

## ULTIMA VII -- THE BLACK GATE 3.0

City Plots: Vesper - 7/2/91  
by Andrew P. Morris

VESPER (11 + 7 = 18) 1077

BMC: Mining Head: Cador (Tavern:N) (F)

Cador has been in charge of the Vesper branch of the BMC since it began mining X years ago. He knows nothing of the fellowship, and mines blackrock simply on the orders from those higher up in the company. He is married to Yvella. He will fight in the tavern when Mara does.

Miner: Mara (T:N)

Mara is one of the few female miners in the country and is very proud of that fact. She tries hard to "be one of the guys," and even shares in the cruder forms of humor. She greets both genders with a firm handshake and a slap on the back. She is afraid of becoming involved with anyone at the moment because she does not want to do anything to appear feminine. When the party enters the tavern, it will be she who initiates conversation and calls the party "gargoyle lovers." She will then enter attack mode.

Miner: Darek (T:N) (F)

Traveling from town to town, city to city, Darek has not held his current position for very long. He is quick to earn his money, and even quicker to spend it. In fact, the only thing keeping Darek in Vesper is his attraction to Mara, although he doesn't understand why she never responds to his advances. He is very interested in information about her, especially if he thinks it will help him win Mara's affections. Darek is the only townsman, other than Catherine, who does not feel animosity towards gargoyles, though he's smart enough to keep this to himself when talking to other townspeople.

Trainer: Zaksam (Black)

Zaksam is a forceful fighter, usually relying on physical strength to overcome opponents. He is not fond of Blorn, but will not reveal the reason for this. (He's not positive, but he's fairly confident that he has sometimes seen Blorn leave the provisioner's house late at night with bundles cradled under one arm -- through the window!)

Provisioner: Eldroth

By far the eldest member of the human community, Eldroth's advice is often sought out by a variety of individuals. He has grown so accustomed to this that he frequently gives advice without being asked. Sadly, his advice is usually wrong or misquoted proverbs. For example, he once told Darek that the best way to get Mara's attention is to leave "secret admirer" messages and gifts for her to find. Of course, since she never knew from whom the presents came, she never approached Darek. When asked by Auston, the mayor, what was the best way to prepare in the case the gargoyles rebel, Eldroth responded, "The best defense is a good defense." When the party talks to Eldroth, one of his first words of wisdom will be, "Remember, a gold piece saved is a gold piece not spent."

Tavern: Bartender: Yongi (T:D/N)

Yongi would be considered one of the best bartenders this side of the desert (the west side), were it not for his tendency to drink too much of his own profits. He listens well, and fills the drinks to the brim, but he has an opinion on ANY subject. Conveniently, it's the same opinion for EVERY topic: "It's the gargoyles fault!" His dislike for the gargoyles is matched only by his love of wine.

However, as long as no one mentions "those scaly jackals," Yongi is quite friendly and jovial. He will not join the fight with the party.

Should the party speak with him following the battle, he will work around to passing the blame to gargoyles. (Something like, "Sorry about that fight. We just thought you were friends of those stupid, kill-crazed gargoyles. But I guess you're actually not like that. Of course, if the gargoyles would just stay out of trouble, we wouldn't have to be so cautious, and wouldn't have to worry about their friends, either. It's all their fault." Or something like that.) Eventually, he will mention that Blorn was recently attacked by a gargoyle, and that perhaps they should speak to him.

Town Hall:

Mayor: Auston

Auston earned his position not by charisma or leadership skills, but by forced "volunteerism". No one else wanted the position, so Auston was "elected" by the others (upon the advice of Eldroth, of course). With ambivalence, he awaits the day when gargoyle/human tensions lead to an inevitable confrontation. While he is as distrustful of the gargoyles as the other townspeople are, he knows it is his responsibility to maintain a harmonious balance between the two sides. And, if the balance is broken, it will be his fault.

