visitor who might be watching. All will listen respectfully to the reply and then return to the discussion without comment. Any visitor who has expressed an opinion on a matter will be expected to vote.

The walls of Chim measure 290' on the sides and 450' on the front and back. The walls are made of packed earth and are 15' high and 20' wide. A ditch of roughly similar size encircles the outside. At the corners and on either side of the gates are mounds of earth raised higher than the walls. These raised mounds are topped by a ring of sharpened tree trunks to form a palisaded tower. The corner towers are 50' in diameter, and the gate towers are 25' in diameter. Entry to the towers is by ladders which can be removed in case of attack. The corner towers are entered from the ground level, but the ladders to the gate towers are on the walls. The earthen wall is also topped by a wooden palisade which includes a walkway suitable for Dwarves. Steps up to the walls from ground level will be found by each tower. The only way to get across the ditch, other than clambering down one side and up the other, is by a wooden bridge which leads to the gate. This is not a drawbridge and is sturdily built. The chances of knocking it down in much less than four hour's time are slim to nonexistent.

A. Gates

The bridge leading up to the gate is 20' wide, 30' long, and made entirely of 6" x 6" timbers and 12' long iron spikes. The gates are made of sharpened timbers which, like those of the walls, average about 12" in diameter. They are held together by 6" square beams fastened near the top and bottom on the interior and connected to the walls by complicated wooden hinges. The gates are 10' wide and 20' high each. One set of gates is attached to the exterior side of the wall around the village, and another set is attached to the interior; these two sets form an entryway 20' square. Both sets are provided with a 6" x 12" by 15' long plank which can be set into iron staples in the gates.

B. Main Way

This is the most important road in Chim. At one end is the gate, and at the other is the Chief's house. Halfway between them is an opening leading to the market, and most of the other main roads intersect with it as well.

C. Chief's House

This building is not just Funclamir's home; it serves as the government building for the village. Any records are kept here as is treasure and other official paraphernalia. This accounts for its size; the Chief's personal quarters take up only one corner of the structure.

D. Market

This wide, open space is used as a town meeting place and is also the area where outsiders generally transact business. During the day, the area is filled with canvas awnings under which the locals sell their wares to one another and, at a slightly higher price, to outsiders. Some of these awnings are available for rent to the outside merchants. These merchants often come in pairs, and, while one sets up shop under an awning and waits for buyers to come, the other canvasses the rest of the stalls to see what is available for trade. The first of the local booths opens at sunrise, and business continues until dark. Even then, the square is not usually empty; a band or two of tribesmen will often camp out here, building a fire and luxuriating in the knowledge that they are secure from animal attack. There may also be small groups of sailors loitering here as well as others who have remained to guard any leftover goods.

E. The Golden Anvil Inn

Because it is almost the only place within 20 miles in any direction that sells food and drink and provides lodgings, the Golden Anvil could charge nearly any price for its goods and services and get it, but Smech, the proprietor, knows that, if he tried this with the locals, they would cheerfully lynch him. Thus, the prices he charges the locals are reasonable, and those for outsiders are not overly high. The food and drink are of good quality. The sea merchants make sure of this; they bring most of it in and are aware that they will probably have to eat it. Smech, of course, has no trouble affording it. For a slightly higher price, one can have a mug of Cobra milk. This is a drink made by the jungle tribesmen, who have a crude distillation apparatus. Cobra milk is also useful for removing corrosion from metal. This is the only two-story building in town and has sleeping quarters upstairs.

F. Warehouses

There are three of these buildings. Each is 50' long and 30' wide with two 5' wooden doors in the center of the long wall. The buildings are made of mud and wattle construction like the rest of the buildings in town. They are completely open like a barn on the inside and are available for rent to anyone in need of storage space. They are usually rented by outside merchants for the storage of their goods for a short while, but some space is occupied by goods belonging to local merchants. Rental is 2 SP per square foot monthly.

G. Barracks

These buildings are 20' wide and 40' long with a door at either end and abutting the city wall on the rear. They are located along the north wall and the northern half of the west wall. They were intended as quarters for a standing army, but the "army" of Chim is a militia, and most of them are married, so the buildings serve more as bachelors' quarters. Each barrack is built to house ten men, but, in practice, only an average of four or five men occupy any one building.

H. Barracks Street

This street runs from Main Way northward near the west wall and ends at Court Street. The street is named for the row of barracks that are nearly the only buildings facing it.

I. Wall Street

This roadway runs from Barracks Street to Well Square.

J. Forgers' Square

It is nearly impossible to have a settlement of Dwarves without having some blacksmithing taking place. This open area is where the local smiths congregate. All day and sometimes into the night, the sound of hammers striking metal can be heard. As they work, the smiths will sing, talk, and compare techniques and results. Part of their time is spent on common items like nails, pots, and buckles, but they also find time to work on weapons. There is a 10% chance that any desired weapon can be found for sale here. The chance for finding weapons usable by Dwarves, such as Axes, Shortswords, or Spearheads, is 30%. Of course, any weapon can be made on commission, and it will be of as good a quality as the buyer is willing to pay for. There are also a couple of jewellers who work here casting gold and silver and doing other fine metalwork.

K. Holy Square

This is the religious center of the city. Here, in front of the house of Ghouti (marked K1) is a statue of Hexainaber, the local deity. He is, of course, a Dwarf and is clothed in Chainmail and holds a Hammer and Shield. The statue is carved of granite and is life-sized. Where it came from is a mystery; there is no place in over 200 miles where granite occurs naturally, and no one remembers a time when the statue did not stand in its present location.

The myths depict Hexainaber as a fairly easygoing fellow who will accept almost anything as sacrifice and does not demand extreme devotion or self-denial. He is rather chauvinistic and will not generally accept the service of non-Dwarves. Religious services are held once a week, but the average citizen attends them only once a month. Of course, private prayers may be said at any time. There is a bowl in front of the idol into which the seeker is supposed to drop an offering. If anything is removed from the bowl by anyone except Ghouti, the responsible person will be hit by a bolt of lightning for one point of damage each round until that person returns to the bowl more than was originally removed. This damage will occur despite any protection and will continue to be done until the aforementioned condition is met, the Thief is dead, or the statue is destroyed.

