

Hoof Prints 10

Welcome!!

Welcome to the 10th edition of Hoof Prints, the newsletter of the Centaur Council. The main issue this time is representatives of the 3 official Guilds on the Kreskin'Lal's Tower mission - the Black Tower, the Assembly and the Centaur Council - will now all be making their way to the Tower. Although Archmage Sylvester of The Assembly has graciously & personally accepted my offer of coming along on the mission, the leadership of the Black Tower seems to be somewhat otherwise occupied and the members attending the mission limited to but four. However all 4 members of the Black Tower mission volunteers will be riding their own impressive Skeletal Horses to Kreskin'Lal's Tower, these should be easy to spot.

Under the guidance of Deputy Guild Leader Tancred Silverhoof, an advance party of centaurs and their allies have already set off. They have now been gone a couple of days and will be at least 5 days ahead of the main body. I am proposing that the main body be ready to leave in 2/3 days time, this is to accomodate some of the newest members of the CC and to allow me to conclude the majority of my transactions to various CC members from the Icehaunt courtyard stairs.

I have it in my notes that I have yet to transfer KLT mission monies to Coprenthon Bloody Horse, Lazzlo Thunder Horse & Silent Running. The centaurs need to be aware that their mission monies can be collected from CC Guild Animate#1 (5032) which is located 1 square west of the Icehaunt courtyard stairs. I hope to see all 3 very soon ready to depart from the Centaur Meadows outside Icehaunt.

Chaldan Ironhoof

Guild Leader, Centaur Council

Kellindel Warden

Deputy Guild Leader, Centaur Council

Tancred Silverhoof,

Centaur Knight & Deputy Guild Leader, Centaur Council



Contents

Welcome!!	1
Topics covered	3
Centaur Council news	4
New Members	4
Member reports.....	4
Noir's Lair update.....	6
Dwarven Stronghold of Caldor update	7
Preparations and travel to Kreskin'Lal's Tower	9
Kreskin'Lal's Tower volunteer list	10
General news items	12
Regent Dirk Steadfast announces ascending the Throne of Bereny	12
The coronation of King Dirk I.....	12
The prophecy of Doom.....	13
The Centaur Council's Guild Leader's message to the new King Dirk I	14
Donkey Awards	15
Centaur Council website	16
.....and Finally	16
Kellindel's Korner - A Centaur poem	16
Acknowledgements	17
Appendices	18
Centaur Council Website	18
Centaur Meadows	18
Services to be found at Centaur Meadows.....	19
Skills taught at all Centaur Meadows.....	20
Centaur Teacher Skills.....	20
Equus Skills House in Noir's Lair	21
<i>Directions to Noir's Lair & the Equus Skills House</i>	21
Armour to be found at Stables.....	22
Centaur Paths.....	22
Other Centaur specialities	23
Guild Library	23

Topics covered

Topics covered in this the 10th edition of Hoof Prints.

Centaur Council news

- New members
- Member reports
- Noir's Lair update
- Dwarven Stronghold of Caldor update
- Preparations and travel to Kreskin'Lal's Tower
- KLT Volunteer list

General news items

- Regent Dirk announces ascending the Throne of Bereny
- The coronation of King Dirk I & elevation of Queen Juliette
- The prophecy of Doom
- Guild Leader's message to the new King Dirk I
- Summary of new dungeons opened & other explorations

Donkey Awards

Appendices (at the end of the document as usual)