Clerk: Liana

Liana is a very forward, blunt individual. She has no compunction with revealing her true feelings about anyone:

- Mara needs to learn to be a woman. Her macho attitude doesn't fool anyone.
- Darek is probably a thief on the run from authorities.
- Eldroth is a doddering old fool who hasn't had a brain for more than a decade.
- Yongi is a drunk who opened his bar as an excuse to purchase huge amounts of alcohol at wholesale prices.
- Auston is a spineless mayor who should never have volunteered for the position.
- Blorn is a trouble maker who should think about doing what Darek has obviously done.
- Gargoyles are evil and disgusting, and were more aptly named more than 200 years ago when they were called daemons.

Resident: Blorn (T:N)

Blorn is as deceitful and backstabbing as they come. He is always willing to lie, cheat, or steal his way out of any situation. He has imagined that the gargoyles have singled him out to harass and, eventually, slay. Therefore, he holds a similar policy towards them. No one in the town hates the gargoyles more than Blorn, and most of his fellows know this.

If the party asks him about the gargoyle attack, he will tell them he was attacked when he went near the oasis. He knows the gargoyle's name -- Lap-Lem, and would be happy if the party avenged him. He warns them that Lap-Lem, like most of his kind, is very cruel, and that he will attack if they try to talk to him, especially if they mention Blorn's name.

If the party accosts Blorn with the truth about the amulet, he will admit that he took it from the gargoyle who, "didn't deserve it anyway," and give it to them to return to Lap-Lem.

Resident: Yvella (F)

She is Cador's wife. As sexist as this is, she does nothing but take care of their 10-year-old daughter, Catherine. She is concerned that, around noon, her daughter disappears for a few hours. She fears that Catherine, who has



these foolish notions that gargoyles are friendly and honorable, visits the "bad side" of town when she's absent. She loves gossip, and will always ask for the latest news from abroad.

If the party reveals where Catherine goes, she will express shock along the lines of, "I knew it! That girl needs to be taught some sense. Going around those vile creatures like that. Imagine!" and thank them for the information.

Resident: Catherine

Catherine does, indeed, visit the other side of the oasis at noon. She has become friends with For-lem, a kind gargoyle. During her visits, he tells her exciting stories about adventure and romance. She is adamant about concealing her afternoon activities, even if she is caught by the party.

Resident: Mara's house.

Tavern: Ansikart (GT:A/N)

Unlike his human bartending counterpart, Ansikart is very quiet and reserved. He serves his drinks with precise measurements -- not too full nor too empty. Now that Wis-Sur is acting slightly odd, Ansikart has assumed the almost uncontested role of morale leader. He serves as a spiritual guide for the other gargoyles, continually reminding them of the three virtues. Generally, control and diligence are most evident in his personality. However, when the humans cause any sort of trouble, his passion, or, by that point, anger, takes over.

Ansikart will not fight until one of the other gargoyles falls. Then he will initiate a conversation, mid-battle, letting the party know he's upset that they killed a fellow gargoyle in his tavern, and then change to attack mode.

Patron: Anmanivas (GT:A/N)

Anmanivas at one time worked at the BMC. However, he was unable to stand the growing hatred from his fellow, human, workers. He quickly left, and now spends his time drinking and building his own hatred. It has gotten so severe that he is no longer permitted, by Ansikart or Auston, to venture over to the human side. And should he catch one on this side, someone will die (either himself or the human, preferably the human). When humans enter the tavern, Anmanivas will enter conversation mode, insult the party, and then switch to attack mode.

Patron: Foranamo (GT:A/N)

Brother to Anmanivas, he, too, sits all day in the tavern, letting his hatred fester. He came to Vesper hoping to join his brother with the BMC, but, obviously, he no longer is interested. His empathy with his brother causes him to share the other's feelings. In addition, he has been prohibited from leaving "his side" of the oasis. He enters attack mode when his brother does.

Winged Gargoyle: Wis-Sur

Once the spiritual leader of the gargoyles in Vesper, Wis-Sur has lost most of his abilities and, as a result, has turned into a paranoid miser. He keeps his door locked at all times and is openly defensive in his conversations. If someone attempts to make a purchase, Wis-Sur will reluctantly agree to part with the item for three times the value. If the offer is refused, he will fuss and complain, but drop down to twice the value. If he is again refused, he makes no more offers, and seems pleased that he was able to maintain possession of the item. If anyone approaches his private quarters while in his shop, he will initiate conversation, call the perpetrator a thief, and attack.