Judge's Note: This is a divine action and will affect anyone except another god despite magic resistance, immunity to electricity, or even a full *Wish* until one of the previously mentioned conditions occurs.

L. Market Street

This street runs from the market nearly to the north wall and connects it with the two warehouses on the other side of the Chief's quarters.

M. Square Street

This street runs on the north side of the village and extends from Barracks Street to Market Street.

N. Well Square

This area is directly in front of the Chief's house and to its right. The reason it is so named is obvious; the communal well is located here. This is a popular meeting place for the females of the village, and there is usually a group of 2 - 12 of them here. It is especially popular among the unmarried girls who like to get together here to discuss passing males and flirt outrageously from the safety of a group. The well itself is about 8' in diameter with a 2' thick and 3' high stone wall around it. A pair of hinged doors have been designed to cover it, and there is a small hole in the center to accommodate the rope. The surface of the water is about 40' below the ground, and no one remembers how much deeper the well descends. There is evidence that, at one time, the water was at least 10' higher than it is now, but no one remembers the well ever being short of water. The shaft of the crank is 6" in diameter and has about 100' of rope on it. At the end of the rope is an oaken bucket which holds about 1 gallon of water. There is a dipper tied to one of the braces of the crank. This can be used for getting a drink after pulling up a bucket of water.

O. Walls

These are the walls of the city. For details, see the introduction to the Village of Chim.

P. Corner Towers

The size and construction of these structures is mentioned in the introduction. Like the main walls, the towers have walkways near the top which allow the Dwarves to light over them. In the center of the tower, set so it can be turned to face any direction, is a Catapult. The rocks to be used as ammunition are piled around the edge of the tower. Each of these Catapults requires at least three people to operate it. If the Catapult breaks or is otherwise unusable, the stones can be dropped on attackers attempting to scale the walls. In fact, this is recommended any time the walls are being assaulted because the Ballista has a blind spot close to the wall. The area below the platform is reached by a trapdoor and ladder. In it are stored more stones for the Catapult as well as two Bows and 1,000 Arrows. Arrow slits are provided to the outer walls to allow defensive fire. There is also provision for blocking these if so desired.

Q. Gate Towers

These towers not only have walkways, they also each have a full wooden platform on which is stationed a Ballista. Two men are required for its operation, and ten Bolts are stored on the platform for use in it. The machine is wheeled to the wall, fired, and wheeled back out of sight for reloading. There is a trapdoor in the platform which leads down to the enclosed area below. There are Arrow slits in this area which look out on the entry space between the gates. A Bow and 100 Arrows are stored in each of these lower areas along with extra ammunition for the Ballistae.



Funclamir, Chief of Chim

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXA	032	011	050	150	134	110	103	122	117	106	143	129	136	134	139	DGS

Funclamir is not particularly pleased about being Chief. It is a job that was forced upon him by the former Chief, who chose Funclamir as his successor, and his six loyal Dwarven bodyguards, CLS FTR, ALN LGX, LVL 022, ARM 050, AGL 126, HTK 012, 011, 011, 009, 008, 006, WPN IFM, make sure that he keeps the job. Another thing that keeps Funclamir in office is the fact that no one really wants to throw him out. He is the best possible type of ruler. He doesn't make unnecessary laws; he makes only those laws requested by the citizens at a town meeting. On the other hand, if an emergency occurs, he is able to take command and get things organized to handle the problems.

Before being chosen as Chief, Funclamir worked as an armorer and reached fifth level in that class. In fact, both his Mail coat and his Shortsword are of his own fabrication and, together, represent the best of his work. Both have magical +1 enhancement. Predictably enough, he spends 30% of his time in Forger's Square.

Although he is 101 years old, Funclamir's flaming red hair has only begun to be dimmed by gray. He is 4' 10" tall, weighs 187 pounds, has brown eyes, and is right handed.

Smekh, Proprietor of the Golden Anvil

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXE	022	009	030	075	108	077	106	146	141	137	147	179	160	155	091	ILS

Inns are always popular places, and, due to its uniqueness in the area, the Golden Anvil gets plenty of business. As a result, Smekh is one of the most wealthy people in town. He is not one of the smartest. He generally makes fairly sound snap decisions, but he often changes his mind after thinking it over for a while. Usually, his subsequent decisions are for the worse. He is fully aware of his bad record and strives mightily to do better. Unfortunately, this effort takes the form of thinking carefully before making a decision, and, with his fuzzy thought processes, this just makes matters worse. The only thing that has kept him going is the aid of his wife, Yetaveth. She is bigger than his 4' 3" and 116 lbs. despite the fact that she is nine years his junior at 45. She frequently tells him, "Do what you think best and talk to me about it as soon as you can." She has been taking care of him since the days they spent adventuring together. Smekh has black hair and eyes and a black beard down to his waist. His skin is unusually pale for a Dwarf, but he is not in ill health. He is right handed. Before he retired, he had reached second level as a Thief.

Yetaveth, Wife of Smekh

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	LNE	031	009	030	043	102	121	154	127	104	093	085	109	098	117	130	IDG

Although no one in town knows it, Yetaveth is the real owner of the Golden Anvil. Even Smekh has forgotten that, when it came time to settle down, he was broke, having squandered most of his money and been bilked out of the rest. Yetaveth, on the other hand, had saved her money and amassed a small fortune. She spent most of it to buy the Inn and get it in business. Yetaveth is not upset that Smekh claims ownership of the Inn even though it is her property. She has quietly been siphoning off a bit of the profits to pay herself back. She does not consider this unscrupulous because, as owner of the Inn, she could claim all of the profits. She keeps a strict account of her withdrawals. She has 1,574 GP which are buried under a keg in the basement. Yetaveth is not as popular as her husband, who is a great conversationalist and storyteller, but she is liked well enough to suit her. She is actually rather striking with her bright red hair. When something requires doing, she does not take kindly to much resistance, and people have learned not to cross her when her normally brown eyes turn green with anger. She is a very good-sized Dwarf at 4' 6" tall and 163 lbs, and, when she stands with arms akimbo, face crimson with anger, flashing green eyes, and flaming red hair, she is enough to make the stoutest Dwarf quake in his boots. She is much more pleasant-looking when her face is its normal, healthy pink rather than crimson with anger, and her eyes are a pleasant brown. She carries a concealed Dagger within easy reach of her right hand, and she has had plenty of practice with it. She was a Thief in her younger days, but, now, never uses her old talents. (Well, almost never!)