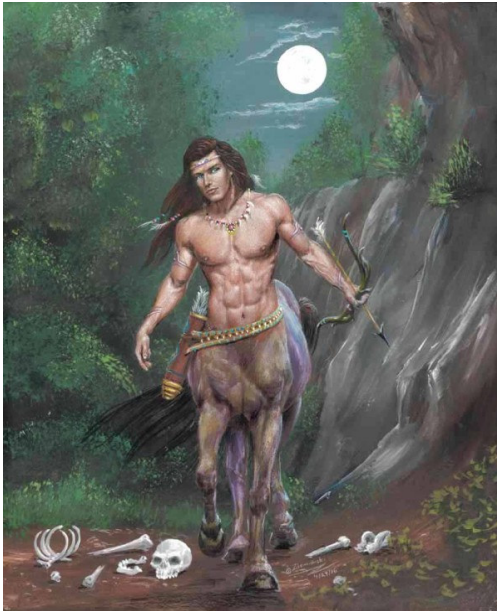
Centaur Council news

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:-

Windmane Burrfoot, Centaur Stallion, Southern Bereny on the shores of the Southern Ocean
Matthias Longstride, Centaur Stallion, Overland (heading to the Centuria)
Kriz Bloodedhoof, Centaur Stallion, Overland (heading to the Centuria)
Silent Running, Centaur Stallion, Icehaunt (KLT mission)
Saddlesore, Centaur Filly, Icehaunt Centaur Meadows (KLT mission)
Mahvros, Centaur Stallion, The Underworld, near Caldor
Cairbre Eireann, Centaur Stallion, The Underworld, slaying Ancient Dead and Grey Witches
Toireasa Rionach, Centaur Filly, Swinderlog Swamp

This brings the total number of Centaur & Unicorns in the Centaur Council to approx 50, though I need to check my more recent lists



Centaur Image: Unknown author

Member reports

Rather scattered at the moment, though most messages seem to be focused on the organisation surrounding getting ready for the Kreskin'Lal's Tower mission. Hopefully more members will report back on their activities in the next edition of Hoof Prints.

Leader Chaldan,

We have now entered the sewers of Lineoth..we are trying to find the way in to one of the Uberwyrms keeps...

Raven Silverhoof

[ooc: Player Richard "Smitty" Smith]

Leader Chaldan,

Upon officially joining the Centaur Council two days ago, I had recieved a pair of CC Half Gauntlets. By the end of yesterday, those gauntlets magically transformed into a CC unicorn horn ring. Upon equipping it today, I have found it to grant me the same benefits a centaur gains from equipping the CC half gauntlets, including magical enhancements to my defenses matching those gained from the sturdy construction of the half gauntlets skill construction.

In the meantime, I have looked further into how to gain some of the Riding Instructor skills at the meadows you have expoused. A detail I couldn't quite discover in the guild archives or newsletters. I will include my current research below and any further discoveries in the future.

Qilin
Unicorn Mare
Centaur Councillor

OOO

C.C. Unicorn Horn Ring (?) (Centaur Council Guild Item)

The C.C. Unicorn Horn Ring is a guild item given to unicorn members by the Centaur Council instead of the usual half-gauntlets, which they cannot wear. Upon joining the Centaur Council, unicorn members gain the ring, an enchanted item which can be equipped to the horn for positive attack and damage bonuses. These items can only be worn by Centaurs, and cannot be passed to non-members. Upon the death of a member, an enchantment in the item causes it to dissolve to dust. They can never be sold, or otherwise transferred to another character.

(Player Notes: Grants +5 attack, +2 damage, and protection as Steel Gauntlets)

Equippable Area: Over Hand

Movement Rate: Not Affected

No. Per Backpack Slot: 1

Value: ??gp

Defense Bonuses: Normal=1, Fire=2, Cold=2, Chemical=1, Magical=0, Mental=0.

[OOO: Player – Greg Horne]

Chaldan, greetings !

Here is the message from the Duchess (now Queen) J- Juliette

Chaldan, There is a slight change to the personnel of my little contingent of six for your KLT Mission: New CC Member Jeribelle Speedwell with me, Hortense Huckleberry (a Dryad) with new CC Member Juvaine Stormchaser, and Jemima Butterfingers (Rogue) with new CC Member Judah Steele-Stallion. I will arrange for your 3 members to be at or near the CC Meadow near Icehaunt Exit Steps at the end of this coming day, to contemplate and receive anything they should be getting.

We 3 passengers will be using Icehaunt facilities until you call us forward to the Meadows. BTW, Wartyconk's Cold Defences are so good that I thought he'd be better employed with my son's expedition.

My regards,

Duchess Juliette.
[ooc: player Bill Mayling]

Chaldan Ironhoof

I recently found and entered some forgotten hidden temple of some snake god, killed and hacked to death some of her followers. I also found the shrine thing to her, but couldn't destroy it or do anything to it, so left. Will drop you a line later with any more news.

Regards

Charon

[ooc: player Ron Hodge]

Noir's Lair update

The Death of Noir, again....!