Provisioner: Aurvidlem

Aurvidlem is an unfriendly and bitter gargoyle. He greatly resents the respect the others have for Ansikart, and feels that he should be "in charge" of

this side of town. Though not a coward, he usually hides his feelings behind a mask of civility out of respect for the virtues of his people. However, should a non-gargoyle manage to befriend him, he will reveal his true displeasure with the situation. Of course, the best way to befriend Aurvidlem is by giving him gold (i.e. buying his wares). Anyone who buys at least 30 g.p. worth of equipment will earn his friendship. After the fight with the gargoyles in the bar, the price for friendship jumps to 100 g.p.

Resident: For-Lem

For-Lem is a strong, friendly gargoyle who acts as the town laborer. For two hours after noon each day, he tells stories to the human girl, Catherine. He knows how her parents feel about his race, but does not use the story-tellings to convince Catherine that her parents -- and humans in general -- are wrong. He warns her never to reveal where she goes during the day, not out of fear for himself, but out of concern for her well-being.

Should the party confront him about Catherine, he will explain what they do together and beg them not to tell her parents, for her sake. If the party agrees, he will thank them and tell them they are doing the right thing. If not, he will express sorrow, but will not take any action against them.

Resident: Lap-Lem

Lap-Lem is a miner at the BMC. He is very tolerant, and accepts the hostility of his fellow employees (except Darek, who is friendly to him). Naturally, he does not share the human's view of his race, but, by exerting self-control, he manages to perform his job.

Lap-Lem will be very friendly to the party, and if they ask about Blorn, he will apologize for the incident (the attack) and tell them he was simply defending his possessions. Blorn had broken in to his home and was stealing an amulet, an item Lap-Lem greatly prized for sentimental reasons.

If the party returns his amulet, he will thank them, saying they are a credit to their race.

MOONGLOW (17)

(13) (17)

Observatory: Brion

Brion is a very idealistic individual, believing in any possibility. This is what lead him to study the heavens. However, this doesn't mean he's gullible. Brion is very friendly and usually offers information without hesitation. He's a bit of an eccentric and, before demonstrating his self-made orrey, he will show off a few trinkets, such as his cheese block carving of one of the moon's, his magnifying glass, his stain glass lenscover/kaleidoscope for his big telescope, his kite, and his portable orrery. The last object is near completion, but he's short one crystal.

He will be so enthusiastic about the orrery that he will offer to sell it to the party. However, he needs the crystal. He will offer to reduce his price if the party will go to the tavern to see if any of the merchants/adventurers who usually supply him with the crystals are there.

If the party brings him the crystal, he will sell them the orrery at half price. In game terms, that is the only way to buy it, since it will remain incomplete otherwise.

If the Avatar mentions Zelda's name, Brion will seem uninterested.

Fellowship:

Head: Rankin (F)



Rankin is a second level Fellowship member, and has the generic knowledge and attitudes attributed with such. However, on the surface, he acts very disarmingly. He is known for being open minded towards his organization, and often pretends to agree with sceptic's concerns. He has found that, quite often, this allays the suspicions of prospective members, who quickly grow to trust that he will help them if they have problems in the Fellowship. Of course, once they've joined, he employs the more traditional cult tactics to maintain their loyalty.

If the party mentions Balayna's accusations, he will deny them, calling her a disuniting troublemaker who does not belong in the Fellowship.

Clerk: Balayna (F)

Balayna is an ambitious first level member. As the branch clerk, her duties include recording observations as well as meeting minutes. She once heard Rankin admit concern for the Fellowship's dehumanization process in front of a potential member, and wonders if he has lost his faith in the inner Triad. (She didn't realize he was employing his usual tactic of "identify with the prospect and convince him you share his fears") She is waiting for the chance to tell another second level member, and hopes she will be rewarded with Rankin's position. Of course, if questioned, she will speak only of the positive aspects of the Fellowship, for she knows nothing else.

If the party tells/convince her that they are Fellowship members, and she knows they are travelers, she will reveal her suspicions to them, hoping it will get to someone important.