Ghouti, High Priest of Chim, Cleric of Hexainaber

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	CNL	061	011	040	073	155	140	168	161	097	161	174	094	144	137	141	IWM

This may be the most un-Dwarflike looking Dwarf you'll ever see. He is completely bald; the only hair he has above his lower lip is a pair of shaggy black eyebrows that hang over his green eyes. His beard is also very black and full. His pate is a gleaming nut brown because he spends his days outside tending to the image of Hexainaber and talking to those who come to worship. Ghouti never wears a hat, even in battle. Another of his incongruities is that he is small at 3' 11" and 104 pounds. His face is bronzed and fairly unlined; he is only 67 years old which is not at all old for a Dwarf. He is right handed. Ghouti is a sympathetic listener, and people seem to naturally confide in him. The people have learned that his advice is usually good, and even those who are not particularly religious often bring their problems to him.

Jumping Jushe, Wood Carver

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	021	015	040	053	143	094	107	121	120	070	125	133	083	065	095	SBA

This is another short Dwarf; he is even shorter than Ghouti at 3' 10" and weighs only 102 lbs. He is referred to as Jumping Jushe because he often has to jump up to see over or on top of things. He is 83 years old and has a light complexion, black hair hanging to his shoulders, and a brown beard which he keeps cut short so it will not get in his way while he works. His wife, Oshag, is convinced that he works too much; he often sits up late into the night carving decorations into a chair or table. Jushe feels that a customer must get his money's worth and that as quickly as possible. Oshag is in the habit of holding his left hand as they walk down the street together to prevent him from using it to make something. It also prevents him from running into things; when he is on a project, he is unlikely even to notice rain.

Oshag, Wife of Jushe, Priestess of Hexainaber

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	NGE	011	014	070	023	086	100	127	128	055	131	110	061	120	167	084	IFM

The home of Jushe and Oshag is next to that of Ghouti and close to Forger's Square (R). As a result, Jushe gets many requests for Spear shafts and scabbards. Oshag has become interested in the worship of Hexainaber and helps out with the weekly services. She is an eager pupil but has not yet learned much. She is 73 years old and has brown hair and brown eyes. She is 4' 6½" tall, weighs 134 lbs, and is right handed.

Fekkri of the Far-Travels, Retired Mariner

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
ASN	NEX	061	017	030	053	129	117	086	127	129	077	144	125	077	125	104	VGS

There is an exception to every rule, according to an old proverb, and Fekkri is certainly one of the exceptions. Not only is he a sailor, which is almost unheard of in Chim, but he is an expert navigator. He tired of the sea, however, and finally succumbed to his native Dwarvish longing for solid ground. He actually gets the best of both worlds because he has memorized the locations of off-shore shoals and acts as a pilot for the merchant ships that enter the harbor. He has a house near the main gate (see S on the map) where he lives alone, preferring privacy to the company of other bachelors housed in the Barracks. He spends most of his day sitting on a bench in front of his house, leaning against the wall, smoking a pipe, and watching the traders go past him. Every night, he comes into the Golden Anvil, takes the grog which Smech pours for him, and drinks it slowly, taking about an hour. He spends that hour watching the activity at the Inn and saying little. Then he leaves his payment behind in his mug and returns home to bed. He is 107 years old with iron-gray hair and beard hanging to his waist. He is 4' 3" tall, weighs 128 lbs., and is blue-eyed and right-handed. He has 336 GP hidden in his locked seachest. The secret of his past life at sea, working as a hired killer, Fekkri keeps from his friends and neighbors in Chim.

Shubcu the Tailor

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	NXE	051	011	030	033	090	135	130	125	165	071	104	138	112	113	151	ILS

Despite his Dwarven heritage, Shubcu does not have a beard. This is not natural; he shaves it. When he was young, a kettle of boiling liquid accidentally spilled on part of his face. He was badly scarred, and, when he became older, most of his face would not grow whiskers. Therefore, rather than have half of a beard, he shaves. Of course, this makes him look especially ugly to other Dwarves, and many of them are uncomfortable around him because of his scarred face. However, he does not have any trouble getting business because the quality of his clothing is very good. Shubcu spends his evenings at the Golden Anvil. He has found that outsiders are not so repulsed by the sight of his unbearded, scarred face, and he is a compulsive gambler. Fortunately for him, he is also quite a good gambler and has relieved many an outsider of a fat purse by his luck at the dice or at cards. He is also not above relieving drunken outsiders of their purses without the necessity of playing at stakes for them. His penchant for gambling is understood, but many townspeople feel a little guilty that he has to go to outsiders for companionship. He has been very careful with his thieving and only picks the pockets of those who are extremely drunk under the guise of helping them to rise or to get to their rooms. He will then pay for their room for the night. This is not as generous as it sounds since he is using the money garnered from his victim to pay the tab. Between his three sources of income, he has managed to lay aside 482 GP which are sewn up inside one of his old cloaks. He is 68 and has black hair hanging to his shoulders. He is 4' 3" tall, weighs 132 lbs., has green eyes, and is right handed.

Olfustaw, Dog Handler

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXL	011	014	030	066	115	135	136	118	152	164	132	131	134	143	162	IGS

This gentleman not only trains dogs, he also breeds them. As a result, there is always a tangle of 3 - 18 dogs in and around his house (see T on the map). These dogs are all either friendly or tied up, so they present no real problem to a visitor. Olfustaw is 107 years old with black hair and a short, brown beard. He is blue-eyed, left-handed, and 4' tall. He weighs 119 lbs. He charges 6 GP for a 6-week training course for a dog. His prices to purchase dogs run from 1 - 8 GP, depending on whether or not the dog has been trained.

