

Hoof Prints II

Welcome!!

Welcome to the 11th edition of Hoof Prints, the newsletter of the Centaur Council.

The main issue this time is that a Necromancer of the Black Tower, one of the 3 official Guilds on the Kreskin'Lal's Tower mission - the Black Tower, the Assembly and the Centaur Council – has entered, explored briefly, been in combat with the Tower's Mist Guardians and exited KL's Tower. This marks a historic achievement on what has probably been the longest journey and preparations for a multi-guild mission in many years. On the days to come it is expected that many more adventurers will arrive, including the vanguard of the official mission led by Deputy Guild Leader Tancred Silverhoof. The Centaur Council wishes them the blessings of the Six in their initial exploration of Kreskin'Lal's Tower.

I myself am in the rearguard of this mission, having been on hand to encourage some of our newer members in their explorations of this mission. It is therefore probable that I will probably take about another week to make the Tower.

I look forward to seeing all Centaurs and Unicorns on the mission arrive safely at the Tower. From there on it we shall proceed cautiously, I will talk more on this issue later.

Chaldan Ironhoof

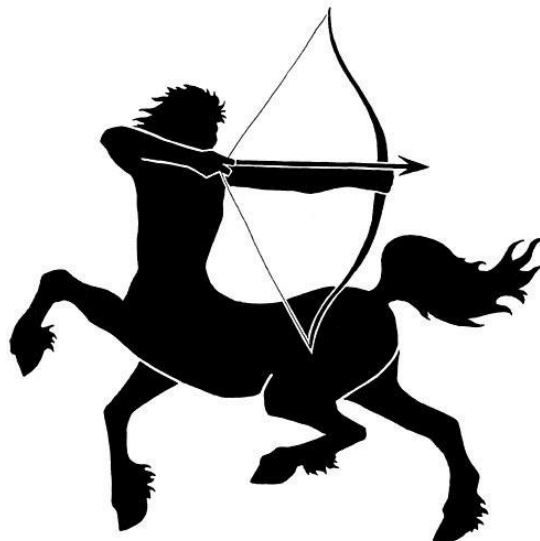
Guild Leader, Centaur Council

Kellindel Warden

Deputy Guild Leader, Centaur Council

Tancred Silverhoof,

Centaur Knight & Deputy Guild Leader, Centaur Council



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Topics covered

Topics covered in this the 11th edition of Hoof Prints.

Centaur Council news

- New members
- Members R.I.P.
- Member reports
- Dwarven Stronghold of Caldor update
- Kreskin'Lal's Tower, initial explorations
- Advanced Running skills
- Creation of the Council of Elders

General news items

- Final end for the Final Solution
- King Dirk rejects plea from Grrr!! Snr
- Worse than a Dungeon?

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:-

Agorix, Centaur Stallion, Abyssal Over Region: Hells Deep

Angpetu, Centaur Filly, City of Rasiaid in, Kyr

Brae'Shaynar, Centaur Filly, Eastern Bereny, defending the village of Yaslon

Firemane, Centaur Stallion, Kyr

Fonolix, Centaur Stallion, Tempestra Estate, Winter Ward

She-Kargo, Centaur Filly, Western Bereny, joining the Kreskin'Lal's Tower mission

Spiritmane, Centaur Stallion, Kyr

After accounting for new members and recent member losses, this brings the member total in the Centaur Council to 77



Centaur Filly (Picture credit ©2005 Clyde Caldwell)

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 wish them a peaceful afterlife.

BellBellows (15955), Centaur Stallion, only a CC member for a few days, before dying in Strange Caves of Overlife in Kyr

Coprenthon Bloody Horse (11100), Centaur Stallion; gave up adventuring, returning to the Enchanted Forest & the Centaur homelands

Foal (916), Centaur Stallion, died in King Slime Keep

G'Narri the Wild (9515), gave up adventuring, returning to the Enchanted Forest & the Centaur homelands

Lady Wraith (4930), Centaur Filly, died in Drax Dungeon

Lazzlo Thunder Horse (8826), Centaur Stallion, following the death of a family member; gave up adventuring, returning to the Enchanted Forest & the Centaur homelands.

