

Hoof Prints 12

Welcome!!

Welcome to the 12th edition of Hoof Prints, the newsletter of the Centaur Council.

Greetings all,

It's been a long time since I put pen to paper and informed everyone about new goings on, so with time on my hands (I'm now in-between missions) I thought I would correct this. There has been much news over the last 2 years, but I will only mention that which concerns our membership as I'm sure most people are aware of what has been happening in the wider world of late.

Many regards,

Chaldan Ironhoof

Guild Leader, Centaur Council

Tancred Silverhoof,

Centaur Knight & Deputy Guild Leader, Centaur Council

OOC:

This is the first newsletter in a long time, I realize this is a little bit overdue, but there have been many delays and perhaps with the GM deciding to do away with official Guild updates, perhaps this took the urgency off producing new newsletters. I have also lost (unfortunately) my Guild Deputy, who slipped quietly and unannounced away and yes I've been contracting in Scotland for the last year and a half. So many things have led to this Newsletter not being updated as much as I would have preferred.

On the other hand lots has been completed and accomplished over the last couple of years, so really I have a lot to comment on!



Contents

Welcome!!	1
Centaur Council news	3
New Members	3
Members Lost or In Memorandum	3
Guild News	4
Kreskin'Lal's Tower	4
<i>Kreskin'Lal and the Elven Curse</i>	4
<i>Kreskin'Lal and the history of the Centaurs</i>	7
<i>Slayer's skill house</i>	7
Poldoon Border Scouts and Fort Saluwedin	8
Advanced Running skills.....	11
Congratulations to:	12
Donkey Awards	12
Centaur Council website	12
.....and Finally	13
Kellindel's Korner - A Centaur poem	13
Acknowledgements	14
Appendices	15
Centaur Council Website	15
Centaur Meadows	15
Centaur Council membership items	16
<i>C.C. Half-Gauntlet</i>	16
<i>C.C. Unicorn Ring</i>	16
Services to be found at Centaur Meadows.....	16
<i>Grooming</i>	16
<i>Equus chain Barding</i>	16
<i>Communicative Learning</i>	16
<i>Haute Ecole</i>	17
<i>Expert Mount: Centaur</i>	17
Centaur Teacher Skills.....	18
Equus Skills House in Noir's Lair	19
<i>Directions to Noir's Lair & the Equus Skills House</i>	19
Armour to be found at Stables.....	19
Centaur Paths.....	20
Other Centaur specialities	21
Guild Library.....	21

Centaur Council news

New Members

The Centaur Council offers a welcome to the following newly joined (or in some cases lost and re-found) Centaurs & Unicorns and hopes they all have a long and fruitful association with the Guild:-

Name (& ID)	Type	Last known location	OOO: Player
Carius Firemane (3046)	Male Centaur	On the road to the Imaginarium	Paul Malone
Bletilla (20827)	Female Centaur	Safe Haven mission	Bruno Giordan
Epipactis (18703)	Male Centaur	White Citadel	Bruno Giordan
Phragmipedium (20079)	Male Centaur	Plague Village	Bruno Giordan
Hunter (19110)	Male Centaur	The Rat Run	Doug Hughes
Meril (12104)	Male Centaur	Torlian Catacombs	Tony Roberts
Rayland Givens(15023)	Male Centaur	The Imaginarium mission	David Hinshaw
Jas-san (432)	Male Centaur	Mines of Miasma	Michael Herrera
Jerron Ironhoof (17894)	Male Centaur	Derwent	Mike Crowther
Rane (19545)	Female Centaur	Lands of the Fae	Cal Blagborough
Clamasha (10401)	Female Centaur	Kyr	Gregory Croff
Ben Whitemane (19099)	Male Centaur	Overland (somewhere!)	Richard Smith
Paphilopedium (312)	Male Centaur	Noir's Lair	Bruno Giordan
Jancis Goldmane (19501)	Female Centaur	Kreskin'Lal's Tower	Bill Mayling
Itayanna (17791)	Female Centaur	Unknown	Gregory Croff

Members Lost or In Memorandum

The following members are known to have departed life or have given up adventuring. For those that have died, we commend their souls to the Holy Six and pray that they have a peaceful afterlife.

Cassandra Lovemoon - killed by a Lapis Dragon on the 2nd level of Swinderlog.

Firemane, Angpetu & Spiritmane, killed by the Daemoni Amon-Saj in the Kyrian deserts

Kellindel Warden (CC Guild 1st Deputy) – got bored of the adventuring life and went back to live amongst the Centaurs in the Enchanted Forest

Rainstorm (12448), cause of death unknown

Saeri Airhead – new member of the PBS killed by Orcs in Fort Saluwedin

Jeribelle Speedwell, killed by three Lal's Guardians in Kreskin'Lal's Tower

Judah Steele-Stallion (12430), killed by Skeletal Elite in Kreskin'Lal's Tower

Dweomar, killed by Mist Guardian in Kreskin'Lal's Tower

Juvaine Stormchaser (12408), killed by Mist Guardian in Kreskin'Lal's Tower

Davino (15378), killed by Mist Wraiths in Kreskin'Lal's Tower

After accounting for new members and recent member losses, this brings the member total in the Centaur Council to 94 but I haven't heard from quite a few of our older members in a long time so I suspect that even more may have given up adventuring or been unfortunately slain, but at the moment things look good!