Echeck, Waggoner

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CNG	011	014	010	033	090	107	121	087	130	128	075	175	141	113	114	BDG

This young man would stand out in almost any crowd; he is an albino. It is quite a shock to some to see this light-skinned, white-haired youth among a group of dark and, usually, black-haired Dwarves. The lack of pigment in his eyes makes him unable to see well at a distance, so he never learned any of the adventurous trades. He makes his living by driving a wagon from the coast to the docks and back, carrying freight. He stables his horses outside the village. He is 4' 1" tall, weighs 112 lbs., and is 43 years old.

Zacketh, Hunter and Animal Trainer

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
ASN	LNE	021	011	030	043	146	129	085	092	140	145	135	174	121	127	095	VGS

Unlike Olfustaw, Zacketh does not work with dogs but with wild animals, mostly cats. In the course of his hunts, he sometimes kills Jaguars or Leopards, and, if he discovers that they have left orphaned kits, he takes these kits home and raises them. At about the time they would normally be weaned, he transfers them to a kennel he has built outside the city walls because, at that time, they might start to be a danger to the people and vice versa. He might be persuaded to sell a cat at this time for 12 - 48 GP, assuming he trusts the buyer. He will not sell the cats when they are much younger or much older than this. He is in the habit of taking these cats hunting with him. Most of them eventually fail to return, but he expects this and actually wants it to happen.

Two adult cats have chosen to stay with him. They are a male Leopard with HTK 008 and a female Black Panther with HTK 025. These cats have learned to tolerate Humanoids, especially Dwarves, and will not harm them unless unduly annoyed or to protect Zacketh, whom they always accompany.

The time Zacketh has spent in the jungle, stalking and being stalked, has taught him stealth and the art of quick and quiet killing. He has had occasion to use these skills on Orcs a time or two, and his continued existence attests to his success. He lives by the law of the jungle. He would make a valuable scout and a dangerous enemy.

Zacketh is 102 years old, about middle-aged for a Dwarf. He has red hair which he covers with a hood on the hunt and a red beard which he tucks into his belt. He has black eyes, is right-handed and 4' 1" tall, and weighs 111 lbs.

Farmer Abvish

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CNG	031	012	030	052	112	125	103	115	166	089	104	144	086	093	104	IHT

Abvish's farm is a patch of ground just west of the village with two rows of apple trees on the north and south sides. He generally grows grain in the field between the trees but sometimes varies the crops and grows lentils or something of that sort instead. This has less to do with an understanding of the principles of crop rotation than it does with getting bored with growing grain. He has noticed that the grain seems to grow better after these changes of pace and jokes that the ground gets as bored with growing the grain as he does. His weapon, the pruning hook, is actually a tool used to improve the yield of his apple trees. The fruit from his trees is sweet, and the orchards themselves are popular spots for lovers in the spring and for hungry youths in early autumn. The pruning hook has a curved blade which is sharp both inside and out and pointed at the end. It is affixed to a 4' long pole and is just as useful for penetrating armor or chopping off limbs as it is for removing unwanted branches from trees. It does 1 - 6 points of damage. Abvish is 4' 8" tall and weighs 172 lbs., which is quite large for a Dwarf. He has long, black hair which he wears in a braid and a brown beard that hangs to his waist. He is right-handed and has black eyes.

Bathfoyg

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	NEX	031	010	030	032	156	094	159	116	165	105	127	160	112	137	135	VGS

The Dwarves of Chim are just as aware of the Orcs in the jungle as the Orcs are aware of them. Bathfoyg spends his time keeping tabs on the movements of the Orcs. He is only nominally a citizen of Chim since he only comes into town at night to report to Funglamir, spend a quiet hour at the Golden Anvil, and get supplies before slipping away in the pre-dawn light. He has not been seen in town for three weeks and gave no warning of the attack on Nirang's Keep, so, either he has been discovered by the Orcs, or they managed to make the move in complete secrecy. Funglamir is not yet concerned about the whereabouts of Bathfoyg, but he will begin to worry before too long.

Bathfoyg is 57 years old with black hair and beard. He is left handed and has green eyes. He is 4' 1" tall and weighs 110 pounds.

Chog the Carpenter

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXL	021	013	030	032	130	072	044	113	105	089	106	118	104	072	063	IGS

Chog is not the brightest person in the world, and it was not originally intended that he should inherit his father's estate, but, when his father's death was found to be suspicious in nature, suspicion fell upon his older brother, Drog, who was known to be impetuous in temperament. When that worthy disappeared, having, presumably, sneaked aboard an outward-bound ship, his guilt was considered to be proven, and Chog inherited the estate. He is an adequate carpenter but not capable of architectural masterpieces.

Chog has a secret. His family, from ancient times, has inherited the title Firth (as in Firth Chog). The meaning of the title has been lost, but the injunction not to mention the title has been passed down from generation to generation. By now, there is no way of telling whether the title was dishonorable and, therefore, kept hidden or a great honor which was played down out of modesty. In either case, the family keeps its secret. It is doubtful that anyone alive knows what it means.

Chog has long grey hair and a short grey beard although he is only 68 years old. This early greyness is a family trait that was shared by his father and brother. He has blue eyes, is 4' 8" tall, weighs 158 lbs., and is ambidextrous. His brother is innocent of the murder of his father, and the killer is still at large in the town.

Vomu the Tanner

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
ASN	LEA	021	081	030	032	129	132	130	136	120	109	143	125	106	115	154	VDG

This is the true killer of Chog's father. When the carpenter discovered that Vomu was selling information to the Orcs through an intermediary in the Human jungle tribes, Vomu was forced to kill him to protect himself from exposure. The resulting uproar so upset him that he cut off relationships with the Orcs. For some time, he lived in fear of discovery but is now beginning to feel safe and is thinking about contacting the Orcs again. He is in regular contact with the Human jungle tribesmen because they are the main source of the hides he cures and works. The main use of these hides is to make the Leather armor that almost everyone in town wears. He is sending information to the Orcs in exchange for gold, which he desires more than he desires the welfare of his neighbors. He has been promised that he will not be harmed when the town is destroyed but does not trust in that promise. He intends to be gone when the attack comes.