Sable (789), Centaur Stallion, died in Swinderlog Deeper

Valaria (6514), Centaur Filly, adventuring life was too stressful; returning to the Enchanted Forest & the Centaur homelands

Xenubia, Centaur filly, brother to Agorix, place of death not known

Zurich (4869) brother to She-Kargo, son of Braemar, died fighting Helltroops near Crownheart

Zygopetalum (7100), Centaur Filly, died location unknown, adventuring in death in the Lands of the Dead

Member reports

Since the last newsletter I have encouraged members to give me updates on their locations and what they have been up to.

Greetings, Chaldan!

The small contingent of Terin'Sha, Brokenlands Survivors, and Westing House Estate forces have entered Dr. Bedlam's Asylum. It appears the more numerous forces of the Rheil Estate have cleaned out the gangs of Undead inmates that my friend Fressia Rosebud had previously reported. Unfortunately, or progress beyond the foyer and the adjoining chambers is hampered by a collection of locked doors. We hope to have solution to this in a few days.

In the meantime, we have been looking around in the spaces we can visit. West of the foyer is a large and



luxurious lounge. Perhaps it once served as a waiting area for visitors of the asylum's patients. All the furniture has since been removed and the room has a musty scent to it. There is something more to the smell, the smell of spilt

blood. Of course we can't tell since the carpet of the lounge is a deep red itself. If it is indeed blood, it is older than that spilled in the foyer that Fressia observed in her first visit.

Some more gangs of Undead inmates have been sighted. Attracted by the presence of the Rheil militia. The two groups have moved to engage each other. One gang actually had 'Cellar Ward' stitched to their patient garb. They are locked in one of the chambers we can't access. They have since ripped their name off their clothing. How so is unknown. (OOC Second turn observed the unit with the same ID no longer had the name. Can a named monster lose its name?) Also a psycho killer named Simon has been seen lurking around, but has since vanished.

(Picture credit SuliannH, 2009, DeviantArt)

Chrysalyx, an Elven Warrior Maiden Brokenlands Survivor and member of the Walkers has ascended the stairs in the foyer to the second floor. Exploration beyond this upper gallery is barred by locked doors as well, but a lone orc fighter has been heard in a nearby chamber. Did it wander into the asylum before we did, a member of the asylum staff, or a patient. We still have some time to find out.

That should cover things for now. If any Centaurs or Unicorns are in the Ghorst or Hasjan area, they are welcome to come join us.

Qilin

Unicorn Mare

[ooc: Player Gregory Croff]

Greetings Chaldan,

Still messing about on level four of Miasma awaiting reinforcements, killing any Dark Dwarf, or animate that shows its face, stripping them and then nipping back to the Courtyard and selling the gear.

Just thought I'd mention I have Expert Mount (Centaur), Haute Ecole I, Battle Charging and Defensive Riding. I also am a skilled Jeweller and have Magic Aura 1; do any of our members have a MA2 tome they could lend me?

Bree'Hahla, last Centaur Pioneer in Bereny
[OOC: Player – David Townend]

Cheiron (5773)

I am within the fortress of Caldor within the Underworld carrying an advisor of the White Tower who has the unnerving habit of turning invisible some of the time. I intend to meet with a filly of the Walkers who has agreed to teach me Lightning Bow and then I'll get busy looking for the source of the fall of this Dwarven Kingdom

Chevallier (783)

I am to be acting as the mount for Archmage Sylvester of the Assembly as we travel to the Tower. It is my honor to act for the Guild in this matter.

Serena (??)

I am currently deep in the deserts of Kyr heading with Baron Stryker towards the City of Splendours. He talks of setting up a Berenian Embassy there on the instructions of King Dirk and at the invitation of the R'ais of that city. We hope to clear the burning sands in a few days and see a way station that will take us the rest of the way,

Silverswift (??)

I am in the jungles north of Bordertown slaughtering mammoths and other wildlife as part of the defense of the settlement against these constant incursions. I recently took a path and now feel more capable of withstanding the dangers of these lands,

[ooc: player Mike Crowther]

Toireasa Rionach (1142)

At the urgings of my human companion, I'm now up to my fetlocks in muck, staggering around Swinderlog Swamp while he gathers "volatile alchemicals." The swamp has changed in makeup over the last year or so, areas of hard mud and boggy swamp appearing... and it has also sent tendrils out further into the open land of the Home Ward. So far, each day has been depressingly similar; stomp through mud, retch at the smell of sulphur and worse, shoot the odd swamp creature and repeat, while my companion makes things explode, turn green, vanish in a cloud of smoke or occasionally dyes himself purple, all the while talking about "great advances to science." There's a Wet Corpse Hole at the edge of the swamp, north of the dungeon entrance; some humans have expressed an interest in sticking their noses in there, so I'm tempted to head in with them to give them the benefit of my wisdom and insight.