Lycaeum:

Head: Nelson

Nelson is Brion's identical twin, not only in looks, but also in personality. He'll offer free reign of the library, but only after showing you *his* favorite trinkets: his bookstand with overhanging candleholder, his opened-book shaped table, his gold sheet (or perhaps blackrock?) bookmark, his serpent-shaped hand-carved oak quill holder with matching letter opener, and his signed, first edition copy of *Stranger in Strange Land*, given to him by Lord British.

If the Avatar mentions Zelda's name, Nelson will reveal his attraction to her, tempered by her icy disposition. He will ask if Zelda finds him attractive and whether he should propose a date. If the Avatar responds affirmatively, he will thank the Avatar for the information. Otherwise, he will shrug, try to appear indifferent, and look gravely disappointed.

Adviser: Zelda

Zelda epitomizes the by-the-book, shhh, it-better-not-be-late librarian. Her first words to anyone state the rules and policies of the Lycaeum, and she continually interjects them into follow-up sentences. The one -- and only -- way to change the subject is to mention Brion. Despite the personality differences, she is deeply attracted to him, but admits that she is afraid to approach him. If the party agrees to play Cupid, she will give them four gems (X-ray) that she once found in the basement of the Lycaeum.

Trainer: Jillian

Although friendly and polite, Jillian is far too involved in her studies for pleasant conversation. The only diversion for which she has time is to train party members. She is married to Effrem.

Mariah

Once an adept magician, Mariah has lost not only her spell casting ability, but also much of her mental faculties. Nelson permits her to remain at the Lycaeum mainly out of pity and concern. She is allowed full use of the facilities, but Zelda keeps constant watch over her, for Mariah's well-being and the

Lycaeum's! Mariah is actually harmless, and spends most of her time babbling about how pretty all the books and shelves are.

Trainer: Chad (T:N)

Chad is an expert with quick weapons. He emphasizes speed and agility in combat. He loves to spar and drink, in that order. However, his one and only rule is never to mix the two. In fact, he leaves his weapons at the salle when he visits the tavern. ~~He doesn't like Malk, who once said that trainers were useless and that the only way to learn how to fight was with experience. He will warn the party not to listen to Malk's "rubbish and nonsense."~~

Healer: Elad

Elad is filled with wanderlust. He has lived in Moonglow for his entire life, and has wanted to leave for nearly all of it. It's not that he dislikes his home, he simply wants to see more of the world. However, every time he made plans to leave, the citizens begged him to stay, for they had no other healer. In fact, he will ask to join the party and, then, suddenly remember several of his patients that he can't leave, and politely retract his offer.

Tavern: Bartender: Phearcy (T:D/N)

Phearcy was born to tend bar; not because he's good with serving refreshments, but because he's the town gossip. If the party asks anything about anyone in the Moonglow, he will, changing the subject if necessary, ask the party if they know why Zelda's expression changes when someone mentions Brion's name. If they find out and tell him, he will charge half normal price for food from that time on.

Traveler: Addom (T:D/N)

Addom is a true adventurer. He travels the world looking for rare and unique items that he can sell to museums (he has to pay the bills somehow). Recently, he returned from an expedition where he found a crystal unlike any he's seen before. So, he came to Moonglow, hoping Nelson or Zelda might find it valuable. Unfortunately for Addom, they didn't.

If the party asks about the crystal, Addom will gladly sell it to them, thankful that *someone* can give him something for it.

Addom is married to Penni, who lives in Yew.

Penumbra:

(From the Cluepath 2.0) Penumbra the seer is famous about town for putting herself to sleep 200 years ago, claiming that only the Avatar could awaken her. She lies in a puzzle-protected house which requires solving to get inside (more on this later)>

Resident: Morz (T:D/N)

Morz has a problem with self-confidence. This stems mainly from his stutter, which began when he was five years old and fell off a wagon on his head. Because of this, he feels he has never made friends easily. This makes him a perfect candidate for the Fellowship. He is interested in joining, since his long-time friend, Tolemac, recently became a member. However, Tolemac's older brother, whom Morz has always admired, seems to have reservations about the group. Regardless, it will not take too much longer for Tolemac to convert him, unless the Avatar tries to dissuade him. He is too shy to do anything but help Cubolt and Tolemac farm, since he's known them for so long.

