

Introduction

Another plain, another journey. This area is rather dry plain with many numerous hills and knolls and rock spire (*think road runner type landscape*).

At some point make a PC x2 to note the feeling you are being watched, then either from above or behind you see a splendid dusky orange bird of prey looking at you. It has a wingspan of nearly 15feet and stands on great claws much taller than a man.

Roll PC x4. It appears to be studying you intently and you see a twinkle of intelligence in its eyes.

GM note: You have to roleplay this encounter quite well. Hopefully the party are curious and try to communicate. The bird can scratch simple drawings in the ground, point, make 'good' screechs and 'bad' screeches, look sad, excited, fierce etc.

Somehow you need to persuade them to follow it to the knoll and spire several miles away. It can just about carry an armoured man up to knoll or spire

"You see great circles of birds covering as a sphere over the aerie. Gargoyles within are hampered back down as soon as they take off, and those without are mobbed by great numbers.....and land atop a great spire nearby and form a defensive line the avians cannot penetrate. There is a stand-off (flight-off!!!).

The Aerie.

Large knoll, with a spire. Small cave near top, nest on top. (see map). The ever watchful gargoyles preventing the roc from getting the body they have displayed.

The Spire

Difficult, -5% climb. Can climb up blindside so gargoyles don't see party, though they may here. Roc could carry them up one at a time.

The Nest

About 40 steps spiralling above the cave, at the top of the spire was the rocs nest. It has been somewhat shredded by the gargoyles, but not entirely as it soon bored them.

The Cave

Fairly large but simple cave that the animist dwelt in.

- Has a wood and downey bed
- Varying perches for wound birds to roost on until healed.
- Hanging sack of either fruits and nuts and vegetables
- Hanging sack of simple wood working tools
- Hanging sack containing fresh water
- Hanging sack of feathers, total value of 180sp, weights 8lbs.
- Stone shelves of carved wooden shapes of birds (15 at 2D sp each).
- On a rock, coated in emerald dusts and mounted in a golden claw is a Shard of a glass sphere of Brahsnard. Black and reflective.
- Another robe on a peg. In here are 5D cf, 2D sp, and D5-1 gs.
- A bone eagle-talon hangs on same peg. Adds +4% to all general detecting spells of earth magic
- Fastened to a wall is a thick ball ended thigh-bone of some giant bird (actually an extinct 25ft tall predatory bird). This is an enchanted mace, -3% and -1 damage bonus only due, to being made of bone. Breaks as a normal enchanted weapon. Value 200sp as a curio

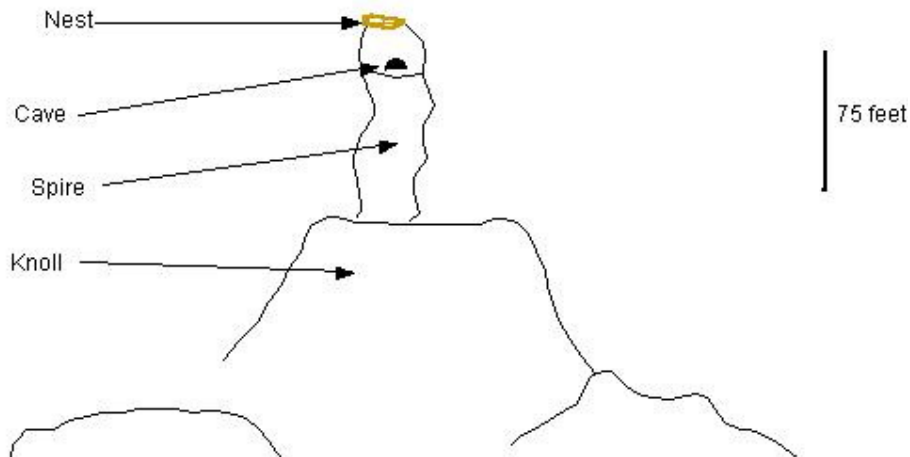
- Hanging from the ceiling are numerous decorated feathers, painted and with stitching. Maybe 7 at 20sp value.#
- Battered chest is 170sp, 37gs and 4 TSG.
- Scroll of Earth Healing Spell at Rank 12, 99% (7 charges)
- Stone. Gives any earth magician the spells Diamond Javelin and Trollskin for free if read.

The Sphere

Part of Brashnards sphere. The owner, i.e who controls and actively wishes to be aligned to the sphere, takes a full 24 hours to do this:

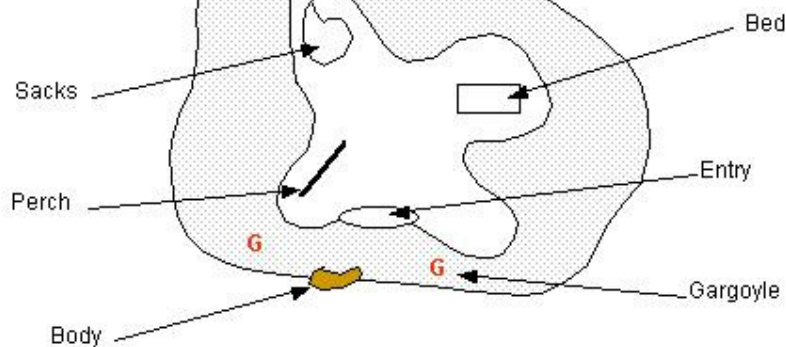
- +10 To Manual Dexterity
- Wielder can move up to half TMR, draw weapon and attack
- Equivalent to being ambidextrous
- IF MD 26 or higher,
 - can load and fire a sling or bow in one round
 - can retrieve a dropped weapon and use it in the same round.