Guild News

Kreskin'Lal's Tower

Kreskin'Lal's Tower mission has been completed.

If I have to say, I think the mission to Kreskin'Lal's Tower has been the Centaur Council's (with the help and consideration firstly of the Assembly and latterly all other guilds) greatest mission success so far. Over 60 adventurers (more than 30 centaurs, over 25 Centaur Council members) journeyed the 20-30 days it took to get to Kreskin'Lal's Tower, each centaur giving a lift to another adventurer. These partnerships were encouraged and even now at the completion of the mission, many of these partnerships still endure, a testament to the centaurs and their passengers and the success of this partnership.

Kreskin'Lal's Tower was also the most deadly in terms of loss of members, we lost 5 (6, Kellindel Warden lost to the ravages of time) Centaurs to the awful undead Guardians Kreskin'Lal left behind, the Mist Wraiths claiming the most victims.

Our mission aims were to

- 1) Discover what part Kreskin'Lal played with regards to the Elven Curse and what could be done about it
- 2) Discover what part Kreskin'Lal had in the creation rumours regarding our Centaur heritage.

Kreskin'Lal and the Elven Curse

Kreskin'Lal - a male not female sorcerer - (see below) the discovery on the lower floors of the Tower of two of his unfortunate wives

I Look Around. I am standing on Saria's Island. Kreskin'Lal was married twice, first to Saria and then later (after Saria's 'untimely' death) to Wendesse Coldheart. Saria was buried a tomb under this island and this small piece was named after her, Saria's Island. The stairs down into the tomb sit in the middle of the area. It looks ... dark ... down there.

...and....

Nobody would call Kreskin'Lal a romantic tyrant. After the strange way his first wife fell on a dagger (forty six times) he remarried the beautiful and distant Wendesse. Lal's servants christened her 'Coldheart' due to her icy nature.

As ever, Kreskin'Lal tired of the woman but could not bear to lose her beauty. When her accidental death came it involved her falling into a vat of clear wax and suffocating. Kreskin entombed her on her own island, still in the wax, and regularly visited her to remind himself of her astonishing loveliness. The stairs to her tomb reside in the middle of this piece of land.

... the only conclusion was that Kreskin'Lal was indeed male, but not a particularly nice individual, much though we had gathered was indeed an evil sorcerer and powerful too, but he was mortal and his bluff was – upon being banished by the combined forces of the races - to come back and curse all the races with evils unknown

Elf and dwarf and man. You stand before me with hatred in your eyes. I see what you intend for me but know that I shall wreak a vengeance far more destructive than which you intend.

You shall not kill me, for I shall send me spirit far beyond your mortal reach. But I shall touch your lives every day from when I am gone, for I shall curse your races with a fate that will make your very souls scream out in pain. One day yet to come, elf and dwarf and man will stand side by side

in battle, I have seen it and it is a dark day for your races indeed. Against you stands an enemy of power and fury, with an army the like of which shall be seen twice more upon this mortal realm.

Your sides shall be even, your numbers too, but this day shall doom your races to a thousand years of darkness and destruction. For on that day my spirit will lift the carcasses of my own dead army.

The power of my staff and the power of my soul I charge with this curse, for on that day the army of the restless dead will rise and slay the three races and lend weight to the forces of evil that you face.

Know that you have doomed yourselves now and forever more.

(reprint from CC newsletter 3)

...was mere blather. At the very end and the lowest level of Kreskin'Lal's fortress and through dungeons both small and vast (an aside: I doubt I've ever encountered a dungeon layout like Kreskin'Lal's certain a testimony to the man's madness no doubt, see below)



..we encountered what possibly could have been a testimony to Kreskin'Lal, something of his history and his interaction with the races...

I Look Around. This room is covered from floor to ceiling in a powerful and colourful mural depicting a story. I took the time to enjoy the art and to try and understand the narrative it was conveying. The gist is of a dark god, escaped from some ancient prison into the real world. A trickster god, whose purpose was to sow dissent and strife. A deity that would lurk amongst the ranks of Men, a thorn in the side of decency and goodness and honour. But could that mean... ? Could it be? Kreskin Lal is truthfully not just a villain, not just a mastermind - but one of the Dark Gods who walked loose upon the land. If true this secret has ramifications - it shakes the very foundations of what is currently believed to be possible within the laws of nature. Terrifying.

After reading this description and battling through hordes of Lal's Ultimate Guardians (quite tough Skeletons, with some sort of integral magical armour protection) that more than once threatened to cause numerous casualties, we happened upon Kreskin'Lal's tomb. Nervously most of the mission gathered here, some unsure whether or not to be in the same room and we all nominated just a couple of individuals to open the tomb.

This small but well-appointed tomb is drenched in shadow. The darkness spreads like inky black fingers from the flat stone casket that is raised upon a stone dias to a prominent position above the floor. The initials 'K' and 'L' are embossed upon the coffin lid. I could probably push the lid off and look inside. But should I?

With KL's previous historical reference to being some great Sorcerer who had threatened all the races down the ages and with his multitude of ranks of skeletal undead we were almost convinced we would face a vengeful Wraith that – like other Dark Gods encountered elsewhere – that might take a dozen or more adventurers to combat and take a dozen or more adventurers with him if and when he was slain, we expected the worst.

