

Hero Wars conversion notes for 'The Cradle'

Original scenario published in 'Pavis' (Chaosium: '83), and 'Pavis and the Big Rubble' (Moon Designs: '99/'01). Page numbers within this text refer to 'P&BR'.

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Further expansion material for *The Cradle* available at: home.primus.com.au/arkat/tentacles.html

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All statistics include basic magic and augments. Unusually high ranks reflect magic or superior production quality.

The Attackers

Sir Holburn's Axe Brothers (Page 132)

General: Noble Fury 1w, Loyal 1w.

Combat: Close Combat 8w (Great Axe⁴, Sword³), Thrown Hatchet 20¹.

Armor: Heavy Mail ⁴.

Superior Axe Brother

General: Noble Fury 6w, Loyal 5w.

Combat: Close Combat 14w (Great Axe⁵, Sword³), Thrown Hatchet 8w¹.

Armor: Heavy Mail ⁵.

Longspear Slayers (Page 141)

General: Obey Orders 20.

Combat: Close Combat 5w³ (Shieldwall, Spear & Shield, Sword & Shield).

Armor: Mail with Shield ³.

Superior Slayer

General: Obey Orders 8w.

Combat: Close Combat 11w (Shieldwall, Spear⁴ & Shield, Sword³ & Shield).

Armor: Mail with Shield ⁴.

Silver Shield Peltasts (Page 141)

General: Dodge 17, Run 18.

Feat: Quick and Nimble 16.

Combat: Close Combat 6w³ (Scimitar & Shield, Spear & Shield), Javelin 5w³.

Armor: Light Armor with Shield ³.

Superior Silver Shield Peltast (or Junior Officer)

General: Command Unit 1w, Dodge 19.

Feat: Quick and Nimble 4w.

Combat: Close Combat 12w³ (Scimitar & Shield, Spear & Shield), Javelin³ 10w.

Armor: Light Armor with Shield ⁴.

Marble Phalanx Hoplites (Page 141)

General: Hold the Line 2w, Solid Veteran 19.

Feat: Not Be Budgeted 20.

Combat: Close Combat 8w (Hoplite Fighting, Kopis ³, Long Spear ⁴).

Armor: Heavy Armor with Large Shield ⁷.

Superior Hoplite (or Junior Officer)

General: Command Unit 1w, Hold the Line 10w, Hoplite Tactics 1w, Solid Veteran 8w.

Feat: Not Be Budgeted 10w.

Combat: Close Combat 16w (Hoplite Fighting, Kopis ³, Long Spear⁵).

Armor: Heavy Armor with Large Shield ⁷.

Commander's Guards (Page 141)

General: Command 3w, Obedient 8w, Tough 2w.

Feats: Destroy Enemy Morale 18, Raise Courage 18, Stand Against Many 20.

Combat: Close Combat 19w⁴ (Scimitar & Shield).

Armor: Mail with Shield ⁶.

Lunar Champion

General: Jump 16w, Listen 8w, Scan Terrain 10w, Run in Armor 4w, Yanafal Tarnils Devotee 10w.

Feats: Charge of the Ram 12w, Destroy Enemy Morale 8w, Perceive Enemy Weakness 9w, Raise Courage 8w, Stand Against Many 12w.

Combat: Scimitar and Shield Fighting 10w2⁷.

Armor: Chain Armor with Shield ⁸.

Beaked Dragonewts (Page 141)

Combat: Close Combat 8w2⁴ (Klanth).

Armor: Armored Hide ⁵.

Notes: Dragonewts rarely use their magic, and so none has been considered here. If you wish to make them tougher, see "Anaxial's Roster" page 162.

Derenx the Handsome

General: Courageous 18w, Detect Lie 3w, Devoted to Humakt 15w, Dodge Attack 8w, Jump 9w, Running 6w.

Feats: Rally Warriors 9w, Visage of Fear 9w.

Combat: Sword with Dagger combination 10w2⁶.

Equipment: Chain Mail ⁵, Iron Dagger ².