If the Avatar asks him not to join, and mentions Cubolt's name, Morz will not follow Tolemac.

Resident: Cubolt

As Tolemac's older brother, he saw it as his duty to watch over the rebellious youngster. He feels he has failed now that Tolemac has joined the Fellowship, an organization Cubolt is confident undermines a person's self-worth. So far, he has only revealed his feelings to his brother, but if the party members

Question more



are not Fellowship members, he will beg them to return his brother to his senses. Both he and his brother are farmers.

Resident: Tolemac (T:N) (F)

Tolemac is a first level member. He only recently joined the organization upon Gauth's peer pressure. He has always been at odds with his older brother, Cubolt, and wanted to further anger him. His wish came true, for now Cubolt does nothing but plead with him to leave. However, now that Tolemac's indoctrination is complete, his brother's pleas are meaningless. He has recently been commissioned to find his first convert. He has selected, Morz.

If the party tries to "reconvert" him, he will refuse to speak with them.

Resident: Gauth (F)

Gauth is a carpenter, and also a first level member of the Fellowship. He joined back when the branch first opened in Moonglow, X years ago. His wife had just died and he felt he had nothing left. He firmly believes that the Fellowship has filled the gap in his life, and that he would be lost without it/them. A few months ago, he managed his first convert: Tolemac.

Resident: Resident: Effrem

Jillian's husband, Effrem, stays at home to raise their son, Mikhail. He is envious of his wife's knowledge and makes no secret of it. He doesn't believe he should be stuck at home raising Mikhail (whom he does love very dearly, however). He is more than happy to complain for as long as the Avatar cares to listen.

Frank

EMPATH/YEW (12 + 9 + 6 = 27)

9  
10 + 7 + 5

Undertaker: Tiery

Old ManTiery has managed to keep his sense of humor despite his occupation. Unfortunately, it never was a very good sense of humor. His jokes always refer to death, dying, graves, or ghosts. In addition, since embalming and grave digging tend to be solitaire jobs, Tiery has taken to talking to his subjects. Throughout his conversations, he refers to various people, all whom can be found in the cemetery, by saying things like, "Just yesterday I was telling Blain (who just happens to be six feet under). . ."

He has taken a strong liking to Perrin, the trainer, who has recently begun to spend a fair amount talking to him.

Healer: Reyna

Reyna is fairly young for her abilities (she's 22), but quite skilled and highly respected. She has a strong love for animals, but owns none herself. In fact, she first decided to become a healer so she could help cure sick animals.

A few months ago, her mother passed away. Every morning, at sunrise, Reyna visits her mother's grave. She is sad, however, because the rest of her family lives far away and they aren't able to visit or leave flowers very often. She will hint that it would be nice if someone were to visit Aimi's garden, in Yew, to get some flowers for her mother's grave.

If the party visits the garden and gets a bunch of flowers, Reyna will heal the party for half her normal charge (not including resurrections).

Trainer: Perrin

As much as he loves knowledge, he views his occupation as just that -- his occupation. Perrin spends most of his free time exercising his body and spirit in physical pursuits. When he first wakes up, and just before he goes to bed, he can be found jogging/walking around the area for exercise.

In addition to his regular studies, he is writing a treatise on how death affects those who deal with it regularly. Tiery serves as his case study, and often his walks center around the graveyard. On a bookshelf in his library can be found the ledger containing his observations.

Brotherhood/Highcourt/Prison:

Monk: (Bees): Taylor

Taylor is the Brotherhood's liaison to the outside world. He developed an interest in local geography, and has spent some time meeting the locals and studying the flora and fauna. He knows of Kendem and the Bee Caves and tells the party about them.

Monk: Trey

Trey's true love is art. Not only does he collect artwork (he has an original Watson), but he paints as well. It didn't long to realize his potential as a painter. Though not required of the order, Trey has taken a vow of chastity.