Cairbre Eireann (395)

I'm still in the Underground. No more Masterfiend Reapers, thank the stump... but still lots and lots of Ancient Dead and Grey Witches, though. I keep knocking them down, but they keep appearing. I'd say it was getting a little frustrating, but I'm now three quarters of the way towards being a Centaur Mage. I keep telling myself I should practise this magic lark by using this Enchant Bow skill I picked up, but you know how it is... another day, another half-dozen screeching Undead trying to eat you.



(Picture credit SnowSkadi, DeviantArt)

Mahvros, Centaur Champion (???)

Sorry about any damage to that homing wisp you sent. Psaurians everywhere down here, and lightning being tossed around freely; I don't think I did more than startle the little creature, but it appeared in front of me as I was swatting a particularly annoying Psaurian Warrior operating under the delusion that it could actually hurt me. Me! What does it think I am, some sort of foal fresh off the pasture? Well... smouldering disconnected body parts probably don't do much thinking after the fact. It's good to be able to adventure with some other Centaurs - I can see Cloven Hoof down here, and the centaur Bard Eurytion. I'm hoping this Dwarven city of Caldor will give the Bard something to sing about, and not the lack of good housekeeping down here.

[ooc: player Ed Hyland]

Hail Chaldan Ironhoof

I, Samson the Unicorn have left the slopes of the Widowmaker having decided that the slopes were too dangerous without the required skills. I will therefore enter the Torlian Catacombs so as to gain the experience and gold to purchase the relevant skills available from the Centaur Meadows.

[ooc: player Tony Roberts]

(Picture credit Kevin Radthorne, 2007, DeviantArt)



Greetings most excellent Centaurs

I have been, like, guarding the estate of Twang Towers in Winterward, which has kept me busy, especially recently after half the human defenders of the estate were totally wiped out by a rogue magical animate; but some of the most heavy monsters to appear on the estate (werewolves!) are, like, beyond my power to deal with until I can acquire some magical weaponry, so I've had to leave them to the Baroness.

Unfortunately the Baroness has recently been infected by a severe fungal infection she caught from a blighted field - sort of like the worst case of athletes foot imaginable, but not just on your feet. Gross! She can just totally forget about riding on my back until she has that cured, I can tell you.

The Baroness' plans for the estate involve making it a centre for hunting and equestrian activity. She has hired a Stable master and a Riding Instructor and a Master of the Hunt. I've been trying to catch wild horses for the stable master to tame, and was rather pleased with myself when I succeeded in lassoing one the other day (I did have to

chase it halfway round the estate first). And then it turned out to be a mule! I can't see the Baroness thinking that it will do her image much good to go out hunting on a mule. Well, perhaps the reeve can ride round the estate on it, being, like, totally pompous as he usually is.

I went to the riding instructor in the hope that he could teach me advanced horsemanship, and he started going on about, like, keeping my knees in or some such stuff. Turns out he only knows how to teach humans to ride and can't teach anything to Centaurs at all. What a total dweeb!

Training of the new knights and militia to replace the ones killed is going pretty good I hear, so once they are on the case I might get leave to go and visit Mirrormane dungeon, which is not far from here. I don't know of a Centaur meadow anywhere near here, but maybe there is one of the new ones Chaldan mentioned outside Mirrormane now. I shall be sure and let the Council know if I find one.

Saeri Airhead
Centaur Filly
[ooc: player Ian Edwards]

Hi Boss

I'm in Hasjan at the mo with me friend, as we have just returned from the underworld via the bottom of Hasjan. We haven't seen much the last few months after the temple of some snake god thing, killed and slashed are way to the shine thing for it couldn't do anything to it so we left walked around the bottom of Hasjan for sometime as we lost the map and after finding a hearthstone (ooc I know it's not called that) we used it to jump back to the C.Y. I'm just training me dex a bit with the funny smelling mud as I wait for her to get back to me.
Charon
[ooc: player Ron Hodge]

Hail & greetings Chaldan Ironhoof

Further to your request for news on your members, I have contacted my herd and can now advise you of their most recent news.