Notes: Derenx is purely a leader of hired mercenaries. For him this is just business. He is unlikely to kill an opponent out of hand, and represents those totally neutral Humakti who elevate war and combat to a noble art.

1. The Red Moon Assault (pp 132-142)

All attacks are Simple Contests unless otherwise noted. All Hurts inflicted by magic or arrows or the magical Cradle defenders/effects do NOT vanish after combat. If not magically healed, they regenerate at the rate of one per day, providing the Hero eats and sleeps well.

Page 135

The three areas of Wardings:

These are parts of the deck blessed in combined ceremony by all of the Priests present. Garrath will advise everyone to also put their own defensive magic into the process for greater personal protection. Doing this will act as an augment when these defences are tested later. (See full details in the P139 reference below.)

Page 137

The explosion as the defenses are breached:

Explosions (20): Strong, Tough (-5), Agile (-5)

Complete/Major Victory – stay upright

Minor Victory – Disorientated for 1 round.

Marginal Victory/Defeat – As above: 2 rounds.

Minor Defeat – Falls: out of action for 3 rounds.

Major Defeat – Knocked down and semi-stunned. Out of action for 5 rounds.

Complete Defeat – Stunned for several minutes.

NB: Any attacker who is trying to gain the deck suffers at least -10 to all abilities.

Knocking an Attacker into the river:

Complete/Major Victory – climber plummets.

Minor Victory – climber put at a further -10 disadvantage next round.

Marginal Victory – as Minor Victory, but -5.

Marginal Defeat – no effect.

Minor Defeat – climber without penalty next round.

Major/Complete Defeat – climber gains the deck.

Removing the Glue Spells:

The magical strength of the Adhesion magic is 12w:

Major/Complete Victory – magic is dispelled.

Minor Victory – magic strength is reduced by 4.

Marginal Victory – strength reduced by 2.

Attackers cannot engage in melee during the first round, except to defend, as they unsheathe their main weapon to arm themselves.

Page 138

“D3 arrows fired at anyone who shows their head”:

Arrows 9w: Agile -5, Dodge Missiles, Combat -15

Major or Complete Victory – good view obtained.

Minor Victory – A quick view obtained.

Marginal Victory - A quick view, but take one Hurt.

Marginal Defeat – Unable to see, & take one Hurt.

Minor Defeat – Unable to see, and take two Hurts.

Major Defeat – Unable to see & Injured by arrows.

Complete Defeat – Pincushion: Hero is now Dying due to being struck by numerous arrows.

“During the afternoon the sky will cloud over a little ...

The temperature is cool but not uncomfortable.”

(And also on p148, top of LH column)

Tomorrow’s Weather 18: Heortling Customs (-10),

Myths of Orlanth, Worship Storm Pantheon (-6).

Page 139

“When the chain first strikes the boat ... There is no penalty for falling, except wounded pride.”

Violent Shake 19: Agile (-5), Balance, Boating (-5),

Strong (-5).

Minor Defeat – Hero falls down.

Complete/Major Defeat – Hero rolls across the deck foolishly, and must quickly scramble back.

Waves of Wardings (Sorcery): 15w, 10w, 5w.

To base resistance of 10, add the Hero’s ‘Initiate of...’ rating. If the Hero is a Devotee add 6 more.

Complete Victory – no effect

Major Victory – take one Hurt

Minor Victory – take two Hurts.

Marginal Victory – take three Hurts

Marginal Defeat – take four Hurts.

Minor Defeat – take five Hurts.

Major Defeat – Hero Injured by sorcerous blasts.

Complete Defeat – Hero is so badly injured by the evil Lunar sorcery that they are now Dying.

Constant Missile Barrage 20:

Defend with any Close Combat ability that includes a shield (-15 without shield)

Marginal Defeat – take one Hurt.

Minor Defeat – take two Hurts.

Major Defeat – take four Hurts.

Complete Defeat – Injured by arrows.

Page 140

Dwarf Assault Ladders

(See 'Removing the Glue Spells' in notes for p137)
 NB: The assault ladders are 12w strong only where they attach to the deck. Anyone bravely clambering out finds that them only 5w resistance beyond this. Also apply 'Arrows 9w' table each round.