The tomb was opened....and then...well....nothing.

I tore off the lid, frightened that I may be about to face some vengeful shade or spirit, or some walking demigod whose aim is to murder me. Instead, the coffin lid contains only a single item, a small bottle. I took it.

Well that was Kreskin'Lal for you....and the bottle you ask? What was that? Well

Spirit Bottle Of Kreskin Lal

This is the infamous Spirit Bottle Of Kreskin'Lal, a magical container in which the essence of An'im rests. The spiritual power stolen from the males of the elvish race in order to use it for nefarious means. Although much of the power has been squandered, a little remains. Any male elf can take a sip from the bottle to replenish themselves anew - until the bottle runs dry. This then is all that is left of the salvation of the male elvish race. The last vestiges of a stolen heritage.

So everyone who looked received but one. This explains then both the curse and the remains. The power of the Elven Males was stolen for some end that we know not, but Kreskin'Lal essentially found a foul and sorcerous way to siphon the power of the Elven Males to squander for himself. It did not aid him any and he died a mortal death, not even powerful enough to carry on after death as so many pretenders (like Lord Lexor and his undead hordes) seem to do these days.



I think I will see if I can ask our fellow Centaurs if they could give up their bottles so that I can make a present of them to the Elven Court. Each of these bottles will be hard won, only one can be acquired by each adventurer that has struggled to the bottom of Kreskin'Lal's tower; no doubt it will be graciously received.

Kreskin'Lal and the history of the Centaurs

And what of the other aim of the KLT mission that of discovering what Kreskin'Lal had to do with us Centaurs? Well absolutely nothing. That's right nothing, no sign of Centaurs on any mural on any of the dungeon walls, no books, no scripts, no nothing. All the rumours must literally have been there to sow dissent and make us Centaurs feel shame at our "dark" heritage. Well no longer, it seems that there NEVER was a dark heritage, it was merely the mad scheming and attempt to sow strife amongst the good races by an evil sorcerer...now long dead.....

So that's a good ending, there is now no longer any need for ANY centaur to suffer humiliation of their possible beginnings, we have always believed we have descended from the earliest of days by natural means. We know we are unusual, but we are not unnatural, our leanings and talents prove this. We are of nature as nature and Fae is of us. Be proud fellow Centaur, you have nothing to be ashamed of...

Slayer's skill house

For those that are thinking of making the vast trek to Kreskin'Lal's Tower there is a Slayer's skill house on Dungeon level 3 – The Crawl (part of the Eastern dungeon section). This aided us greatly with killing off Kreskin'Lal's undead servitors, though I wonder about its existence and how come it came to be. Why have a Slayer skill house offering advanced undead killing skills in your undead staffed Tower and dungeons? More proof of KL's madness? A rogue element that helped to speed KL's demise? Who knows, anyway there are several slaying skills on offer and the best of each significantly assist with the demise of that particular monster.

1/ Orcslayer, 200 GPs, 200 XP, 'L' '101'
2/ Master Orcslayer, 400 GPs, 400 XP, 'L' '102'
3/ Champion Orcslayer, 800 GPs, 800 XP, 'L' '103'
(The levels of this skill must be taken in ascending order.)

4/ Undead slayer, 200 GPs, 200 XP, 'L' '201'
5/ Master Undead slayer, 400 GPs, 400 XP, 'L' '202'
6/ Champion Undead slayer, 800 GPs, 800 XP, 'L' '203'
(The levels of this skill must be taken in ascending order.)

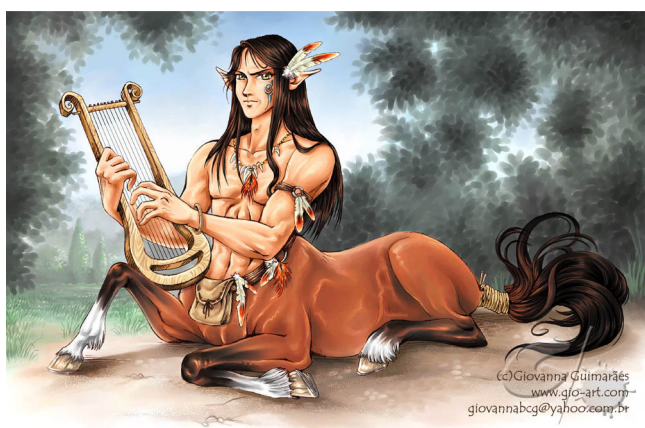
7/ Human slayer, 200 GPs, 200 XP, 'L' '301'
8/ Master Human slayer, 400 GPs, 400 XP, 'L' '302'
9/ Champion Human slayer, 800 GPs, 800 XP, 'L' '303'
(The levels of this skill must be taken in ascending order.)

[Poldoon Border Scouts and Fort Saluwedin](#)

The other major success story is that of the Poldoon Border Scouts. Although this organisation isn't a purely Centaur force, it is well staffed with Centaur Council Guild members and it has recently completed an interesting mission. Although the Centaur Bard, Eurytion of Pelion is not strictly part of the CC Guild hierarchy any more - I suspect having Duke Raven as CiC and King Dirk I as one's ultimate CiC means that he answers to another now - General Eurytion of Pelion has elected to give a brief resume of the mission.