Vomu is 67 years old with pale skin and short, black hair. His beard is also black, and it brushes the ground when he walks. He has brown eyes, is right-handed and 4' tall, and weighs 128 lbs.

Ayna, Fisherman

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CNE	021	012	030	053	128	091	148	138	084	079	138	102	098	107	097	IMT

Ayna is truly a giant among Dwarves at 4' 10" tall and 172 lbs. He is also unusual in that his work takes him out on the sea. He has a small, one-man boat from which he operates a fishing net. The fish sell well, and he goes out two or three times a day and can be reasonably certain of selling his catch. In fact, the sales are absolutely guaranteed because what will not sell in the market is paid for at half price from the city treasury and salted away to be used as siege provisions.

At 43, Ayna is rather young to be working on his own, but it has been necessary since a recent incident in which a shark bit off both his father's legs after a boating accident. His father, Bech, survived and has recovered enough to oversee the selling of the fish at market, but he can no longer be of any use in the boat. Ayna is keeping his eyes open for a likely-looking lad to take on as mate and teach the trade, but most Dwarven youths are rather afraid of large bodies of water, so the search has not been fruitful.

Ayna's choice of the Boat Hook as a weapon was influenced by his work. It was a tool to which he was accustomed, and he feels it is a perfectly adequate weapon. In the main, the Boat Hook is a thrusting weapon. It consists of a 6' long pole with a branched metal head on the end. One of the branches of this head curves around and comes to a point, giving the device its name. The other branch of the head is straight and also comes to a point. Thus, the device can be used for thrusting or for hooking and tearing. It has no edge and cannot be used for cutting or chopping. It does 1 - 6 points of damage.

Ayna has black hair and a black beard which reaches down to his waist. He is in the habit of wearing an extra belt in which he straps his beard so that it will not get in his way as he works. It is rather an amusing sight to see him walking about the marketplace with a belt around his beard, but he has grown so used to it that he often forgets he is wearing it. He is right handed and has blue eyes.

Uxpang, Money-changer

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	NGA	041	009	030	073	095	106	139	096	126	157	091	111	174	186	113	DGS

Uxpang is a member of a select group, that of Good Thieves. He made his fortune as an adventurer, working against evil temples and the like and then settled down. He quickly went into the business of providing loans and acting as a monetary exchange. If someone wants to carry a large amount of money, it is easier to carry it in the form of a single gem rather than several bags of coins, aside from being less conspicuous and, therefore, safer. When reaching the desired destination, the gem must be converted back into coins in order to spend it, and this is Uxpang's business. He makes a profit by charging a 1% fee for his services. For every 100 GP which he changes, he receives 1 GP. This is not really enough for a good living, but he feels that he has enough money to last out his life and can afford to charge the same prices as moneychangers in the big cities who fare better because they do more business. His treasure of 1,914 GP, 5,594 SP, 8,981 CP, and 30 gems worth 10 GP - 1,000 GP each is kept in a secret compartment in his fireplace. The copper, gold, and gems are hidden in a Bag of Holding, and the silver is in more normal containers.

Uxpang is 146 years old, and his long brown hair and beard are edged with silver. His brown eyes have permanent wrinkles. His very tall 4' 10" frame is quite slim for a Dwarf. He weighs only 161 pounds and his muscles are still quite firm. Remember that, when one calls a Dwarf "dim," it is the same as referring to anyone else as "large-boned."

Bowchos, Locksmith

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	NXA	021	015	030	066	103	120	086	106	150	121	122	183	124	123	071	IGS

Not only is Bowchos an expert in making and repairing locks, he is also quite proficient at opening them. He will perform any of these services for a reasonable fee. A larger fee is required if you cannot prove ownership of the lock to be opened. He is rather careful about such activities and does not indulge in Thievery because he would be too obvious a suspect. In fact, he investigates burglaries with zeal since unsolved thefts could be very dangerous for him. He can also make keys. He can make copies of keys, or he can take apart a lock and, by studying it, determine what type of key it requires. Still, his prices are a bit higher if you cannot prove ownership of the lock.

Bowchos is 88 years old and has reddish-brown hair. He wears his beard short. His eyes are blue, and he is right-handed. He is 4' 8" tall and weighs 168 lbs.

Juak the Bold, Potter

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	NXX	011	005	030	053	095	115	106	099	154	119	101	164	139	148	087	IDG

Juak is referred to as "the Bold" as a joke; he is a well-known coward. The most well-used of his Thieving abilities are Move Silently and Hide in Shadows. He wears dark clothing and, with his dark complexion and black hair and beard, is very difficult to see when hiding in shadows. He also wears soft leather boots which muffle the sounds of movement. He may look like a sinister figure, but he probably lacks the courage to be dangerous to anyone except confirmed enemies, of which he has none. He works at making pots, mugs, and other vessels out of clay. He has a foot operated potter's wheel which he puts outside his front door (see U on the map), and he spends his days working clay. The village children love to gather around to watch him work because he will occasionally make a small doll or figurine for them out of bits of left-over clay. He needs no other advertisement than a crowd of people around his workplace. All day, people come to buy the already-fired items which are stored in the house or to order a specially made item. Sometime around mid-afternoon, Juak will take the products of his labor around to the kiln in the back of his house, remove the items that have been cooling there all day, and fire it up again to bake the days goods. These will be ready on the next afternoon.

Juak is 4' tall and weighs 99 lbs. He is right-handed and has deep violet eyes.

Oa, Cooper

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NEA	021	010	030	032	139	085	121	124	158	081	105	159	103	107	079	IDG

A cooper is someone who makes barrels; these tend to be an especially important item in a trading town like Chim. Containers are usually needed to transport newly-purchased goods, and a barrel is the type of container usually chosen. Of course, most items coming into the village are pre-packed, but Oa could not work fast enough to provide all the barrels for the entire market, anyway.