Page 142

Jumping overboard:

Again use the 'Arrows 9w' table on this page. This time defend with Jump or appropriate magic.

2. Retaking the Cradle (pp 143-155)

Page 143

Vigilant Lunar Patrol 18:

Agile (-6), Hide, Move Quietly.

Whispered Lunar Password 20:

Listen, Speak New Pelorian (-7).

Page 144

Priestess of Gorakkiki-Louse.

General: Darksense 20, Devotee of Gorakkiki-Louse 10w, Eat Anything 15, Hide 4w, Insect Care 17w, Large 15, Move Quietly 19, Speak Tradetalk 12, Strong 14.

Magic: Insects 2w2 (Carapace, Control Lice, Grow Mandibles, Sense Intruder)

Darkness 14w (Cloak of Shadows, Heal Darkness Creatures, Hypnotic Stare)

Combat: Close Combat 16^3 (Spear and Shield).

Armor: Shield with Leather Armor ^2.

Nine Dark Troll Warriors.

General: Darksense 18, Eat Anything 15, Hide 16, Large 15, Listen 2w, Move Quietly 19, Resist Poison 16, Speak Old Pavic 9, Strong 14.

Combat: Heavy Mace & Shield 7w^4

Armor: Leather with Shield ^2.

Magic: Warrior 7w (Crushing Blow, Ignore Wounds, Sense Intruder, Stand Fast, Terrifying Roar)

Darkness 3w (Block Sight, Command Xenthi, Darkshield, Devour Spirit, Enchant Lead)

Trollkin Warriors (1-15)

General: Climb 19, Dodge 1w, Hide 2w, Hungry 14, Jump 18, Move Silently 19, Nimble 18, Running 6w.

Combat: Spear 19^3.

Armor: Leather with Small Shield ^1.

Thieves (pp 144/145)

Typical Thief

General: Climb 16w, Convincing Blather 10w, Evaluate Loot 10w, Foil Restraints 2w, Hide 8w, Jump 10w, Know Locks 7w, Lightfingers 18, Listen 6w, Running 8w, Shadowing 5w, See Hidden 14w, Speak Old Pavic 4w, Streetwise 11w.

Combat: Dagger 16w^1, Shortsword 12w^2.

Equipment: Extendable ladder, Thief Tools.

Alchemical Devices: Colored Flares, Scent Block Powder, Sleep Powder, Smoke Bomb, Sneezing and Choking Powder (All that affect individuals are at 18w effectiveness for close range, 8w medium range, and 18 long range.)

Magic: Concealment 9w (Face in the Crowd, Forgetfulness, Hide Object, Obscure Truth, Pass without Trace) (Initiates must improvise these feats.)

The Defenders

Bracketer Pawns (page 146)

Combat: Berserk (if Nemolayope orders) 6w, Ignore Blows 16, Knock down Foe 1w2.

Armor: Wooden skin ^5.

Notes: The Bracketers attack in a Simple Contest, trying to knock down their target. Targets may resist with Agile -5, Dodge, Jump, Running -5, or Close Combat -15. (If the target uses anything other than Close Combat to defend, the bracketer cannot be damaged, only avoided.)

Complete Victory - Target inflicts 6 Hurts, and it falls.

Major Victory - Target strikes for 3 Hurts.

Minor Victory - Target strikes for 1 Hurt.

Marginal Victory - Target falls down for one round.

Marginal Defeat - Target knocked down for two rounds

Minor Defeat - Target knocked down for three rounds.

Major Defeat - Target stunned for several minutes.

Complete Defeat - Target knocked out.

The Piglings (page 146)

General: Afraid 20, Avoid Blow 12, Care for Baby 15, Running 16w, Squealing 2w, Recover from Wounds 14.

Nemolayope the Nymph (page 146/147)

General: Beautiful 5w2, Empathy 18, Know Cradle Artifacts 17w, Lovemaking 5w2, Midwifery 7w.