Hyattner (5030)

Currently in Hells Deep collecting supplies and new equipment, after successfully entering several barrows mounds south of the villages of Hillsing & Monks Stick.

Brae'Tazmeery (5376)

She is still in the Enchanted Forest, travelling with a Terin'Sha Druidess. After finding very little over along the eastward border, they have travelled back towards the Enchanted Lake, and spotted a new site, "Dangerous Squirrel Dungeon". With some trepidation they have entered. Squirrels aplenty, but not that dangerous. Several rooms some filled with acorns others with squirrel s**t. Managed to sack a Lair Loot and found a new scroll. This will be passed onto one of the enchanter's who has been helping us with transferring finds & equipment.

Sontor (5337)

In his last report, he had offered to supply equipment to those on Noir's Lair guild mission as his contract to guard a Trader was coming to an end, but as he had no response he has continued to remain around Crownheart. The only thing of note is that soon after the coronation of Dirk Steadfast, patches of scorched earth mysteriously

appear around most of the city. He is exploring further.

Brae'Adellia (2422)

After exploring the Ski Trek Sanctuary she headed south to map out the Tundra & southern reaches of Bereny and has found an Ice Trader Keep. Then hearing of news of "Mother" south of the White Citadel, she has located this and mapped the surrounding area. She is currently at the White Citadel, before heading northwards & then northwest towards a strange obelisk that has been sighted along with a new road in the area. She is then hoping to complete the mapping of the Ice Plains of Salinthia.

She has been travelling with She-Kargo, who, while currently not a member, has decided to head back up towards Lals Tower and do some scouting for the mission, ahead of their arrival, but has no plans to enter by herself.

Zuirch (4869)

He was in Crownheart for the coronation and has also noticed the strange scorched earth patches. He is currently trying to keep the area clear of wondering monsters along with Sontor.

Mantorin (11938)

After his long trip from the enchanted forest, & locating King Slime's Keep, he is resting at a hamlet on a deserted estate, but with plenty of monsters roaming through. He, and his Ranger travelling companion, are as yet, undecided as to where to explore after resting up for a day or two. There are reports of a hill with a large hole in the top, and according to the locals Pit Zombies periodically emerge from here. Or they can head northwest to follow up on reports on a Haunted Mansion in the Deep Willow Forest & possibly to meet up with Braemar.

Brae'Kinneta (8839)

She has now entered Central Dungeon and reports that the old courtyard has had a makeover, having been enlarged by several units of Royal Engineers. She has, after obtaining a bit of new equipment, headed deeper into the dungeon to locate some Elemental Shrines reported to be in the East / South East area.



Braemar (5121)

After surveying the northern edge of Swinderlog Swamp, I helped an adventurer who was a bit lost and looking a dungeon for him to explore. After comparing maps I was able to point him to the Mines of Miasma. He did point out that where I had an estate marked, this was no longer established and it would appear that the Royal Engineers have now dismantled all of the fences and laid a road, this is heading westwards...towards Deep Willow Forest?! After passing the "Kings Mark" road I have this day located this new road and I am heading westwards.

Regards

Braemar

Herd Leader

(Picture credit. Alan Lathwell, DeviantArt)

She-Kargo (414)

Hail & greetings Guild Leader Chaldan Ironhoof

(Bows with respect)

Many thanks for the accepting my application to the Guild. The gauntlets have been rec'd safely. My father, Braemar, did report some time ago that it was possible that I would be in the area of the tower. But I overestimated how long it would take to get there.

Since I am here, I also thought it more prudent to join the guild before entering and await the rest of the party to arrive. I was also about to report the two Necromancers nearing the tower, as I am not so familiar with all of the expected party goers. As they are known I will leave them be.

Many thanks for the offer of the Mission funds, but my herd members have help considerably already. I am just awaiting the Magical Barding to arrive. The Centaur B/Bow+5 may well come in handy. But this I can await for. Someone else reported that we have Meadows in the area of the Tower. So far I cannot locate it. The Tower is now four times the size from when I first passed it. Does this mean they have increased the defences there? I will await more of the party to arrive, but in the meantime will try to reduce the number of monster that are appearing from time to time.