Greetings all,

I am now General Eurytion of Pelion, General of the PBS and also a Centaur Bard.



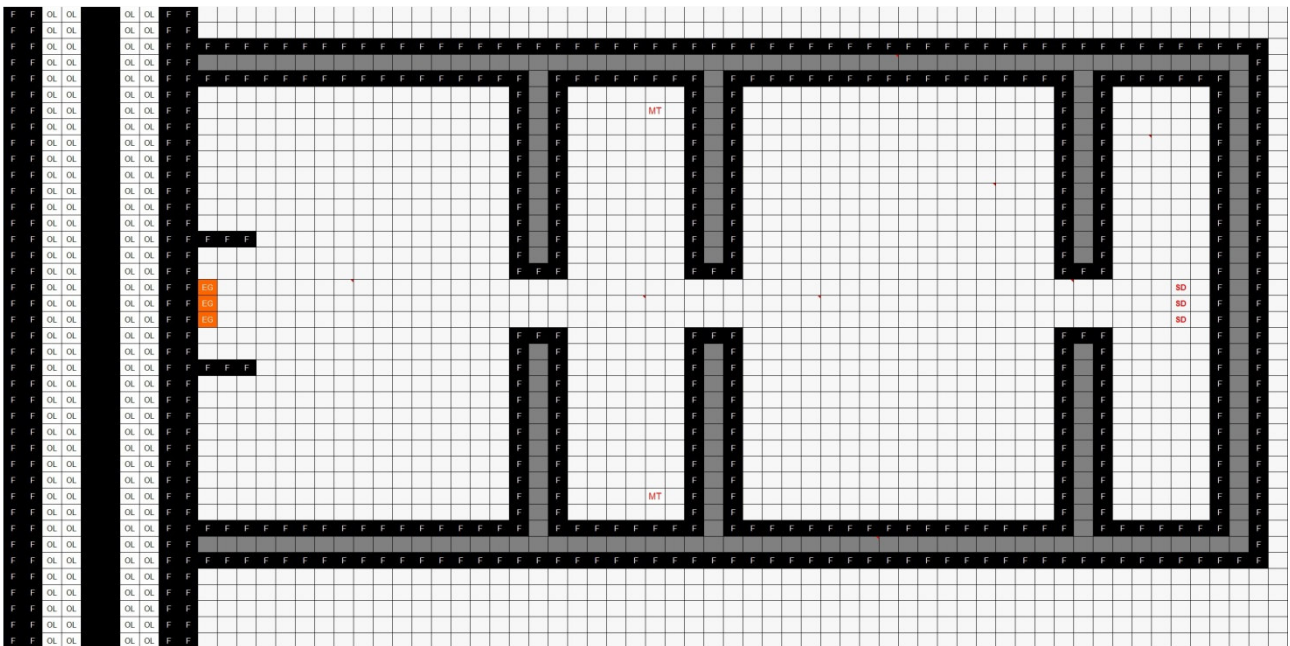
© Giovanna BC Guimaraes

His Grace approached me a couple of years ago with a proposition to recruit a new adventurer staffed unit of the Royal Army, but under his Grace's control. Its remit was to control the unruly borders of Poldoon and especially the frontier with Kyr.

In this remit was patrolling the Poldoon Pass, the infamous road that stretches between Bereny and Kyr. Poldoon pass is a 100 mile long narrow route which winds its way to the distant Empire of Kyr. It is well-known to be incredibly treacherous in places, often barren and featureless, with a great many hidden perils. Few try and make the journey for it is a long and arduous one, possibly a fatal one for those not properly prepared. The further East one travels the hotter it becomes, the more barren and wicked the terrain. This route is oft-used by heavily-guarded well-provisioned wagon trains. Adventurers who dare the route often come to regret their actions.

Since the Poldoon Border Scouts was a new idea and there was no guarantee that this experiment would succeed, the Duke tasked us with clearing out the old Kyrian Fort, Fort Saluwedin. This fort was built by Kyr back in the days when Bereny was less united and powerful and Kyr was powerful enough to build a fort to keep an eye on Bereny. Since then Bereny's power has increased and it was deemed impolitic to keep it garrisoned and it fell into disuse. Since then other forces noticed it was abandoned and have made it their home, the Duke tasked me and the PBS to clear it out and end its threat to the Kingdom of Bereny. Until the Fort was cleared out, the PBS would be unproven, all adventurer volunteers would be of the rank Scout, apart from myself.

When we first entered the vast entry chamber of Fort Saluwedin we were met by several ranks of Orcs, some known and some unknown, which led us to think that the Fort had been garrisoned by Orcs.



This viewpoint was reinforced by the succession of Orcs and tougher Orcish monsters we encountered as we progressed to the stairs at the end of the vast chamber, the last ranks of Orc Dark Hunters being quite formidable. Once the way was cleared however and the first Scouts descended to the floor below did we discover exactly why Kyr had built a Fort here, particularly here.

The lower level had several entrances to a vast Salt Mine. It wasn't so much the defensive value of the Fort, the Fort was just a defensive outpost to protect the Salt Mining operation, which was no doubt quite profitable for the Empire of Kyr. Then it was abandoned, perhaps because of politics, perhaps because the Salt Mines were exhausted.