Feats: Aura of Love 5w2, Become Insubstantial 5w2, Calm Spirits 2w, Create Flame 17, Drive out Disease 5w2, Detect Life 18w, Extinguish Fire 20, Forgetfulness 5w2, Heal Wounds 15w, Talk with Anybody 10w.

Blorn the Statue (page 147)

General: Adjust Tarpaulin 1w, Fetch and Carry 2w2, Move Quietly 20, Slow-witted 15, Strong 8w, Tough 3w2.
Combat: Punch 4w^5.
Armor: Stone Skin ^8

The Sow (page 147)

General: Grunt 18w, Large 5w2, Strong 10w.
Combat: Bite 10w ^10, Trample 16w ^10.
Armor: Thick skin ^3.

The Baby (page 147)

General: Loud Cries 5w, Sleep Soundly 20.
Combat: Accidentally Crush with Bulk 12w2, Grapple with Inquisitive Fist 6w2.
Armor: Tough Skin ^2.

Giant Rats (page 149)

General: Climb 17, Hide 16, Large 2w, Sneak 12, Scent 12
Combat: Bite and Scratch 18^2, Infect with <Disease> 12.
Armor: Tough Hide ^2
Note: When wounded by a rat, test the rat’s ‘Infect with <disease>’ against a suitable defending ability.

Giant Lice (page 149)

General: Climb 18, Large 18, Sense Warm Blood 18.
Combat: Close Combat 14^3 (Bite), Cling to Victim 15.
Armor: Chitin ^2.
Note: If a giant louse inflicts at least 15 AP in one exchange it attaches itself to its victim. Thereafter causing a wound for each 7 AP lost. Only beating the louse’s ‘Cling to Victim’ ability will allow you to break free. Giant lice never kill their victims. Once the prey is reduced to 0 AP and falls unconscious, the louse, sated with blood, releases the prey and goes on its way.

Leapers (page 149)

Combat: Jump 8w2; *Armor:* Wooden skin ^5.
Note: The leapers have only one attack. Targets resist with Agile -5, Dodge, Jump, Running -5, or Close Combat -15. Each attack is a Simple Contest. (The leaper cannot be damaged, but only avoided, if the target uses anything other than Combat to defend.)
Complete Victory – Target inflicts 6 Hurts, and it falls.
Major Victory – Target strikes for 3 Hurts.
Minor Victory – Target strikes for 1 Hurt.
Marginal Victory – Target falls down for one round.
Marginal Defeat – Target takes 2 Hurts and smashed aside.
Minor Defeat – Target takes 4 Hurts and smashed aside.
Major Defeat – Target is crushed by the Leaper, and takes an Injury.
Complete Defeat - Target is horribly crushed beneath the Leaper, and is Dying.

Lancers (page 150)

Combat: Lance 2w2; *Armor:* Wooden skin ^5
Notes: Targets resist with Agile -5, Dodge, Jump, Running -5, or Close Combat -15. Each initial attack is a Simple Contest. After this an extended contest may be engaged in, if desired. (The lancer cannot be damaged, but only avoided, if the target uses anything other than Close Combat to defend.)
Complete Victory – Target inflicts 6 Hurts, and it falls.
Major Victory – Target strikes for 3 Hurts.
Minor Victory – Target strikes for 1 Hurt.
Marginal Victory – Target falls down for one round.
Marginal Defeat – Target takes two Hurts.
Minor Defeat – Target takes four Hurts.
Major Defeat – Target is impaled and left Injured.
Complete Defeat - Target impaled and is Dying.

Grapplers (page 150)

Combat: Grasp and Smash 12w2.
Armor: Wooden skin ^5.
Notes: Combat with a grappler can be either Simple or Extended. (If the target uses anything other than Close Combat to defend, the grappler cannot be damaged, but only avoided.)