It seems that Noir having once been slain and banished to the pits of Hell for his crimes, has once again been spat back out into the mortal world. It is not known how the forces of evil manage to resurrect the major evil villains of the peace, but it seems this cycle of slaying, a stay in Hell and then a resurrection can continue for some time. It has been known that though occasionally a particular virtuous blow, from one warrior or another, may finally slay a villain for all time. This is often indicated by the fact that the items that the villain carries, are dropped to the floor indicating that the forces of demonic kind have finally tired of tormenting that particular soul and have moved on to a different play-thing.

Noir is being attacked by the intrepid foursome of Flica Finemane, Leif, Bach and Sera Nade the enchantress.

Before he returned to Icehaunt and made himself available to offer his passenger a lift, the mighty Thunderchild attempted to take on the last remaining lieutenant of Noir, that of Campion the Witchmare and his evil companion Ebulos Firez the Demon Stallion. This is his account

"Leader Chaldan,

Things are going rather well over here, I have slain Ebulos Firez the Demon Stallion but Campion is proving tougher than I expected.

I have explored the rooms behind the locked door and discovered some rather interesting books.

I Look Around. This room is some kind of study or minor library. Although the books have all been destroyed I can make out some of the titles. "History Of The Horse". "Don't Mount The Master Race". "Four Legs Are Better Than Two". It all seems to be some kind of racist commentary on behalf of four-legged intelligent races.

Campion still remains and is highly resilient to my bow, hurry up Chaldan or you'll miss all the fun.

Thunderchild”

OOC:

A Demon Stallion is a horse from one of the many Daemon worlds, known as 'rifts'. These creatures appear similar to horses, but they are vastly more intelligent and much more dangerous. Like most demons, these stallions are both evil and manipulative, always looking to further their power or gain both in home or in other realms. Demon Stallions have dark red hide and purple manes. Their eyes glow with like fiery embers and they snort black smoke from their nostrils in angry puffs.

This time it was the combined forces of Leif, Bach and the enchantress Sera Nade that eventually laid the foul Campion the Witchmare to rest, but not before the dreaded Witchmare hit me (Chaldan Ironhoof) with its poisonous breath cloud again and left me feeling drained and lethargic. Only today – almost two weeks after leaving Noir’s Lair – have I finally thrown off the effects of the blasted Lethargy.

[Dwarven Stronghold of Caldor update](#)

This report is brought to the Guild’s attention by the Centaur Bard, Eurytion of Pelion.

Greetings Chaldan Ironhoof,

It seemed that the ocean voyage from White Tower Island to the shores of Caldor would never end, though it was but only a voyage of some 10 or so days. On this voyage we sailed down the western coast of the southern island occupied by the natives south of the garrisoned isle, passed by the wreck of a demonic ship and saw in the distance the Great Mushroom from whom – or so I understand – some interesting skills and abilities can be learnt.

The journey was not without its perils and twice our little convoy was attacked by Sea Serpents. However great is the strength in my sword arm and I hewed at the beast no less than thrice giving it pause for thought; so much so that between my blows and those provided by others it swam off to lick its wounds. Its mate, obviously fearing for its partner attempted to engage, but the storm of missiles coming its way must have persuaded it to find easier prey. There were of course other minor winged beasties that we encountered on the way, but these were minor encounters and were easily slain.

CC members will excuse me if I digress slightly, for being a bard of some repute I found it necessary to ply my fellow passengers with a slight song, which the Guild Leader will excuse me if I include with my report:

Abel Brown, the Sailor

Oh, where am I goin' to sleep tonight?
Sez Abel Brown the sailor.
You can sleep upon a mat,
Cried the fair young maiden.

Oh, the mat is rough, an' my skin ain't tough, Sez Abel Brown the sailor.
You can sleep upon the shelf,
Cried the fair young maiden.

What 'ave you got upon the shelf?
Sez Abel Brown the sailor.
I've got some rum upon the shelf,
Cried the fair young maiden.

Me throat is long, an' me thirst is strong, Sez Abel Brown the sailor.
What if you roll from off the shelf?
Cried the fair young maiden.

I'll bounce on the floor an' ask for more, Sez Abel Brown the sailor.
What if police should come to the house?
Cried the fair young maiden.

I'll take 'em on in two's or three's,
Sez Abel Brown the sailor.
Then I'll let you stay with me,
Cried the fair young maiden.

There's that's done, I must see what else I can find and I'll sing more songs if the Guild Leader permits, sometime.
Eventually we made the shore of Caldor and then it was but a quick stroll to the impressive entrance of Caldor and I entered into it.