[ooc: player Duncan Hart]

Davino (15378)

I'm heading to Kal's tower at best speed. Before I head back to the Centaur meadows at Icehaunt in case any of our two legged companions on this mission needs a lift. Other than that I've learned expert Expert Horsemanship & might learn either one of the seed skills available or another from the meadows.

I was hoping that by using the map that I've got I could go at full stride to KL's tower with time to spare to race back to the meadows or somewhere in-between to help out any of our two legged friends that are coming along on the mission that don't have any lifts.

One has to my best to try & keep the prestigious award & title bearer of 'DONKEY'. lol

[ooc: player Andrew Laidlaw]

There's little to report at the moment Guildmaster. I am currently on the road west of the Icehaunt with passenger Daniel-San. Not much else besides the other Centaurs and the Trader Wagon, to the north and west is a Glacier Revenant and to the south some Ice Goblin Warriors.

<Salutes>

Titania Bloodmane

Female Centaur

[ooc: player Joshua Biernbaum]

Summer Wind (15004),

I am still travelling with the group lead by Tarek beyond the Vale. We have found a way back to Bereny and are in an area of Hellsdeep called Abyssal Over Region. We are using this as a place to resupply before going back beyond the Vale.

[ooc: player Andy McMillan]

Sinta Silverfall (12566)

I am currently in Swinderlog Hole courtyard in the process of travelling to the White Tower island where i will go exploring.

Singing Stream (12549)

I am re-equipping in Icehaunt courtyard at the moment before I head for the surface to explore.

Gafron Blackheart (12554)

I am in the village of Moonfall buying supplies and from there I suspect I will head for the underworld to explore.

[ooc: player Anthony Hodds]

Sirius Blackhoof (238)

I am exploring in the Mines of Miasma, going back to the courtyard the next day, and then I will try to find a way down to the next level of the dungeon.....moving south.

Cassandra Lovemoon (14668)

I am exploring in the Northwestern part of Swinderlog hole....trying to find a way further down in the dungeon.

[ooc: player Haakon Monsen]

Leader Chaldan, comrades, here is a brief Sitrep:

For various reasons, all 3 Centaurs of the Queen's Group have temporarily diverted from the road at or around White Citadel. Queen Juliette herself is making a courtesy call into White Citadel, since she is nominally its Chatelaine on the King's (i.e. King Dirk) behalf. She also, rather embarrassingly, is trying to obtain an Amazon Sash, as part of her WotFP regalia and some Pink Leggings for her Companions. Jemima Butterfingers is seizing the chance to gain the Unlock Chests Skill, before setting off across the featureless Overland, where there may not be another opportunity before reaching KLT. I, Judah, Juvaine and Hortense the Dryad are variously buying Horseshoes, picking up loot from dead Revenants, and training.

Jeribelle Speedwell,

Senior Centaur,

Queen's Companions, KLT Mission.

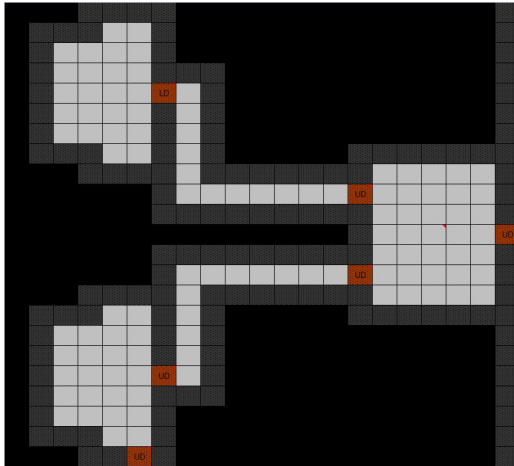
[ooc: player Bill Mayling]

Dwarven Stronghold of Caldor update

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

Greetings Chaldan Ironhoof,

When reaching a critical junction on the first level of the Dwarven stronghold of Caldor I decided to proceed further to the west and came upon the room that screamed with ghostly cries of terror and pain.