Oa is not a very friendly person. He is likely to snarl at anyone he encounters and then be instantly contrite since that person could be a potential customer. The disadvantage that this behavior puts him in does nothing to better his mood and causes him to become sly and try to get even in little ways. If a person fails to buy a barrel, he will probably heap abuse and derision upon the unfortunate's head. Needless to say, Oa is not generally held in high esteem. He is 111 years old and has brown hair hanging to his shoulders and a brown beard. He is black-eyed and right-handed. He is 3' 6" tall and weighs 78 lbs.

Idha, Basket Weaver

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	021	009	030	086	167	153	125	124	092	142	110	086	151	143	113	IFM

This tradesman is as friendly and kind as Oa is surly and unpleasant. It is not because his business is any better; their incomes are roughly the same. Idha simply understands the law of supply and demand better than does Oa the Cooper. Idha deals in woven baskets made from palm leaves, grass, or reeds from the seashore. These are nearly as useful as barrels, especially in the larger sizes, although they are not water proof and can more easily be breached by rats and other vermin. This relative lack of utility is offset by the fact that items stored in baskets, such as eggs, are more often sold loose rather than in containers.

Although he is not a pacifist, Idha feels himself to be bound by the Clerical injunction against the shedding of blood and fights with a Mace, avoiding the use of edged weapons. This is only a personal feeling, and the only penalty he will suffer if he fails to follow his beliefs will be a guilty conscience.

Idha is 89 years old and has a black beard and black hair hanging to his shoulders. His skin is dark, and his eyes are dark as well, but one of them is black while the other is brown. He is right-handed and 4' 4" tall, and he weighs 142 lbs.

Gweiring, Oil Maker

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CGN	031	016	030	022	154	134	168	119	174	123	140	146	104	123	169	VBS

The first impression of Gweiring is likely to be that he is a slob. His hair and clothing are greasy, and he does not seem to care. The fact is that, in the course of his work, extracting oil from plants or animals, he gets covered with oil and, many times, is not able to take a bath for several days. Indeed, it is hardly useful for him to bathe more than once a week because he almost immediately gets covered with oil again. He has a leather apron that he wears when working which literally drips oil, and, although he does try to change his clothing and wash it, that is really just as pointless as constant bathing. Gweiring's oil can be purchased on a small scale in animal skins which hold, on the average, just under a quart. Much more economical is purchasing it in barrels which will hold 10 - 50 gallons or, in rare cases, 100 gallons. Most of this oil is vegetable oil and is more valuable than one might first imagine. It is the only lubricant available and is absolutely necessary for the smooth operation of wagon wheels upon their axles. It is also used for cooking and is about the only source of illumination after dark. It is necessary to keep leather from drying and cracking and is the basis for many balms, medicines, and perfumes.

If the oil is important on land, it is vital at sea. There, besides lubricating the ship's wheel and rudder, it is required to allow the ropes to move freely through the wooden blocks. When this is considered along with all its other uses which also apply at sea, it can be seen that vast quantities of vegetable oil are required or the ship is as good as lost. There is one final maritime use of oil that should be mentioned. Should a sailor be required to enter the water for any reason, such as to check the hull for damage, he would be doused with oil first because it has been found that this will protect him somewhat from the killing cold of the seawater.

It can be seen, then, that Gweiring's product is in demand, and he gets a pretty good price for it. Everyone in the village or who visits it frequently knows that he is very well off, and this serves to prevent many people from deriding him as a slob. He is aware that his oily condition is not pleasant to others, however, and, on those rare occasions when he visits the Golden Anvill, he buys a round for everyone by way of apology. Gweiring is 94 years old and has short black hair and a black beard which he tucks into his belt. He is left handed and has brown eyes. He is 4' 9" tall and weighs 175 lbs.

Ethwec, Baker

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CNG	011	015	030	074	116	181	143	129	174	108	091	182	111	104	144	IGS

Often, in a culture such as that of Chim, it is much easier to bake bread in large quantities than it is for each housewife to bake her own. A baker is also absolutely necessary for any of the fancier type of baked goods. Most of the housewives buy bread from Ethwec, and, on those rare occasions when they feel that they can afford pastries, they come to him for them. It is extremely unlikely that anything fancier than plain bread will be available for sale unless specially ordered. The town is still buzzing over the marvelous cake that Ethwec bakad for his 100th birthday two weeks past. He gave away pieces of it to anyone who happened by, and, since most of the people of Chim are lucky if they taste pastries twice in a lifetime, this was a real treat. Ethwec has a very pala complexion which has earned him the friendly nickname of "Flourface." He has red hair and keeps his red beard trimmed short to prevent hairs from falling into his doughs. He is right-handed and 4' 10" tall, has black eyes, and weighs 160 lbs.

Besides breads and the like, Ethwec can be hired on special occasions, for a small fee, to cook large portions of meat, such as a whole turkey or a joint of beef. This is not as rare as ordering pastries would be, but it is not common because the people of Chim generally have no use for so much cooked meat at one time. For the location of Ethwec's house, see V on the map.

Unqueng the Scribe

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	NXL	011	015	010	052	127	137	155	073	100	118	096	137	092	147	169	WCC

Although raised to be a Priest, Unqueng felt he lacked the required dedication and retired from the Priesthood to become a Scribe. His house is close to that of Funglamir (see W) because he spends much of his time working on the village records in the building in which Funglamir lives. He is also available to read or write letters, letters of scrip, bills of lading, or other important documents and gets plenty of business from the market.

His hair, beard, and eyes are all black. His hair is short, and his beard hangs below his knees. He is right-handed and 4' 3½" tall and weighs 129 lbs.