The sheer size and impressive strength of the fortifications of Caldor does rather take one's breath away. With but a small garrison, the world may well pound away on the outside of the fortress and nary make much of an impression. It must have been evil treachery or foul magics that brought this place low, there is no other way that so many invading forces could have broken into this fortress of the dwarves.

Psaurian Champions and other creatures of the deep abound in this place, but thanks to the recent delivery of a Fire Centaur Crossbow and a odd item of the frozen south – a Frozen Tree Trunk, I did mention I was quite strong – I was able to obliterate their opposition. From the entrance I made my way west and have sat in three odd chairs that have made me feel much healthier, but I understand that the effects are relatively temporary, so I had best hurry up and catch up the leaders of the exploration.

I am currently moving south and then west to catch up with the reknown & muscle-bound Lady Buega of Jess whose mighty blows, even the most terrifying of monsters (Tentacular Horror) cannot withstand. I do not really fear for her, more I fear that there will be nothing left for anyone else to slay, such is her awesome prowess in the field of battle.....

Still if some great ballads are to be sung of this exploration, no assistance will go amiss.

I will provide continuing reports as my explorations continue.

My regards

Eurytion of Pelion
Centaur Bard
CC, WotFP, GL



An image a flying Centaur (author unknown)

[Preparations and travel to Kreskin'Lal's Tower](#)

Many have been the days that have gone into the preparations made for the mission to travel to Kreskin'Lal's Tower. It seems that the mission has been many weeks in the preparation and the organisation, I can say nothing of the preparations made by the other two main represented Guilds on the mission; however without their support bringing all the volunteers together and in one place would surely have made things more difficult. I must give a huge thanks to my adventuring associated and Deputy of The Assembly Saloma Perdue for her tireless efforts to copy TTI scrolls and make TTI tokens; with that of her wisps which have been very busy delivering TTI tokens to so many of the volunteers on the mission. I am glad to say that at least that process is at an end and at last we can look forward to the start of the mission and the travel of the main body of the mission to the Tower.

In all over 60 people volunteered to go on the KLT mission, we have many illustrious and noble people on this mission, not least the wife of King Dirk, Queen Juliette. I believe she is well protected, surrounded by bodyguards and not less than 3 of our own Centaurs from the guild.

An advance party of centaurs has already left on the way to Kreskin'Lal's Tower, led by 2nd Deputy Leader Tancred Silverhoof.

Several notes here:

- The guild is lucky to have the cartography services of Yul Herman of (Herman, Mirimon & Russett) who has promised to update and create their usually fine and detailed maps of the interior of Kreskin'Lal's Tower.
- The guild has stores of approximately 90 healing potions in place for Centaur Council mission members on the KLT mission. 30 healing potions have distributed to Silk and Son of Hoof for distribution to KLT Centaur Council guild members. The bulk of the healing potions have yet to be distributed by me.
- KLT mission monies to CC guild members has been completed to all but Lazzlo Thunder Horse
- There are a number of spare +5 centaur broadbows being held in safe keeping for centaurs on the KLT mission. Centaurs currently with spare +5 centaur broadbows are Tancred Silverhoof, Leif & Bach, Chaldan Ironhoof, Silverhoof.

Kreskin'Lal's Tower volunteer list

The following list is a current list of all the people that have volunteered to go on the mission to Kreskin'Lal's Tower; the Centaur Council salutes these brave adventurers and wishes the mission the very best for a successful and triumphant conclusion to the investigation of the Tower.

Centaur Council

Aktaegon (10293)	Centaur
Bach (11933)	Centaur
Brett Silvermane (13771)	Centaur
Chaldan Ironhoof (871)	Centaur
Charon of Poldoon (1707)	Centaur Hero
Chevallier (783)	Centaur Pioneer
Daeaganal (10294)	Centaur
Davino (15378)	Centaur
Dweomar (15588)	Centaur
Jeribelle Speedwell (11156)	Centaur
Judah Steele-Stallion (12430)	Centaur
Juvaine Stormchaser (12408)	Centaur
Kellindel Warden (2346)	Centaur
Lazzlo Thunder Horse (8826)	Centaur
Leif (11937)	Centaur
Omphalaia (676)	Centaur
Saddlesore (2031)	Centaur
Silent Running (9476)	Centaur
Silk (6633)	Centaur Mage
Silverhoof (12899)	Unicorn
Son of Hoof (10635)	Centaur Mage
Tancred Silverhoof (224)	Centaur Knight
Thunderchild (6692)	Centaur
Titania Bloodmane (830)	Centaur
Vangach 'Savage' Vaex (1453)	Centaur
Victor Bloodyhoof (13770)	Centaur
Wren kre Charon (3921)	Centaur Bard