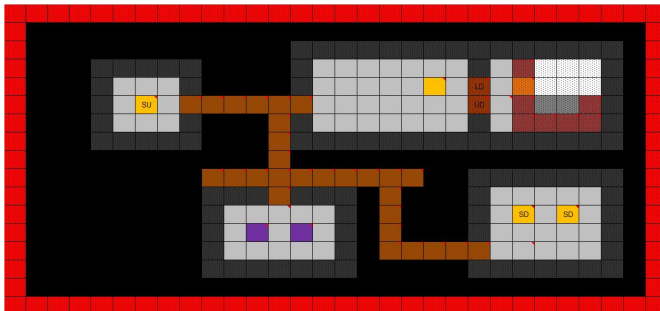


It was more than a little unnerving, for the restless dead to continue to reverberate the walls with their cries of pain and misery, what manner of horrors has this place seen? What were these dwarves subject to in their last days before they fled this their ancient city? No wonder they fought so hard to retain this their homelands, to fall to an enemy within must be galling indeed, especially when the stronghold is built so strong, to resist all outside pressures.

Upon gaining the room of ghostly screams, I was beset upon by some nasty poisonous vipers that did viciously snap at my heels and one even pierced through my armour making me woozy with the effect of its poison. However I am made of sterner stuff and I successfully threw off the effects by the end of the day, laying waste to the Vipers with my fiery crossbow,

shrivelling their bodies to crispy husks, so that that they would be of no danger to any other adventurer.

From the room (indicated above) I proceeded south-west and south, then east along a long corridor, then a little south into a smallish room with stairs down to level 2 of Caldor. Here I have headed east along to one of those strange Magic Traders and have been conducting some business. It is here that a familiar wisp hast delivered to me a strange new weapon, called a Lyre of Breaking. This weapon is meant to deafen the mind and reverberate so strongly that creatures of stone cannot withstand it. However no one has tested one before and I have yet to equip it, yet I intend to this day. I shall report more when I find out its capabilities.



Caldor level 2

Also here on the location of the Magic Trader is the centaur Cloven Hoof, but he is not affiliated with the Centaur Council. Here and hereabouts is Mahvros, though I have lost sight of him. Down from this level of the stronghold is another level, apparently populated with Wraith Dragons. Those dwarves needed their heads examining for creating the circumstances that invited these to inhabit their fair city.

I will provide continuing reports as my explorations continue.

My regards

Eurytion of Pelion
Centaur Bard
CC, WotFP, GL

Entering Kreskin'Lal's Tower

Rather than create supposition on what the interior of Kreskin'Lal's Tower contains, I include here the report from the necromancer Micah Thanatos of the Black Tower

"I breached the defences of the tower last turn, as reported. I managed to salvage some loot (a +5 dagger) and left a summons before being chased out by the mist wraiths. The results of my fight were interesting:

Mist Guardian darted in with a vicious claw rake at Micah Thanatos (10144). The attack was unsuccessful.

Micah Thanatos (10144) leapt at Mist Guardian (926) with Bone Staff pointed forward and thrust it towards his chest. The blow was right on the mark. (11 points of damage)

Mist Guardian slashed out with his claws at Micah Thanatos (10144). The attack was unsuccessful.

This means that the Mist Guardians get two attacks, but they are nicely vulnerable to magical weapons. The Mist Guardians appear to do a substantial amount (ooc: 11) of damage. My summons, however, survived the day as he is invulnerable to the wraith claws. The wraiths were inactive after the seventh hour..."

After discussion with Micah on the layout of the Tower, he provided us with the following map

ML	ML	ML	ML	ML	ML	ML	ML	ML	ML	ML	ML	ML	ML	ML	ML
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ML	ML	ML	ML				UD							ML	ML
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ML	ML	ML	ML	ML			UD				ML	ML	ML	ML	ML
ML	ML	ML	ML	ML	ML	ML	ML	ML	ML	ML	ML	ML	ML	ML	ML

Interesting enough, the ground floor appears not to have changed since the last expedition reached it (OOC: certain characters decided to remain on the ground floor, so the GM could not change the ground floor! Even though all the rest of the floors have been radically altered....), but the Centaur Elders have informed me that this is probably a sly attempt by Kreskin'Lal himself to lull the mission into a false sense of security so that his alterations on other floors will so surprise invaders, that they will be overwhelmed and obliterated by his evil guardians. So forewarned we will be on our guard.

Other characters known to be in the area include Sekroth (also of the Black Tower) and our own She-Kargo. Due to arrive shortly are the 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.
- Other healing potions are available to members, should there be a need, members are reminded to shout if an emergency arises and someone will get to you quickly.
- The Centaur Council offers members in special need the assistance of a Second Wind, that will provide extra health on a temporary basis (but will heal if needs be) until more permanent methods of healing can be sought.
- 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.