Orc Village

In light of the problems with the Orcs that are being experienced by the village of Chim, the player-characters may be interested in raiding an Orc village, so a sample village is included. A quick glance will reveal that it looks rather like the village of Chim, and the characters may realize that it is a cheap imitation of that Dwarven town. It is surrounded by a 10' high and 10' thick dirt mound topped by a rickety palisade and surrounded by a shallow ditch. The palisade is about 3' tall, just tall enough for the Orcs to stand behind to fight. The ditch is so shallow that no bridge is provided for the entrance; the path simply dips into the ditch and comes up again on the other side. In fact, the ditch is not so much an obstacle as the place from which the dirt to build the mound wall was removed. The undergrowth surrounding the village is much more an obstacle to any attackers. There are four towers, one at each corner of the wall. These are made of wood and are well-built. They are reached by wooden ladders.

There are 240 male Orcs in this particular village as well as 117 females and 261 young. The buildings within the walls are straw huts in beehive shape which hold about 30 inhabitants. For the sake of simplicity, all normal male Orcs are ALN LEX, HIT 001, ARM 040, AGL 165, HTK 006, NOA 001, DPA 1 - 8. Females have HTK 004, and children are HTK 002. Leaders and Subleaders are HTK 008. The Subchief and his guards are ALN LEX, HIT 002, ARM 050, AGL 136, HTK 011, NOA 001, DPA 1D6 + 1. The Chief, Drog Arnf, and his guards are ALN LEX, HIT 002, ARM 050, AGL 136, HTK 011, NOA 001, DPA 1 - 6 + 2. The positions shown on the map are various battle positions and are explained in the following text. Normal Orcs have natural protection as though they wore Leather.

A
This position is held by 36 Orcs with Polearms led by a Leader and his three assistants who have Short Swords in addition to the Polearms. They form a living gate; there is none provided otherwise.

B
This front wall is manned by 27 Orcs. Nine have Short Swords and Flails, and 18 have Short Swords and Spears. These will be spread out along the wall and led by a Leader and Subleader on one side and by two Subleaders on the other side. The Leader will be armed with a Short sword and Flail, and the Subleaders will each have a Short sword and Spear.

C

These are the towers and are vital to the defense of the village. Each will have 9 Orcs armed with missile weapons. Half of the Orcs will have Light Crossbows, and the rest will have Shortbows. All will have Shortswords. Each tower will have a Commander. The northeast tower will be commanded by a Leader, but the rest will only have Subleaders. Each Commander will have a Shortsword and Shortbow.

D

There are 27 Orcs by this wall, along with a Leader and three Subleaders. Nine of the normal Orcs will have Shortswords and Battle Axes, but the rest will have only Spears. The Leaders and Subleaders will have Shortswords and Spears.

E

The back wall is also defended by 27 Orcs. 18 of these will have Hand Axes and Polearms, and the rest will have Hand Axes and Spears. The Leader and the three Subleaders who command this group will have Shortswords and Spears.

F

27 Orcs also defend this wall. 18 of them have Hand Axes and Polearms, and 9 have only Battle Axes. Their Leader and three Subleaders each have a Battle Axe and Shortsword.

G

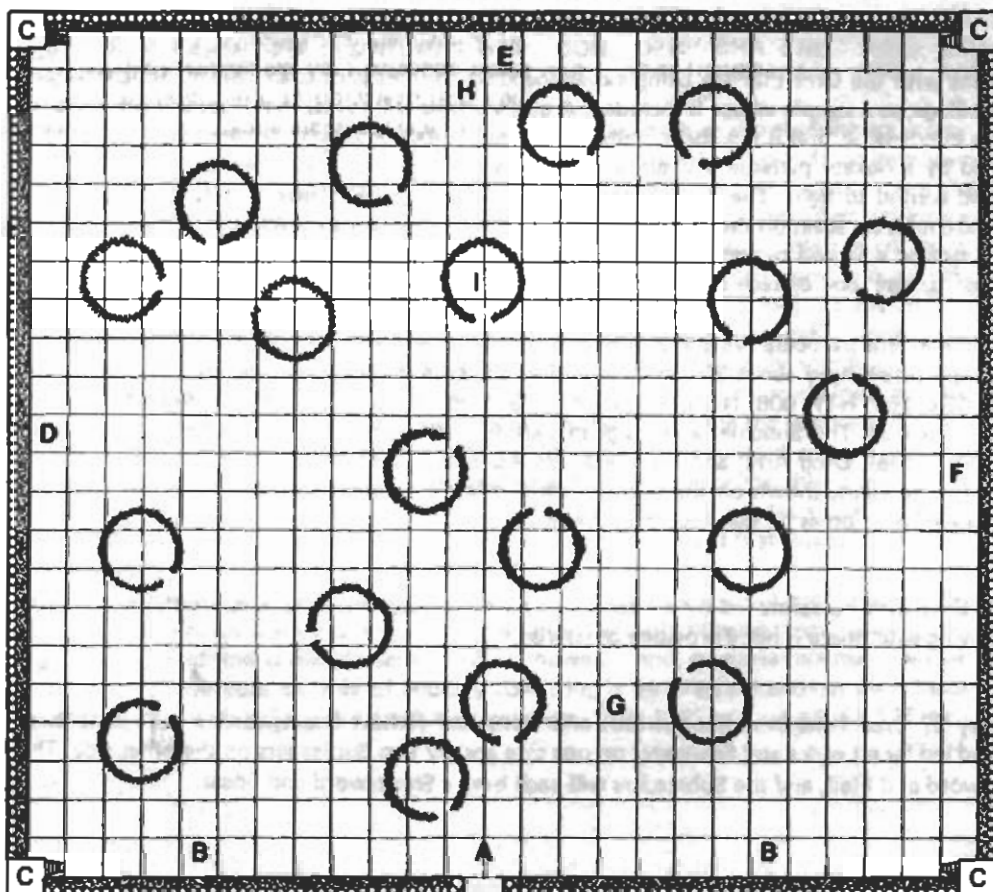
This is where the Chief and his 25 bodyguards will make their stand. They will be ready to reinforce any threatened portion of the front perimeter. The Chief is armed with a +1 Battle Axe, and his bodyguards have Polearms and Shortswords.