Interior of the Cradle

B9 – Horn of Slops (page 152)

Wave of Slops 18w. Agile -5, Jump -5, Running -10, Swim -10. (Simple Contest)
Note: The Narrator may judge that the slops ‘attack’ takes characters by surprise. In which case each victim must succeed with Alert (or similar) against Difficulty 19, or else make their subsequent resistance rolls against 5w2 instead of 18w.
Complete/Major Victory – Target leaps aside.
Minor Victory – Scrambles aside, spattered with slops.
Marginal Victory – Scrambles aside, drenched in slops.
Marginal Defeat – Target washed several feet, drenched in slops, and suffers two Hurts.
Minor Defeat – Target washed several yards, drenched in slops and suffers four Hurts.
Major Defeat – Target washed painfully against the wall, drenched in slops and swallowing plenty. They suffer six Hurts.
Complete Defeat – Target is washed brutally against the wall and takes an Injury from this and partial asphyxiation in slops. Unless they are successful with Tough (or similar) in a Simple Contest against 19, they are unconscious for several rounds.

C1 – Sever Spirit attack (page 153)

The room is guarded by a powerful shade (Mortal Fear 10w, Resist Magic 20), that will try and scare away intruders, and may even kill them. It uses a straight Fearshock attack (one target per round) in a Simple Contest. It may be resisted only by things like: Brave, Fearless, Strong-willed -5, or appropriate magic.

Complete Victory - Shade is temporarily dispelled.

Major Victory - Target resists and next round may begin normal combat at +10AP.

Marginal/Minor Victory - Target resists and next round may begin normal combat against the shade.

Marginal Defeat - Victim takes 3 Hurts in fear paralysis.

Minor Defeat - Victim takes 6 Hurts in fear paralysis.

Major Defeat - Victim is so scared that they take the equivalent of an Injury through sheer terror, and flee in panic (unless restrained).

Complete Defeat - Victim is Scared to Death.

D1 – Dancing and Music Room (page 153)

Entrancing Music 9w: Iron Will, Resist Magic.

New Information from Multisim’s “Hero Wars: Pavis”:

Anyone studying the ceiling (if not affected by the music) will see a map of the Sky Dome, the stars and planets. As the Cradle floats down the Zola Fel, the map will retrace the history of the heavens since the Dawn. Characters who have been ordered by the Lunar Empire and the Cult of Buserian to find the secrets of the Giant Cradle should try to find the meaning of the map. The correct calculations show that the map will not reveal its secrets for several days. Once the Cradle reaches the sea, the skies of the future will be shown in the map. The only way to obtain the information is to record the movements of the lights on the map after the Cradle reaches the sea (and after Argrath brings back Pinching). Only a priest of Buserian might, after several weeks of study, discover the mystic secrets.

Mysterious Celestial Map 6w2: Celestial mythology (-5), Mythology of Buserian, Scan the Sky, Stellar Myths -5.

Discover the movements of the Sky River 18: Celestial Myths, Myths of Buserian, Scan the Sky -5, Stellar Myths.

D2 – The Carving Knife (page 154)

Treat as Greatsword with an extra ^1. Wielder must be at least Strong 12. (For each Strong under 12, reduce by ^1.)

D9 – Protective Warding 15w (page 155)

Push through using ‘Initiated to...’ at -5, or ‘Devoted to...’ (Simple Contest)

Complete/Major Victory – Hero forces his way through

Minor Victory – Hero forces through, takes 2 Hurts.

Marginal Victory – Hero forces through, takes 4 Hurts.

Marginal Defeat – Hero is unable to gain entry.

Minor Defeat – Hero is unable to gain entry, takes 2 Hurts

Major Defeat – Hero takes an Injury from the effects of a magical blast, and is thrown back from the room.

Complete Defeat – Hero is thrown back from the room against the nearest wall, and is so badly injured by this and the magic blast that he is now Dying.

D10 –Nemolayope’s “tactics”:

One amusing option is to have Nemolayope ‘kidnap’ anyone trying to investigate her lair, and return them later with clouded memories and a dopey grin. Until the Heroes know what is in here, the disappearance and strange noises should provoke much concern.

3. The Voyage Downriver (pp 156-160)

Rock falls on Cradle (page 157)

Impact 19w: Agile -6, Balance, Boating -5, Strong -8.” Complete or Major Defeat – Hero tumbles onto the deck.