Non-Centaur Council

Jarla kre Charon (2473)	Centaur
Brightmane	Centaur Mage

The Assembly

Saloma Perdue (8356)	Enchantress
Sylvester (HE, 3278)	Enchanter
Deidre	Enchantress
Tanith Seyke (14128)	Enchantress
Reeman Tanatest (10489)	Enchanter
Cyrano Dragontamer (11436)	Enchanter
Lady Maia d'Agrillac (6630)	Enchantress
Ferial Manion (1336)	Enchanter
Willywick Roundaburrow	Enchanter

The Black Tower

Sekroth	Necromancer
Micah Thanatos	Necromancer
Valar Morgulis	Necromancer
Jeri Unicorn	Necromancer

Other Guilds

Andras Hegedus (HR)	Rogue
Benci Varga Toth (HP)	Priest
Bob Bucket (GRW, 329)	Goblin Rebel Warrior
Buster (HP, 1665) (WoTE)	Priest
Chirpisthra (HP) (RGA & GL)	Priestess
Daniel-san (HM, 1022) (BSP)	Monk
Darius Marluk (HM)	Monk
Queen Juliette Tredach (HE, 2569)	Enchantress
Everett Hyde (HW, 1540)	Warrior
Gaelan (HR)	Rogue
Herpes (Rebel Goblin)	Rebel Goblin
Hortense Huckleberry (Dryad)	Dryad
Jemima Butterfingers (HR)	Rogue
Laurel (HF, 12532) (BEEF)	Fighter
Lord Singeon Hardcastle (HR) (RGA)	Rogue
Raelg Iron-Fist (DW)	Dwarven Warrior
Sera Nade (HE)	Enchantress
Sir Titus Crowe(ES, 6329) (WT)	Elven Seer
Slaine (Serpenti PC)	Serpenti
Talia Winters (HE, 1673)	Enchantress

General news items

The following have recently been in the Berenian news of late.

Regent Dirk Steadfast announces ascending the Throne of Bereny

Duke Dirk Steadfast, Duke of White Citadel and Regent of Bereny, has announced his intention to claim the throne of the Kingdom. Here is Duke Dirk's statement in its entirety:

Subjects of Bereny,

Now that the war in the North appears to be won, I feel the time has come once again to consider the issue of the Crown. I have been King Mark's Regent for many years now, in the hope that he would return to us and retake the throne. I no longer believe there is any reasonable chance of that happening.

The Regency must therefore come to a natural close, and we must have a King again.

The Royal Council has considered the question of the "blood heir" to King Mark at some length without reaching a solid conclusion. The Crown Commission For Sovereignty announced some time ago that "the Crown of Bereny would nominally pass directly to the first in line to the throne, which is the Regent, Duke Steadfast", but requested submissions from the general public, and thereafter never made a final recommendation.

Duke David, however, named me heir to the throne of Bereny before departing for the Land of the Dead. As Regent, he had the authority to do so - indeed, he was the only one with the authority to choose the next King, just as I am presently the only one with that authority. The time for "advice" and "recommendations" is over. We are a monarchy, the King is dead, and it is time the heir to the throne took up the Crown at last.

I will therefore be Crowned King of Bereny at the earliest convenience. After so long, I see no reason for further delay.

In order that we should not suffer such doubts in the future, I am hereby naming my son, Drake Nathaniel, commonly known as Dickon, my legal heir. My wife, Duchess Juliette (soon to be Queen), will be second in line to the throne after my coronation. Should anything happen to me before my son reaches maturity, it is my wish that Juliette serve as Drake's Regent.

Dirk Steadfast
Regent

The coronation of King Dirk I

His Grace Dirk Steadfast has been crowned King of Bereny. The coronation of the King took place on New Years Eve at the Royal Palace in Crownheart in front of several hundred invited witnesses and dignitaries.

The magnificent Crown of Bereny, was brought to the throne, on a velvet cushion by the royal heir, Drake Nathaniel Steadfast Tredach; before being set upon King Dirk's brow by the High Priest of Bereny, Holy Father Morgut Turnipcutter.