N.B. The Kreskin'Lal's Tower volunteer list can be found in a previous Hoof Prints edition, Hoof Prints 10.

[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.

Creation of the Centaur Council of Elders

Following several matters that have recently come to list on the message board, I have decided that it would be best to invite other members to step up to a position of responsibility and ask them to offer their expertise and knowledge to better care for our members. This is because the leadership of the Centaur Council cannot be everywhere and having a local representative of the Council in an area would be the most expedient solution.

All members of the Centaur Council of Elders – who are not already either Guild Leader or Deputy – have been awarded the title of Herd Leader, as recognition of their volunteering to serve the guild in this fashion. All members on the Council of Elders have the following roles and responsibilities:-

- That all Herd Leaders (the Guild Leader & Deputies are included in this statement by default) must firstly take responsibility & care for all that given over to their care; secondly always have a concern for the rest of the Guild membership; thirdly have concern for other centaurs, unicorns & other citizens of the domain or demesne they reside in.
- That all Herd Leaders take on the position of Centaur Council Deputy, where they are the sole senior representative of the Centaur Council in their particular domain or demesne.
- That all members of the Council have the duty to report to Council of Elders, any matters of import that would affect the Guild; it's standing in any realm or any of its members.
- All Council of Elders members may discuss the need for guild funds to be provided for a specific Guild want or mission.

This means that any Centaur Council member may approach one of the Council of Elders members with a special request, a particular need for assistance or a special item of news that is of particular interest to the guild that requires the Guild Leader's special attention. That Council of Elder member (and by inference this includes the Guild Leader & Deputies by default) also takes on the responsibility to assist in any way possible a request for assistance in their assigned Ward or location.

The members of the Council of Elders are:

Chaldan Ironhoof, Guild Leader
Kellindel Warden, 1st Deputy
Tancred Silverhoof, 2nd Deputy

Braemar (Centaur Stallion), Herd Leader, responsible for members in Home Ward
Brightmane (Unicorn Stallion), Herd Leader, responsible for all Unicorn members
Charon of Poldoon (Centaur Stallion), responsible for members in Moon Ward
Flica Finemane (Centaur Filly), Herd Leader, responsible for members in Winter Ward
Leif (Centaur Stallion), Herd Leader, responsible for members in Summer Ward
Jocasta (Centaur Filly), Herd Leader, responsible for members in Frontier
Serena (Centaur Filly), Herd Leader, responsible for members in Kyr

General news items

The following have recently been in the Berenian news of late, all credit to the editor of the Bereny Bugle.

Final End for the Final Solution

It has been announced that the danger from the 'Undead plague' created by Count Kainen and Lord Lexor in Castle Kainen seems finally to have passed.

Dubbed the 'Final solution' by its creators, the plague is believed to be capable of turning any who contract it into ravening undead. Although it was previously announced that an individual infected with the plague as a carrier had been slain in the castle, it was not clear whether this was the only such individual.

However Count Hellstromm of the Bereny Eagles has now announced that he has destroyed what he believes to be the last infected carrier in the Castle, and seems confident that he has prevented the spread of the plague. As an undead vampire himself, it is believed that he cannot contract or communicate the disease.

King Dirk sent his congratulations to the Count on his success. "My heartiest congratulations to you. In destroying this plague-carrier before she could reach the overland of Bereny you have saved countless lives, and repaid my faith in you ten-fold. Well done indeed. You are a credit to the Eagles. I trust you will burn the body with all due haste."

The Count has reported that he will finish searching the castle to locate any notes on its development or samples to ensure that the threat is truly at an end.

King Dirk rejects plea from Grrr!! Snr

The Bereny Bugle has learnt that the lizardman leader Grrr!!! Snr has offered his services to the Berenian Crown in return for 'political asylum', or to put it another way in return for Bereny protecting him against his enemies among other monsters.

Grrr!!! asked that the Kingdom of Bereny allow him to re-establish himself in a 'small dungeon' somewhere within the Kingdom's borders. He admitted that he has had to abandon his base in Bowels of Death after an attack by the forces of Masterbone and the monster alliance known as the 'Dark Path'. He also admitted to fearing that the forces of the Masterbone were seeking to hunt him down.

In return he offered to supply lizardman warriors for the Royal Army. He also promised to expose the secrets of the Dark Races, including what he called 'Dark Power Icons', which he said he would give to the Dei Vigilare for them to study.