This confused us a little, the Orcs were guarding a Salt Mine? Surely too advanced for Orcs? So it proved to be, the Orcs were just the top level guards preventing any curious adventurers from exploring too far. The lower levels proved to be staffed by other monsters Salt Animates and other Orcs, a separate northern section with an experimental animal laboratory, but no further clues as to what was experimented on or what the end result was for.

Did I mention those blasted Fire Traps. Gah the bane of my life and all the rest of the Scouts. All of the lower levels have been liberally sown with Fire Traps, the blasted things scorch through armour and only by twisting successfully and instantly on the spot (no mean feat for a Centaur) can you avoid them! Damn I hated those fire traps. I am so glad to be out of the lower levels of this Fort.

The southern section descended into an initially clear section, but further west we encountered our most fearsome opponent yet, an Ancient Water Dragon and as we considered how we would deal with it Evil Clockwork Men appeared. It was at this point in time that my future officers made themselves known, though it was more perhaps they just happened to be the most vocal that they got themselves known!!

Through a massed casting of Cloud of Silver Pins (the pins are magically able to penetrate walls) under the command of Lady Chaos vast amounts of damage was done to the Dragon until at last, the toughest PBS volunteers were able to break through the intervening door and kill the dragon in melee.

That complete we proceeded to the lowest level which had signs of some alchemical operations on and left staffed with Ashblast Constructs left as guards or guardians

A foul creature of insidious darkness forged from the mind of a lunatic. The Ashblast Constructs are metal animates which have had organic material magically bound to them. In essence this is now a creature with of metal with the head and part torso of a demon. When the creature is not slashing at adventurers with its metal clawed hands or slimy pseudopodia it is coughing out huge clouds of burning ash.

Thankfully these things were not many or that tough and through the efforts of those that were trickling down on to this level these were slain quickly.

Leaving us with a mystery of what this level was for. Then at the southernmost section of the level we found a number of Golden Barrels, each with half a dozen Canila Tubs

Canila Powder is an alchemical mix that originated in Kyr many hundreds of years ago. Kyrians inhale the drug in a short quick gasp from a tiny glass tub in which it is stored. The powerful effects of this alchemical are what make it so desirable, since it grants its user superhuman strength, speed and agility for a brief period. The drug has some addictive properties, but Kyrians seem to know how to take it safely. A little more isn't going to hurt, after all ... Canila Powder is known by the nickname "Goddess" in Kyr and the locals can occasionally be heard to use phrases like "the Goddess was with him when he did that" and "he's gone to be with the Goddess" all referring to use of the drug.

Breaking into the final room we discovered many plans that the Fort, the various layers of guards and monsters were simply the cover for an advanced smuggling operation, seeking to spread Canila powder into Bereny. A complex and well organised operation that I'm sure His Grace Duke Raven is grateful that we have discovered.

OOC: Inputting L 44 in the final room actually gives

From what I have read, I deduce some kind of smuggling ring being run from here. There are notes concerning a banned substance being brought in from Kyr and an attempt to set up a distribution network in Bereny. This is not just some monster infestation, but a large-scale criminal plot to bring dangerous and addictive substances into Bereny. Did the Raven know this? Was his plan to foil it? And if so - why not tell us? Or, since he is a well-known master trader, was there some other goal he had in mind? And if so, what do I do about it? Whatever I decide - this mission is now complete and I can report back that the lair has been cleared.

As of now His Grace Duke Raven seems to be indisposed and we still have not had the expected note of congratulation from him for completing the mission. In the meantime I notice a monster lair to the south of Fort Saluwedin, so it seems that our work here securing the border is not quite done....

General Eurytion of Pelion

General, PBS

Advanced Running skills

After much discussion with senior Ranger Instructors in Bereny and discussions of how many running skills centaurs and unicorns already have access to, I am pleased to announce that Senior Rangers have agreed with me how compatible their skills are to all Centaurs and Unicorns. This means that any Centaur or Unicorn – of any Guild affiliation – are now allowed to learn advanced running skills, known colloquially as Running 2, Running 3 and Running 4, from Ranger Stations.

There are many such Ranger Stations dotted around the kingdom of Bereny, but mostly these can be found on the main arterial routes/ main roads connecting the main cities and dungeons of the kingdom. Interested Centaurs and Unicorns should inquire at a Ranger Station should they wish to improve their running skills.

Chaldan's note: It has been confirmed that one of our members has successfully learnt Running 2 from a Ranger Station

Congratulations to:

Sharon on taking the Advanced Path Centaur Mage...

Donkey Awards

I'm still amazed that our previous awardee has still chosen to wear his Double Bridle. Is the shame of being awarded this title not enough? It seems not, so Windmane Burrfoot (4641), currently still adventuring in Deepwater Dungeon you get the award twice!! Windmane "Double Donkey Award Winner" Burrfoot.....

This is not a coveted award Windmane, please take the blasted thing off.....please....? (I'll even offer a nice Pit Lord Amulet to take its place....? Otherwise if you are still wearing it by the next Newsletter I'll have to supply you with a nice cart to hook up to it....)



Image : Donkey

Centaur Council website

With many thanks to Ian Edwards (Tancred Silverhoof) for the creation & maintenance of our CC website.