This was greeted with thunderous applause by the audience of Dukes, Barons, Guildleaders, and other assorted members of the Royal Family and their friends.

His wife Duchess Juliette was enthroned by his side as Queen of Bereny.

“In accordance with his long-stated intention, the King has now taken the name of Tredach, so that His Majesty's full name has become Dirk Lionel Phillip Steadfast Tredach,” announced Lord Isander Whiteflame, Personal Aide to the King.

Following the Coronation, bells rang out across the city to announce the beginning of the new reign, and a large crowd of citizens gathered before the Palace to celebrate, hear the official proclamation, and cheer the new King. King Dirk emerged briefly onto a balcony of the Palace to acknowledge the cheers of the crowd, although his appearance was marred by a bizarre and sinister occurrence (see below).

The prophecy of Doom

The following is a quotation given as the new King appeared on the Palace balcony shortly after midnight to acknowledge the cheers of the large crowd that had assembled, an image of a huge face appeared on the side of the bell tower on the opposite side of the square and addressed the crowd. The tower bells, which had been ringing to usher in the New Year, fell silent as the face spoke.

People Of Bereny:

My games with goblins and the antithesis may be over, but they have served their purpose and the battle continues.

Listen now to my proclamation for the forthcoming new year.

Your new King is a false king. He will be slain this year and his blood will decorate the steps of the palace he has claimed. Your High Priest represents the six dead gods of light. He will be slain this year and his body left to rot on the steps of his cathedral.

Your Dukes and Duchesses will be torn to shreds by the common folk who have grown to hate their debauchery and excess. Your guilds will be ripped apart as their internal corruption is laid bare.

Your Cities will lie in ruins.

Your Kingdom will fall.

The world will change irrevocably.

All these things shall come to pass.

For thee who doubt my words, listen thus. I will give you a sign. And that sign will be impossible to ignore. Should you wish to survive the transformation there is a way.

All worship Lord Lexor. He is the dark light.

Needless to say this prophecy was actually put together by the mad and undead Lord Lexor is the name of a former Lord Crusader of Selador who was convicted and outlawed for murder during the reign of King Mark III. This particular prophecy probably holds no more water than the rest of the promises of universal doom predicted by the forces that assailed Bereny earlier on in the year. As usual adventurers will find a way to kick his butt and put him down like the rest of the poor mad fools who attempted the destruction of Bereny earlier on in the year.

The Centaur Council's Guild Leader's message to the new King Dirk I

On behalf of the Centaur Council, its deputies and members, I congratulate His Majesty King Dirk on His ascension to the throne of Bereny. May His reign be long, successful and fruitful. I wish both King Dirk and Queen Juliette all our prayers and warmest regards for the future.

The King may be sure, as He has in the past, of the great friendship & enduring alliance of the Centaur Council to both Him and the peoples of the Kingdom of Bereny. We will, as ever, strive to right wrongs and seek the end to ills that threaten our homelands. We also look forward to working closely with our Berenian allies and bringing the accumulated benefits to all.

Respectfully yours

Chaldan Ironhoof
Guild Leader, Centaur Council

Summary of new dungeons opened & other explorations

Deepwater Dungeon

(GMs Note: Intermediate-Difficult)

The Deepwater Dungeon is a new adventure location recently discovered beneath the new lakes in the Southeastern corner of Bereny. Half submerged, the Dungeon is difficult to negotiate for surface-dwellers, although there are many breathable routes reported. Those few who have entered have explored only the entrance chambers but make it clear that people of a claustrophobic nature should avoid this place. Nonetheless, since it is filled with new aquatic and exotic monsters and treasures, there is much excitement and wealth to be found for those brave enough to take on the challenge.

The Tower In The Mists

(GMs Note: Beginner-Intermediate)

For some time, fables of a tower that appears only in certain conditions, particularly at times when fog and mist have been prevalent have been discarded as foolish. But locals who live in Moonward persist in their stories. Some have even linked the legend of the Black Carriage with this strange place. Now, for the first time, solid leads as to where the Tower might be found are emerging. And with them, a thirst for adventure...