However according to authoritative sources close to the King, King Dirk was unimpressed by the offer. "I fear there is insufficient advantage for the Kingdom to warrant harbouring a monstrous clan," the King is reported to have responded. "How would we ensure that he did not gain in strength and become a threat in the future?"

The Crown expressed grave doubts over the usefulness of lizardman troops as allies for the Royal Army, fearing that such allies would be as likely to attack them as an enemy. The King also expressed deep reservations over accepting the proffered 'Dark Power Icons', which are, he has been advised, suffused with demonic energy and thus objects of evil. "I wouldn't imagine that studying such evil would help us to create a goodly equivalent," His Majesty is reported to have said.

In general, while the King was in favour of supporting the enemies of the Masterbone, His Majesty saw no advantage to the Kingdom in accepting the offer from Grrr!!!

It is not known what Grrr!!! will do now, and if has effectively been defeated, what the Dark Path might do next, especially if this victory has given them control of Bowels of Death, which is reputed to lie not far from Swinderlog Hole and Lionel. "Masterbone and the Dark Path now have the resources of another Dungeon to mine extensively," Grrr!!! Snr warned.

Worse than a Dungeon?

It has finally happened. Some Berenian citizens are so lowly that they can't even live in a dungeon.

Recent construction has caused a wave of activity in Red Mountain Keep, and many immigrants have arrived seeking work. Unfortunately for its' poorer citizens, the new buildings are almost exclusively catering to adventurers and the wealthy, shutting out the many craftsmen who have long endured the difficult life of the dungeon laborer.

As a result, a tent city has sprouted just outside the Red Mountain. Known as 'The Stank', for the uniquely unpleasant odor that seems to hang over the place, the citizenry live in squalor while being squeezed for their last coin. One penniless laborer explained things clearly. "Either the guards are hassling you or the gangs are. At least in the courtyard the monsters would distract them some. Here you pay up or go swim in the lava."

Of course one man's squalor is another's progress. Lady Mariah Stuglehoffen, of the Crown Commission for Tourism and Adventure, said "Look at all the wonderful things being built in Red Mountain Keep and you'll see it is Bereny's Finest Dungeon! It's a wonderful place to live." Traders happily told this reporter that as food prices here are easily double that of nearby cities, there was plenty of gold to be earned.

"If you can't make gold here," said one trader, "you deserve to live in the Stank."

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

Apart from Davino (who is still to be found polishing her saddle with the most expensive wax to raise it to a fine gleam.... Oh the shame.), yet another centaur has been discovered wearing a Double Bridle around his neck!

Step up to the podium of shame Windmane Burrfoot (4641), currently adventuring in Deepwater Dungeon!! Does he intend to link himself - via his double bridle - to the plough and put blinkers on!? Outrageous! This beast of burden behaviour is most unbecoming for any Centaur. Since this un-recalcitrant centaur has no excuse for wearing this item of saddlery, I have no option but to award him this dubious honour.

So the Donkey award goes to WINDMANE BURRFOOT.



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

On A Picture Of A Black Centaur

Your hooves have stamped at the black margin of the wood,
Even where horrible green parrots call and swing.
My works are all stamped down into the sultry mud
I knew that horse-play, knew it for a murderous thing.
What wholesome sun has ripened is wholesome food to eat,
And that alone; yet I, being driven half insane
Because of some green wing, gathered old mummy wheat
In the mad abstract dark and ground it grain by grain
And after baked it slowly in an oven; but now
I bring full-flavoured wine out of a barrel found
Where seven Ephesian topers slept and never knew
When Alexander's empire passed, they slept so sound.
Stretch out your limbs and sleep a long Saturnian sleep;
I have loved you better than my soul for all my words,
And there is none so fit to keep a watch and keep
Unwearied eyes upon those horrible green birds.

Credit: William Butler Yeats

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:

For those of you that need to contact me, my postal address is:
Paul Malone, 13 Concorde Close, Storrington, West Sussex RH20 3JL
Or at mhoranl@yahoo.co.uk or alternatively wildwarp@hotmail.com

1st Deputy Leader Kellindel Warden
James Thornbrugh 1921 NE McKee Lees Summit, MO 64086
Or at aka_clark@yahoo.com

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
- 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

And new Centaur Meadows found

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.

OOO: +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)