The site address is:

<http://homepages.tesco.net/ian.edwards3/CentaurCouncil/index.html>

.....and Finally

Kellindel's Korner - A Centaur poem

I think I ought to keep on dedicating this section to Kellindel Warden in his memory, at least until I get a new First Deputy.... any volunteers out there.....?

THE CENTAURESS

At dusk I bathe within the cooling pool, my dainty hooves step softly in the silt,
And as the curlews cry, my head atilt, I wash my raven hair and softly mewl.
My grief is for that brave, strong human boy and as I wash my breasts and gleaming flanks,
I think of him who loved me on these banks. He was my one true love, my life, my joy!

He told me I was lovely. I was sleek, he thought me a proud goddess in disguise.
He brushed my flanks until my knees grew weak, Held me softly and gently kissed my eyes.
Then he left, the great art of war to learn, And so I weep for he did not return.

--Michael Fantina--



Acknowledgements

As this is a long overdue Newsletter and I have haven't asked for any updates recently, I put this together myself, but because I must acknowledge all those on the Kreskin'Lal mission and those on General Eurytion's PBS mission who have given so much to conclude a success, I dedicate this newsletter to them and their efforts.

I hope in future that I will get regular reports as I used to from the membership and can re-invigorate the membership as we once had.

Purely OOC:

For those of you that need to contact me, my postal address is:

Paul Malone, 13 Concorde Close, Storrington, West Sussex RH20 3JL

Or wildwarp@hotmail.com

1st Deputy Leader (vacant)

Our 2nd Deputy (honorary) Leader Tancred Silverhoof

Ian Edwards, 4C Millenium Court, Largs, North Ayrshire, KA30 8SZ, UK

Or at ian.edwards3 @ tesco.net

Appendices

Centaur Council Website

OOC: The website (created and maintained by ooc: Ian Edwards/ ic: Tancred Silverhoof) contains information on the guild, items, skills and characters within the guild. If you visit the site and think you have useful information which could be added to the website please get in touch, so that Ian can update it.

The address for the website is <http://homepages.tesco.net/ian.edwards3/CentaurCouncil/index.html>

Centaur Meadows

At present centaur meadows are in fairly random locations on the overland, some can be found just outside dungeon entrances whilst others are next to cities or in the middle of nowhere. See below for locations of known centaur meadows: -

- 1) 1S, 2W of Lionel (14 W, 3 SW of Swinderlog Hole)
- 2) 1S, 3W of Crownheart
- 3) 1S, 2W of the Mines of Miasma
- 4) 2N, 2W of Hell's Deep
- 5) 2S, 3W of Torlia
- 6) 1N, 1W of Drax
- 7) 3S, 1E of Central Dungeon
- 8) 64S, 36W of Caverns of Hasjan or 18N, 109W of the City of Ghorst (OOC: this is the one Southwest of Honest Ron's estate)
- 9) 8S, 5W of Icehaunt Catacombs
- 10) 2S, 7W of Meadowbrook
- 11) 2S, 2W of Ghorst
- 12) 1N, 1W of Wintred
- 13) Near Deepwater Dungeon
- 14) 8E of Kreskin'Lal's Tower

There may yet be meadows outside the Pits of Poldoon, Mirrormane, Lux, the White Citadel, and/or Jobollah but these haven't been discovered yet.

Centaur Council membership items

C.C. Half-Gauntlet

Upon joining the Centaur Council, Centaur members are awarded the Half-Gauntlets, an enchanted item that can be equipped over the hands. Made of leather, these Half-Gauntlets were created by the Centaur Elders many hundreds of years ago. In these times, it was common for centaurs to be a central part of many combat units and thus the battle enchantments in the gauntlets were considered valuable indeed. Wearing them grants the wearer the ability to strike his foe easier and for more damage and protects him better.

OOC: +5 attack, +2 damage, defence bonuses Normal 1, Fire 2, Cold 2, Chemical 1, Magical 0, Mental 0

C.C. Unicorn Ring

Upon joining the Centaur Council, Unicorn members are awarded the Horn Ring, a special enchanted item that equips over the Unicorn Horn and grants the same bonuses as the Half-Gauntlet.

Services to be found at Centaur Meadows

I stepped into Centaur Meadows, trying to stay silent. This is a peaceful glade where the sun always seems to shine. The grass is lush and tall. The area is speckled with pretty flowers. And, if you look very, very closely, you might even see a faerie fluttering amid the wild reeds or over the ripe berry bushes. This is the Centaur Meadows, an area used as a meeting place for members of the Centaur Council. It is their tender care, and that of their faerie friends, which keeps the place healthy and full of glorious life. (Defensive adjustment to all defences +30)

Services

- 1) Full Groom, Feed and Water, Free to members (see below).
- 2) Purchase Equus Chain Barding, Sold to CC members and non members (see below)
- 3) Attempt Communicative Learning (see below).
- 4) Learn CC specialist skill Haute Ecole 1, 2, 3 & 4
- 5) Learn Expert Horsemanship/ Expert Mount (Centaur)
- 6) Learn other Instructor skills

Grooming

Full Groom, Feed and Water, Free to members. Use the order 'L 20' to get the centaur equivalent of a really good pampering. This will make any centaur feel fully-rested, fed and will heal small injuries too.