Priests of Yanafal Tarnils and Seven Mothers (p157)

Combat: Close Combat (scimitar and shield) 19w^4.

Feats: Blast Enemy’s Mind 12w, Destroy Enemy Morale 10w, Divert Spell 12w, Heal Us 8w, Raise Courage 10w, Stand Against Many 20, Stop Attacker Unharmd 8w.

Equipment: Mail with Shield ^6.

Lunar Irregulars (p157)

See ‘Longspear Slayers’, but using scimitars.

Zebra Militia Raiders (page 159)

Also use ‘Longspear Slayers’. Note that these are not members of the Zebra Tribe, but are Hargran the Dirty’s Lunar-backed mercenaries now stationed permanently at Zebra Fort. The original Pavis book confused the inhabitants of Zebra Fort with the Zebra Tribe.

Light Assault Troops (p159)

Use ‘Silver Shield Peltasts’.

Sun Dome Pikemen (p159)

General: Climb 6w, Follow Orders 2w.
Combat: Close Combat 7w (Pike^5, Shortsword^2).
Feats: Brighten Morale 3w, Smite Darkness 19.
Equipment: Heavy Armor with Large Shield ^7.
 Note: In normal combat in this situation, reducing a pikeman to 0AP most likely means only breaking the pike.

Harpoon: Tough with Armoring Enchantments 12w2
 A series of Simple Contests with an Axe. Since this is not combat, many combat augments are of no use.
 Complete Victory – Harpoon’s Tough reduced by 6.
 Major Victory - Arrow’s Strength reduced by 4.
 Minor Victory - Arrow’s Strength reduced by 2.
 Marginal Victory - Arrow’s Strength reduced by 1.
 Marginal Defeat – Feeble blow, does no real damage.
 Minor Defeat – Axe twists, almost dropped. Miss a turn.
 Major Defeat – Axe twists, almost dropped. Miss 2 turns.
 Complete Defeat – Axe lost, falls into waters below.

Constant Volley of Arrows 10w

Resist with any Combat ability that includes a shield (-15 without shield), Hide in Cover -5, or defensive magic.
Marginal Defeat – take 1 Hurt.
Minor Defeat – take 2 Hurts.
Major Defeat – take 3 Hurts.
Complete Defeat – Injured by arrows.

4. The Last Battle

Lunar Hoplites (page 163)

Use ‘Silver Shield Peltasts’.

Wyvern-Riding Priests (page 163)

Use Priests of Yanafal Tarnils and Seven Mothers.

Wyverns (page 163)

General: Fly Fast 4w, Large 5w, Strong 2w, Tough 5w.
Combat: Bite 12w^3, Sting 8w^2.
 Armor: Tough Hide ^6.

Wyvern-Riding Warriors (page 163)

General: Ride Wyvern 14w.
Combat: Close Combat 15w (Scimitar^3, Lance^5).
 Armor: Reinforced Leather with Shield ^5.

Giant Serpents (page 164)

General: Large 12w, Move Quietly 14w, Swim 3w2.
Combat: Bite 3w2^3, Constrict 6w2, Scaly Skin ^6.

Appendix: Optional Interior Design

The section of Deck B visible through the transparent section of Deck A is overgrown with grass 1m tall (Pinchining races along a furrow he has created, and tracks indicate that other beings must wander around. Away from the sunlight that filters past the awning the grass is sparse.)

Deck B (pages 150-153)

B1 – This now contains wooden disks in three stacks of 8. These are 1m in diameter, and 10cm thick; each pile is a different color, black, white, or red. All are magical, and the way to use them is to stand upon one and call on the spirit within. If 12w (6w if an animist, and 2w if a shaman) is beaten, the Hero gains the effect. This can only be called once per day. The black discs bestow Tough 15 (or +5), the white discs bestow ‘Heal Self Beforehand’ 16w, and the red discs bestow Strong 15 (or +5).

B2 - Here are also four giant scrolls written upon in Auld Wyrnish. To read them, at least three people are required: two to unroll and one to read. This is a tough job unless more people, or heavy objects, are also employed.