Funland

(GMs Note: Intermediate-Difficult)

Many years ago an entrepreneur called Elliot Wilde turned a run-down estate in Home Ward into a place of excitement and entertainment called 'Funland'. This endeavour had been meant to attract tourists from across Bereny to enjoy the thrills of magical rides, colourful shows and an amazing resident circus. The venture, for whatever reason, was not successful. The Estate fell into ruin and people forgot about it. Recently, royal agents looking to reactivate the estate made the journey to the remote location. They have not returned. Something, it seems, is amiss in what used to be Funland.

The Valley Of The Lost

(GMs Note: All levels)

The legend of the Valley is as old as it is colourful. A mystical miniature kingdom nestled within the forbidding peaks of the Spirit Mountains, a place where travellers have become trapped and lost. Many did not believe it existed. Some claimed to have escaped from there, but had no evidence to support their wild stories. Yet now, with travellers passing freely between Bereny and Derwent, a few wayfarers believe they know the way to the Valley. What strange secrets does this long-lost place hold. What creatures lurk there? And is there any truth to the tale of Old Flame, the largest Dragon that ever lived, making this place his home?

The Abyss

(GMs Note: Intermediate)

There are two opposing reasons why people want to find lost dungeon known as The Abyss. To learn from it - and to destroy anything in it. As the ancient home of a guild of Demonologists called The Secret Society Of Twelve, it is known to be a place where great secrets of the dark arts lie. Those who study demons believe that lost advancements to the illegal demonologists skill can be found there. Possibly very powerful secrets indeed. Which is exactly why crusaders, holy man and those who oppose demonology hold the place in such disregard. So much controversy seems likely now that the entrance to the mythical dungeon has been uncovered, on the Western edge of the Kingdom, near the borders of the Broken Lands.

Congratulations to:

No one seems to have been able to learn any advanced skills or take an Advanced Path in the time since the last Newsletter.

Donkey Awards

It seems one of our members has taken it upon themselves to equip horse tack and saddle. Why this is is beyond me, so despite frequent warning the offending Centaur is going to be named here. It is distressing to all true centaurs that not only has this mad centaur filly been caught wearing a saddle, but that she is now so proud of her saddle, that she can now be found daily polishing her saddle with the most expensive wax and polish to raise it to a fine gleam. Oh the shame.

So the Donkey award goes to DAVINO.



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

Last Centaur

By Sean Jordan, July 2nd, 2002

"Odd" cannot begin to describe this strange combination of creatures;
A centaur, with the power and grandeur of a horse
And the sorrow and sickness of a man.
His neck is bent, almost snapping, along his shoulder.
His arms flail out in desperate despair.
Bronzed for an eternity;
Captured in a moment.

"He looks broken," a girl whispers, awe-struck
As she and her companion sit at the creature's hooves.
He is the last of the centaurs, they discover later,
Meant to symbolize the death of mythology, paganism, and imagination
Under the crushing weight of Christianity.
Creepy, yet compelling.
The girl walks around the statue slowly, taking in the sight,
Trying to make sense of the centaur's suffering.
Her companion declares that had he designed the statue,
It would have stood proudly, tall,

A regal man among beasts
Rather than a burdened beast among men.
The girl ignores his commentary,
Knowing he has missed the point, as have so many others,
Wanting to understand - to empathize! - with the statue's spirit.
After several quiet moments, she sits back down,
Unable to express the movement within her,
Unable to stand for the lonely centaur.

Acknowledgements

I give acknowledgements and thanks to the various characters who responded to my call for a general roll-call from across Bereny and other countries and also those who have provided continuous reports from Noir's Lair other places. They know who they are and they should also know I am very grateful to them for their continuing input and support.

I also thank our guild sponsor for his help and assistance, especially for his continued support for the Kreskin'Lal's Tower mission.

Purely OOC:

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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
- 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 (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

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.

Services to be found at Centaur Meadows

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.

L_30_0 – to buy as CC members 417gps

B_1093_0 – to buy as a non-CC member 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 – GP 300 – Order L-40-0

Haute Ecole 2

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

Haute Ecole 3

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

Haute Ecole 4

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

Skills taught at all Centaur Meadows

Expert Horsemanship

Skill costs 450gps & 450xp

Expert Horsemanship offers +10 to all defences & +5 to attack to either a Centaur or a character mounted on a horse, a very worthwhile skill to know.

'X' '4327' 'character id'.

Expert Horsemanship is a pre-requisite for learning the following three 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: (as yet unknown)

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), CC Guild, Kellindel Warden, 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 1-5 +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 adventure 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. The evil Centaur Dungeon 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.

(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 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!