Thief: Kreg

Kreg is a thief on the lamb, posing as a monk. His picture is hanging on the wall of the High Court with Hook's. He will offer to reveal information about the Fellowship in exchange for a potion of invisibility, perhaps from Nicodemus' shop in Yew. He will tell the party that he wants the potion to analyze its ingredients so he can modify it to mute sound. He wants to do this, he says, to better enable the monks to maintain their vows of silence. Of course, the monks of the Brotherhood don't have to remain silent, but, not being one himself -- and having avoided them for some time -- Kreg doesn't know this.

If the party gives him an invisibility potion, he will use it to disappear and leave, terminating the conversation.

Official: Sir Jeff

No one is more dedicated to removing criminals than Jeff. In fact, he's planned on entering a career in law enforcement/regulation since he was young, when he had his first run-in with extortionists (who were after his lunches). However, Jeff takes his job a little too seriously, and will fire or imprison anyone for the slightest rule/law infraction. With every statement, he will sound either accusatory ("Did you take part in the murder [that you say you only witnessed]?") or unconvincingly trusting ("You, of course, didn't take part in the murder.").

Jeff is carefully watching over his new clerk, whom he is sure can't be too honest or she wouldn't need this job so desperately.

Clerk: Ezra (Bl)

Ezra began her position as clerk just two weeks ago. She used to be a farmer, but bad luck has left her without crops or food. She took this job because it was the only possible source of income in the area with an opening. (Sir Jeff had just fired the last clerk for taking an extra two minutes for lunch.)

She knows how meticulous Sir Jeff is about regulations, and fears that she won't last long as the clerk because she's been sneaking food to the prisoner, D'rel, on whom she had taken pity.

Prisoner: Troll: Gharl

The Troll is very willing to speak to the party, providing they slip him some food. He will tell them, "Trolls have a powerful ally! He warns us in our heads when danger is around the corner!" Then he will retire to devour his food.

Prisoner: D'rel

D'rel is a cutthroat and buccaneer. He knows Hook and will tell the party that Hook lives in Buccaneer's Den and usually travels with a gargoyle named Forskis.

Resident: Bradman

Bradman is a hermit. He will keep his door locked at all times and will refuse to speak. In game terms, if the party begins a conversation when they



enter, he will speak for a very long time about how he likes his privacy and how he will not speak to them. He will also mention how much the party annoys him, just like the ugly little monkey who came from the forest. Then he will terminate the conversation.

Frank the Fox

Dupe

Frank the Fox is, indeed, a talking fox. He is fascinated by the concept of honesty and is determined to follow the principle to his best -- and most literal -- ability. When he meets the party, he will be completely honest with them, to the point of telling them all the things that are wrong with them. For example, if Shamino is in the party, Frank will tell him that he drinks too much. Frank will tell lolo that he charges too much for his bows, etc.

Hut: Smith  
Logger: Ben

Cutting down trees has been in Ben's life since before he was born. Not only was his father and grandfather in the business, but his great grandfather and great grandmother (boy was she big. . .). While Ben knows he possesses great strength, he believes that it's to make up for a lack of intelligence. He's saving up enough money to visit Perrin for some minor schooling. He will not ask, but should the party make a donation, he will express extreme gratitude.

Nicodemus:

(From Cluepath 2.0) Nicodemus is quite loony. He keeps babbling something about "saving thy game often." He has the presence of mind to sell reagents and spells, but sometimes gets the two confused, so the player should check that he was given the right stuff.

Also, he has a few potions for sale, including a potion of invisibility.

Trainer: Shane

Perrin

Shane is a typical "man's man." He loves the wild, and, when not at his home, can be found wandering the forest in search of game with the other trainer, Magwenty. His favorite weapon is the bow, and he moved to this area to be near the great archers, lolo and Kendem.

If lolo or Kendem are with the party when they seek training, he will give a slight discount, claiming it is an honor to talk shop with the greatest.

If asked about Magwenty, he will refer to him as his closest friend, but will claim the man knows little about fighting.