- i) A story about Arachne Solara’s creation of the Universe (Adds 2 to Myths ability)
- ii) A quaint story about a talking rock (perhaps you need to be a giant?).
- iii) A description of the creatures of the Rockwood Mts: lizards, trolls, giant birds, elves and more (a child’s book of itsy bitsy animals).
- iv) The story of a giant who went down to the plains to wreak vengeance on the City that had dared to stop cradles. This is written in oddly dispassionate style.

B3 – The other three scene spheres are:

- i) Mirrorsea Bay, glimmering in Fire Season. Islands and boats can be seen, and the City of Wonders in the distance.
- ii) Caladraland – a great volcano, endlessly spewing lava.
- iii) The Block – standing proud above the Praxian plains – tiny birds (griffins) circle above it

B4 – Grasses (described above)

B5/B6 – Foliated with central path worn by Pinchining.

B7 – Central section of foliage worn clear by the Piglings and Blorn. The Piglings merely loiter around Blorn when not at work, so they may be sleeping here. Blorn’s work mostly consists of moving things around, so his space is more worn. If encountered here, he is simply murmuring to the piglings and scratching them behind the ears.

B10 – Piles of archaic silver pieces. They are illusory and will disappear when taken from Cradle, or when baby dies. Also in here is an enormous needle made out of silver (2m long), and three huge rolls of silver thread.

The needles are magical and are intended to mend or create (giant) garments. A magical ability must overcome 6w to attune to one, after which they will answer unusual orders, like ‘Sew those soldiers to the tarpaulin!’ (Two soldiers might be sewn per command.) The needle is as heavy as a small lance or large spear, but is extremely tough (19w). If one hand is used to secure a hold through the eye, it can be used as a spear⁵ after a little practice.

The thread here is virtually unbreakable rope (Tough 3w3), although the needle can snap off exactly what it needs. It can be cut with magical blades and has the weight of regular rope. It is fireproof. Each bobbin holds 115m of thread.

Deck C (page 153)

C2 – As well as the ‘rug’, there are also five barrels here, each marked with a large element rune. Each contains a raw element (darkness, fire, water, earth, and air). This can be used to summon daimones from (simply by opening them). The elemental will respond to anyone whose cult is tied to the appropriate Rune.

C3 – Also here is a wooden statue of a man, 1.5m tall. He has pointed ears, a crown, and wears a loincloth made of leaves. If this statue is placed in a garden, that area (up to half a key-mile in diameter) will triple its fertility at no extra cost to the soil. The statue will shrink to a quarter of its size if grasped by a worshipper from a cult attached to the Life, Plant, or Sun/Fire runes. It has the Life/Fertility Rune engraved on its base, and can be used once per day by such a worshipper as a ‘Heal Injury 14w’ matrix.

C4 – This entire wall is carved with a scene showing giants kicking Robcradle down.

C5 – This wall is also carved and shows dwarfs, giants, elves and trolls all associating as if at a great market in a mountain pass.

C6 – Also here is a gold statue of a dragonewt, 1.5m tall. It carries no weapons and has its palms spread wide. It has the Issaries (Trade/Communication) Rune carved into its base. If someone attempts to remove it, they must overcome 11w. If successful, it shrinks to one fifth its original size and weighs only as much as a bastard sword. The holder finds that they can speak Auld Wyrmish at 12 and read and write it at 14. This does not mean that dragonewts will automatically be friends with them.

Deck D (pages 153-155)

D5 – Passageway down center (beneath baby) Along the walls are large (1m tall) carvings of all the well-known Runes (except Chaos), plus a few more. Once per day, an initiate in a cult tied to one of the Runes can touch it and have all their cult magic enhanced by +4 for that day. OR they can touch the Life Rune and have all wounds healed.

D9 - Also here are piles of gems, hidden amongst which are several crystals. (See Elder Secrets to determine type.) There may also be one or more pieces of Truestone.

D10 – Also here in these tunnels are small blind runners, and in the central room is a large nest made of big multi-colored feathers. As Heroes disappeared, to the accompaniment of odd rustlings, recollections of ‘Aliens’ made the Players very nervous.