H

The Subchief commands the rear sector from this position, surrounded by 9 guards. The guards have Hand Axes and Shortbows, and the Subchief has a Shortsword and a Light Crossbow.

I

This is not a battle position. It is the hut of the Chief and is marked because it contains all of the wealth to be found in the village: a gem worth 200 GP and a scroll of *Protection From Werewolves* which was useless to the Orcs since none of them could read it.



1 Square = 20 feet

ORC VILLAGE

Jungle Encounters

01 - 03	Giant Ant
04 - 10	Ape
11 - 13	Baboon
14 - 17	Giant Centipede
18 - 24	Oliphant
25 - 29	Herd Animal (See Subtable)
30 - 39	Jaguar
40	Guloid
41 - 47	Leopard
48 - 52	Lion
53 - 55	Tribesmen
56 - 63	Orcs
64 - 72	Boa Constrictor
73 - 77	Poisonous Snake
78 - 84	Giant Spider
85 - 94	Tiger
95 - 00	Monkey

Herd Animal Subtable

01 - 25	Buffalo
26 - 50	Gazelle
51 - 75	Giraffe
76 - 00	Antelope

Dwarf: This will be an inhabitant of Chim who will be rather normal in all respects. He or she will be neutral and interested only in being left alone. With such an encounter, it would be best to roll up statistics only as they are required.

Tribesmen: These folks will be of the type generally known as Barbarians. They will be strong, fierce Fighters who use little or no armor and are very superstitious. Indeed, this superstition is all that prevents any tribesman from becoming the superhero so popular with fantasy readers. This is because their very existence depends on their fighting ability which must, therefore, be superior. An experienced tribesman rarely meets his match in fighting ability outside the culture of the Barbarians, and he will never admit having met his match except with his dying breath. Unfortunately, the prominence of the fictional heros requires a proximity to magic, which most tribesmen consider more dangerous than poison. When they encounter it, most of them run home where it is safe.

Merchant/Sailor: 90% of these encounters will be with Sailors who will be low-level Fighters or Thieves. Roll their reactions on the table below. There is a 60% chance that they will be drunk. If so, add 10% to the reaction roll.

Sailor/Merchant Reaction Table

01 - 10	Actively seek to avoid the party
11 - 30	Try to ignore the party
31 - 50	React to party in a friendly manner
51 - 70	React to party in a hostile manner
71 - 90	Actively hostile reaction to party
91 - 00	Attack party

Seashore Encounters

01 - 03	Giant Crab
04 - 06	Giant Leech
07 - 18	Poisonous Snake
19 - 21	Giant Frog
22 - 24	Giant Water Spider
25 - 36	Dwarves
37 - 40	Sailors
41 - 42	Water Elemental
43 - 44	Merman
45 - 56	Herd Animal (see Subtable)
57 - 59	Orcs
60 - 63	Tribesmen
64 - 75	Poisonous Insects
76 - 79	Tiger
80 - 83	Boar, Warthog
84 - 87	Bear
88 - 99	Monkey
00	Guloids

Humanoid Subtable

01 - 50	Dwarves
51 - 75	Orcs
76 - 90	Tribesmen
91 - 00	Sailors

Plains and Velde Encounters

01 - 03	Giant Ant
04 - 10	Baboon
11 - 16	Boar, Warthog
17 - 24	Herd Animal (See Subtable)
25	Guloid
26 - 34	Hyena
35 - 40	Jackal
41 - 43	Jaguar
44 - 48	Leopard
49 - 55	Lion
56 - 59	Humanoid (See Subtable)
60 - 65	Rhinoceros
66 - 69	Giant Scorpion
70 - 74	Giant Wolf Spider
75 - 81	Tiger
82 - 88	Wild Dog
89 - 91	Wolf
92 - 97	Oliphant
98 - 00	Poisonous Snake

Village Encounter Tables

01 - 30	Dwarf
31 - 60	Tribesman
61 - 90	Merchant or Sailor
91 - 99	Personality
00	Special

Merchants are either 1st Level Fighters or are fairly high level characters (3rd or more). They will be richer and better educated than the Sailors. Roll for their reaction on the Sailor/Merchant Reaction Table, subtracting 15% from the roll and using the same addition (10%) to roll if drunk as is used for the Sailors. These modifiers are cumulative, as are any others the Judge feels to be appropriate.

Personalities: These are those people described in this adventure. They will react in accordance with their recorded personalities.

Special: This means that it is time for the Judge to let his or her imagination run wild. If there is something you've always wanted to run, now is the time to try it! If not, come up with something off the top of your head. In any case, have fun with it!

Personality Encounter Table

01 - 04	Funclamir	51 - 54	Chog
05 - 08	Smech	55 - 58	Vomu
09 - 12	Yetaveth	59 - 65	Ayna
13 - 16	Ghouti	66 - 73	Uxpang
17 - 20	Jushe	74 - 77	Bowchos
21 - 24	Oshag	78 - 81	Juak
25 - 28	Fekkri	82 - 85	Idha
29 - 32	Subku	86 - 89	Gweiring
33 - 39	Echeck	90 - 93	Ethwee
40 - 43	Zacketh	94 - 96	Queng
44 - 48	Abvish	97 - 00	Oa
49 - 50	Bathfogy		

GHINOR

HEX 2727

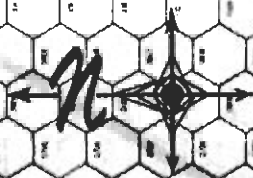
CAMP. MAP 11

VILLAGE OF CHIM



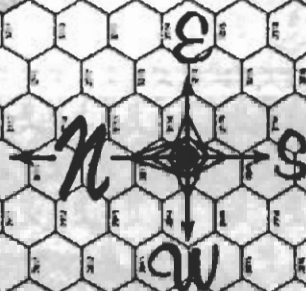
GHINOR CAMP. MAP 11

HEX 2826



GHINOR CAMP MAP 11

HEX 2827



WENANG'S KEEP



GHINOR CAMP. MAP 11

HEX 2828