Kendem:

Though a great archer, Kendem is very humble about his skills. He moved to this area to be away from the urban growth that infests this great country, and will be happy to say so. (From Cluepath 2.0) He will be happy to temporarily join the Avatar's party to help procure the honey -- he's done it before -- for a bit of gold. He is quite capable of shooting the bees should they indeed attack, but will do so only if absolutely necessary. He possesses some sweet smelling pollen which, when spread around the hive, will attract the bees. Kendem will leave the party after they acquire the honey.

Trainer: Magwenty

Braden

Magwenty shares Shane's interest in the outdoors and hunting. However, his weapon of choice when hunting is the spear. Magwenty maintains that true prowess is measured by one's ability to overcome in man-to-man combat. Brute strength is the key! While he feels friendship for Shane, they disagree on the value of agility in combat, and have spent many a trip arguing instead of hunting.

If the party asks about Shane, Magwenty will shake his head, saying that, though the man is a true friend and honorable companion, he fight like a wimp.

Resident: Aimi

Aimi spends her waking hours gardening. If the party approaches during the day, she will initiate conversation with the Avatar. She has been raising her prize flowers for more than a decade, and usually charges 10 g.p. per bunch. However, throughout her conversations, she will flirt with the Avatar (if he's male), and will eventually give him the flowers for free.

Resident: Penni

Penni is married to Addom, a fighter who "adventures" for a living. She does nothing all day but take care of their infant son, Trevin, and wait for Addom to return. Everyday at sunrise and sunset, she wanders just outside of her house, hoping for a glimpse of her husband.

She will ask the party if they have seen him. If they respond that they have, she will ask if he is in good health. If they haven't, she will become disappointed.

Resident: Shane's house

Highwayman: Thad

Thad has sworn to destroy the Fellowship and (almost) all of its members. Two months ago, they kidnapped his sister, Millie, and tortured her into joining. At least this is what he thinks happened. If the party members belong to the Fellowship, he will be in attack mode. Otherwise, he will tell them his story and ask them if they've seen any members of the Fellowship. He will ask the party to take up his cause, thought not with him, and eliminate the Fellowship.

Emp: Trellek

(See Cluepath 2.0, section 6, Yew)

Emp: Saralek

Marlek is Trellek's wife. She will not be pleased that Trellek will be leaving to join the "forbidden" food eaters, but she is concerned enough about the pollution that she will let him. The Emps as a whole are being so severely affected by the poor ecological conditions that they are facing extinction. When Trellek prepares to leave, Saralek will tell him to be careful, hand him a sack that contains a few pieces of cheese, and then tell the Avatar to "watch over him."

Emp: Tavenor

Tavenor is a very cautious Emp. He will approach the party with trepidation, and will try to gauge/read their thoughts before actually speaking. He doesn't really trust humans because he knows they're the ones responsible for killing off his species. If Trellek is in the party, Tavenor will address him, asking how Trellek can stand to travel with the party, knowing what they've done. Trellek will respond that he believes the Avatar and company will help stop the pollution, and that his guidance will insure that the party follows the correct path.

Emp: Simbanor

Tavenor's wife, Simbanor, is rooster-pecked. She is afraid to speak unless he is not around. She doesn't share his distrust of humans (though he doesn't know this since she's afraid to tell him). In fact, overall, she finds them very curious. When she meets the party, she will ask them why they live on the ground and why they eat the "forbidden" food.

Emp: Salamon

Salamon is the eldest Emp still alive. She acts as the community leader, and the other Emps consider her to be very wise. In her youth, she was much



like Trellek, and traveled to far away lands (far for an Emp, at least) and saw many unusual things (for an Emp). She knows the human population is creating the trouble for her people, but she also realizes they are the ones who can stop it. If the party does not have Trellek in their party, she will recommend that they speak to him.

Emp: Tirandlak

Tirandlak is a perpetual pessimist. He is convinced the world will end tomorrow. EVERY day, he expects the world to end tomorrow. A few months ago, he ventured into the forest area near Empath Abbey and ran into the hermit, Bradman. To get rid of "the ugly little monkey," Bradman shooed Tirandlak away, claiming he didn't have time to talk to animals since the world was going to end tomorrow. Not having met a human before, he decided this creature must be all knowing, so he believed him.