Equus chain Barding

This is magical armour for centaurs; the protection offered is as follows:

Norm 20, Fire -5, Cold 10, Alchemical 10, Magic 10, Mental 0

This is not as good as normal Chain Barding (+10 Fire protection rather than -5), but it offers 1 point of damage protection. Available to all Centaurs, but CC members get a reduction.

For CC members the order is 'L 30 0' cost 417gps, for non-CC members the order is 'B 1093 0' cost 750gps

Communicative Learning

This is an almost forgotten way of improving centaur's attributes, though the stat a centaur trains is random, using this method; the chance of increasing a stat is higher.

To try your hand at communicative learning issue order Y_10_0

Haute Ecole

This skill is available to centaurs only from centaur meadows, the skill grants a centaur impressive combat improvement. See below for details.

Haute Ecole 1

+4 attack - +4 normal defence – XP 300/30 – GP 300/30 – Order L-40-0

Haute Ecole 2

+7 attack - +7 normal defence – +1 damage – XP 1000/100 – GP 1000/100 – Order L-41-0

Haute Ecole 3

+9 attack - +9 normal defence - +2 damage – XP 2500/250 – GP 2500/250 – Order L-42-0

Haute Ecole 4

+? attack - +? normal defence - +? damage – XP 3000/300 – GP 3000/300 – Order L-43-0

NB Steve apparently has made some quite significant improvements to Haute Ecole 4, to make up for the substandard benefits given in the last three levels. I don't know what this means, at least until someone actually learns the skill and tells the rest of us. Now I all need is about 9000XP & GP and I can find out..... :-)

Expert Mount: Centaur

An instructor is available from the Centaur Meadows to teach this skill to all Centaur Council members, both Centaurs & Unicorns. Benefits are +5 to attack, +10 all defences, +1 move

Use the order 'L 60 0' to get information on the skill and

Use the order 'X 4327 [character ID]' to learn the skill, costs 450gps & 450xp

Expert Horsemanship is a pre-requisite for learning the following three Instructor skills

Battle Charging

Skill costs 350gps, 350xp

Order code: 'X' '4328' 'character id'

Skill details: A character with the Battle Charging skill is able to urge a mount to charge into battle in such a way as to offer the least possible target to the opponent. The mount (Centaur) gains a Damage Adjustment of -1 (all NORMAL weapon-based attack types do one point less damage for the duration of the turn.)

The order to do this is written by the rider targeting the mount as 'X' '4738' 'target mount'.

Defensive Riding

Skill costs 350gps, 350xp

Order code: 'X' '4330' 'character id'

Skill Details: A character with the Defensive Riding skill is able to use clever manoeuvres to make himself harder to hit while in combat. The character gets a Normal defence modifier of +5 for the duration of the turn. The order to do this is 'X 4747 [character ID]'

Speed Riding

Skill costs 350gps, 350xp

Order code: 'X' '4329' 'character id'

Skill Details: (as yet unknown)

Centaur Teacher Skills

A number of teachers across Bereny have joined the informal association known as the Academy of Instructors. This association aims to promote new skills that have not been seen before in the lands and three Centaurs have stepped forward to announce that they are willing to instruct all centaurs in their use.

Eurytion of Pelion (1115), Kellindel Warden, Chaldan Ironhoof, various others

Skill: Rear Kick

Centaurs using this skill can spin around and deliver a hard kick at a target in the same square with both back legs which can be very damaging indeed. To teach the Rear Kick skill to another centaur use 'U' '8406' 'Target' as long as they have already issued the order 'U' '8240' earlier in the same turn. The costs to learn the skill are 500 XP and 500 GP. They must be in the same or adjacent square.

Damage seems to be in the range of 2-3 +STR bonus, Range 0

Cloven Hoof, non-CC,

Teacher for the skill named "Lightning Bow", location Blight Mounds, Underworld

Skill: Lightning Bow

Centaurs with this skill have learnt the ability tap natural energy and make any bow they are using fire lightning bolts alongside its arrows, doing additional Magical Damage beyond the weapons normal damage. To teach the skill to another centaur use 'U' '8403' 'Target' as long as they have already issued the order 'U' '8240' earlier in the same turn. The costs to learn the skill are 1000 XP and 1000 GP. They must be in the same or adjacent square.

(Adds 6-8 magical damage to each successful attack)

Dalimageon (10163), non-CC, Teacher for the skill Desperate Gallop, location slightly to the NE of Crownheart

Skill: Desperate Gallop

"In times of desperation, centaurs can cover great distances quickly, at the cost of their physical wellbeing. Using this skill a Centaur can move instantly from any main dungeon entrance or city on the Bereny overland to any other main dungeon entrance or city within a range of 500 squares, as long as there is an adventurer on that dungeon or city square to target with the order. This incredibly fast journey is incredibly tortuous to the centaur and can sometimes kill them. Any riders are also taken along, but are not subject to the damage. The order to use the skill is 'X' '8404' "Target Character". 30 XP is used each time this power is used. To teach the skill to another centaur use 'U' '8404' 'Target' as long as they have already issued the order 'U' '8240' earlier in the same turn. The costs to learn the skill are 1000 XP and 1000 GP. They must be in the same or adjacent square."

Damage seems to be rated in terms of roughly 10 health per 100 squares travelled + 15xp. Each trip will burn through XP. Centaurs may only carry 1 passenger, Unicorns and Horses may carry two.