Map Of Aerie



22 feet wide

ZOOM OF CAVE



Stats

NOTE:

The SC of a ground borne character hitting an airborne character is reduced by 20.

The SC of an airborne character hitting a target on the ground is reduced by 15

The SC of an airborne character hitting another airborne character is reduced by 10

An example of a leader bird, A Lesser Roc

Natural Habitat: Rough (usually hills)

Frequency: Uncommon **Number:** 1-20 (1)

Description: They have a wingspan of 14 feet when full grown.

Talents, Skills, and Magic: It has no special talents or skills. They are not magic users and do not use tools.

Movement Rates: Flying: 900

PS: 21 **MD:** 20 **AG:** 20 **MA:** None

EN: 15 **FT:** 21 **WP:** 15 **PC:** 18 **MR:**35%

PB: 9 **TMR:** 18 **NA:** Feathers absorb 3 DP **Def:**20%

Weapons: It can attack only in Melee or Close Combat with either of,

Rank 4 beak IV: 42 SC:96% D+2

2 Rank 2 talons IV:40 SC:78% D+1

Comments: Used to being around humans so has some chance of understanding Very large looking 'eagles', but rather more colourful. They were a great airborne gift given by Fervus to his minions. As they are allied, somewhat to men, all spells cast by a tithed cultist of Fervus to control them gain +15% bonus to cast chance, and a-5% to the rocs magic resistance bonus. Any beastmaster attempting to use his talent on a lesser roc, acts as though 1 rank higher with regard dice rolls, time, etc.

The Seven Gargoyles

Description: Gargoyles are humanoid in form, but they have leathery wings, sharp claws, a horn, a tail, and spiked elbows and knees. Their skin is stony in appearance, and upon contact it feels very rough. Gargoyles have deep-set eyes, and sharp, small teeth.

Talents, Skills, and Magic: Gargoyles possess no special skills or talents. They have only limited magical abilities in general but may use tools and even weapons.

Movement Rates: Flying:400; Running: 200

PS: 16 **MD:** 15 **AG:** 15 **MA:** 8 **MR:** 31%

EN: 11 **FT:** 20 **WP:** 11 **PC:** 14 **Def:** 15%

PB: 4 **TMR:** 8/4 **NA:** Hide absorbs 8 DP

Weapons: A gargoyle can use his horn, his claws, and his bite in Melee and Close Combat. In any one Pulse, he may make up to three strike attempts with any combinations of these weapons.

the bite is rank 4. IV:33 SC:76% D+3

the broadsword is rank 4. IV:33 SC 86% D+5

the claws are rank 2. IV:31 SC:73% D-3

the short bow is rank 4 IV:33 SC:81% D+3

Comments: In Arдания it is likely gargoyles were unleashed upon the world by some foul demonic duke. They are immortal and do not breed, but they do need to occasionally eat. They feel very much allied to Greater Summoners, and in way see themselves as creature of the dark powers, not of this plane of existence.

One is a necromancer and has 17 MA and only 11% MR

CS	CS, G	feet and mins	4	125	14	100	40	54	P
CS	CS, Sp	feet and mins	4	125	14	200	40	54	P
GR	rit purification	dur =5+r x time spent	0	---	---	200	---	---	N
GR	rit investment		0	---	---	300	17	17	N
GR	rit warding		0	---	---	400	17	17	N
T-1	Ask The Dead		0	---	---	150	20	20	N
G-1	Conjure Darkness	feet and minutes	4	75	75	75	50	64	N
G-2	Putrescence	feet and immediate	4	75	---	100	50	64	N
G-3	Obscurement	feet and minutes	4	75	50	200	30	44	P
G-4	Fire and Brimstone	feet and immediate	0	15	---	250	20	22	A & P
G-5	Heating Metal	feet and seconds	0	15	20	250	20	22	N
G-6	Harm Entity	feet and seconds	0	15	10	200	20	22	A & P
G-7	Noxious Vapours	feet and seconds	4	75	50	250	10	24	P
G-8	Warping Wood	feet and immediate	4	25	---	200	30	44	N
G-9	Ram Of Force	feet and task	0	5	varies	200	25	27	A & P
G-10	Vapour Breathing	self and seconds	4	S	90	150	30	44	N
Q-1	Sum /Bind Lesser Undead	feet and days	0	20	7	250	17	17	N
Q-2	Converse with Dead		4	---	---	400	17	33	N
S-1	Spell of Causing Wounds	feet and immediate	4	35	---	200	35	49	A & P
S-2	Wall of Force	feet and minutes (C)	4	75	19	250	30	44	P