Equus Skills House in Noir's Lair

"An Equus Skill House is a place of learning where the spirits of dead equine masters impart the knowledge of the ages through magical means to others of their persuasion. The skills available here can only be learnt by Centaurs"

Show Jump

L 30 0, 500xp – Show Jump Centaurs with the Show Jump skill are able to move around cluttered areas gracefully and quickly, jumping even some tricky obstacles with ease.
(+2 DEX, +2 Move, +10 normal defence)

Rearing Strike

L 31 0, 500xp – A Centaur with rearing strike is able to leap up into the air and strike with its two front legs in a very effective way. Damage appears to be 9-16 plus strength, Rearing Strike is +1 range, Automatic extra attack.

Turning Kick

L 32 0, 500xp – A Centaur with the Turning Kick skill is able to spin on the spot and kick with powerful back legs at chosen target. The order to do so is 'X' '8566' 'Target' and the target must be in the same or an adjacent square.

Sheer Mass

L 33 0, 500xp – Centaurs with the Sheer Mass skill are just really huge. They eat more, gain weight more quickly and replace fat with muscle easily. Effects seem to be +12 Health, +3 STR, and +2 base damage (independent of the STR increase).

Mighty Leap

L 34 0, 500xp – Centaurs with the Mighty Leap skill can move two squares with a single move order by jumping. The order to use the skill is 'X' '8568' 'Direction Code'. Each double move does still cost the usual movement points for two squares, but saves orders used.

Directions to Noir's Lair & the Equus Skills House

There is a road to Crownheart. From Crownheart, a road heads East past the Virgin Forest holding hiding the dungeon and eventually leads to Lionel. Bipedal characters might make it faster to the evil centaur dungeon by going to Crownheart first, then to the dungeon following the road. I would have to measure it out to be sure. A centaur set up for speed should be able to make it to the evil centaur lair from the Dungeon of Drax heading due South overland faster than if they followed the road to Crownheart. When I say due South, it is more of a South-Southwest thing. Noir's Lair is 52 South, 24 West of the Dungeon of Drax.

There is a map listing Rally/ Rest Points & further directions in the Guild archives if anyone is interested

Armour to be found at Stables

Item	Specifics	Type	Buy code	Cost	Sell	Equip
Barding	Full Plate	saddlery	1096	500	250	Body
Barding	Full Plate +05	saddlery	7898	3600	2400	Body
Barding	Full Plate +07	saddlery	7899	5250	??	Body
Barding	Full Plate +10	saddlery	7900	6900	??	Body
Barding	Full Plate +15	saddlery	7901	8700	??	Body
Barding	Leather	saddlery	1091	60	30	Body
Barding	Plate	saddlery	1094	250	125	Body
Barding	Studded Leather	saddlery	1092	90	45	Body

And its respective armour values:-

Normal	Fire	Cold	Alchemical	Magical	Mental	Move	No slot
40	30	30	30	30	15	-3	1
45	35	35	35	35	20	-3	1
47	37	37	37	37	22	-3	1
50	40	40	40	40	25	-3	1
55	45	45	45	45	30	-3	1
5	5	10	5	5	0	0	2
30	20	20	20	20	5	-2	1
10	5	10	10	10	0	0	1

Centaur Paths

The following paths are available for centaurs to take. I still don't have any further details on what the actual paths give in terms of bonuses, but as soon as I do I will post them to the list or put them in the Files section. If anyone does know any details of the following, please let me know and I'll post them.

Centaur Champion

Centaur Champions gain significant combat abilities.

(+13 Health, +10 Attack, +2 damage range)

Cost 2000 XP 1000 GP

Order L-52-0

Centaur Mage

Centaur Mages have learned the ways of magic and can cast most Enchanter spells. A centaur who is a member of the IGW might be promoted to Blue Torc and thereby gain the valuable ability to teleport across Bereny for a fee.

(Can cast Enchanter spells, +4 magic defence, still equip metal barding)

Cost 4000 XP 2000 GP

Order L-51-0

Centaur Hero

Centaur Hero's are deadly fighters who gain significant combat abilities as well as the chance to cheat death once in an amazing escape.

(Unknown benefits)

Cost 8000 XP 4000 GP

Order L-50-0

Other Centaur specialities

Centaur Knight

Centaur Knights gain use of the Lance and trained in Lance Expert skill. They are also knighted and therefore ennobled and therefore have the right to use the title "Sir" before their name
(Expert Lance gives +8 Attack +2 damage range when using a Lance)

Centaur Bard

Centaur Bards (abilities as per human Bards), unlike many other centaurs, cannot carry riders. Its difficult to carry somebody and still give a strong performance. Bards prefer not to risk their art. Centaur Bards follow the Bard Path, but can learn both Centaur and Bard skills

Centaur Pioneer

One of the first Centaurs to leave the wilds and the world of the Centaurs and travel out into the lands of wider Bereny.

Guild Library

Still available, though a quick question on the needtoknow yahoogroups list, a scan of the Dungeonworld Wiki site or an email to me will reveal the information you are looking for. As always, if you find a new item, please send me details of it, I'm always looking to expand the details of my item list and its information is always available to members. Email me anytime! (Paul Malone - mhoranl@yahoo.co.uk)