

Hoof Prints 9

Welcome!!

Welcome to the Hoof Prints 9, the newsletter for centaurs of the Centaur Council. I am glad that our guild continues to thrive, remain active and enthused and that with our most recent successes this will ensure we will continue to enjoy our freedoms and independence that others have fought so hard to guarantee.

In this edition I will update you all on the conclusion of the Noir's Lair mission that has slain Noir and the promise of a brand new mission to delve into the heart of the mystery that is Kreskin'Lal's Tower. This latter location is located very far to the West of Bereny almost on the outskirts of the known world. It will be the most difficult undertaking the guild has striven to plan, but it seems we are to have the assistance of both the Assembly and the Black Tower Guilds on this latest venture. It will certainly be a mammoth undertaking not least with regards to the distance travelled and the threat that Kreskin'Lal has left behind in these her buildings.

Also there are the regular features, updates from various members, new joiners, etc.

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
Introduction	3
New Members	3
In Memorandum	3
Centaur Council mission reports	4
Noir's Lair Mission	9
New Mission to Kreskin'Lal's Tower	10
The Search for Kreshkin'Lal's Tower (*The Fading Mission*)	12
Congratulations to:	15
Donkey Awards	15
Centaur Council website	16
.....and Finally	17
Kellindel's Korner - A Centaur short story	17
Acknowledgements	19
Appendices	20
Centaur Council Website.....	20
Centaur Meadows	20
Services to be found at Centaur Meadows	21
Centaur Teacher Skills	22
Skills taught at all Centaur Meadows	23
Equus Skills House in Noir's Lair	23
<i>Directions to Noir's Lair & the Equus Skills House</i>	24
Armour to be found at Stables.....	24
Centaur Paths	25
Other Centaur specialities	25
Guild Library	25
Kreskin'Lal's Tower's Lair Mission volunteers list (new)	26

Introduction

Welcome to the 9th edition of Hoof Prints. There has been quite a bit happening since the last issue, so hopefully I get everything in. Topics this issue:-

- Member reports
- The Death of Noir
- Equus Skill House skills (complete listing)
- Summary of other new dungeons
- The mission to Kreskin'Lal's Tower

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:-

Ben Whitemane, Centaur Stallion, Red Mountain Keep
Jaka, Centaur Filly, Estate of Baron Xander Harris of Castle Sunnydale
Saddlesore, Centaur Stallion, Icehaunt courtyard (awaiting the mission)
Xxeen, Centaur Stallion, Icehaunt courtyard (I think)



Image: Cast classical image of a centaur

In Memorandum

Sadly I have to report that a couple of our long-standing members have fallen in battle in King Slime's Keep whilst waiting for those scouting the entrance to deliver the chant to exit this bastion of evil. Both centaurs were slain by Mutant Goblins whilst escorting the Duchess Juliette. They will be sadly missed and I would ask members to pause a moment and pray that their souls find rest and surcease in the afterlife.

Jancis Goldenmane (14723) and Willa Wildmane (1669)

Centaur Council mission reports

After a determined effort, I am pleased to be able to offer a good number of reports from CC members scattered across Bereny. I thank them for getting in touch and I look forward to hearing from more of our members over the coming weeks.

Hi Chaldan,

I've been traveling with a monk friend in the mines of miasma, So far we've been going back & forth from a fallen dwarf strong hold attempting to try & clean up the amount of items lying about the place to no avail.

Other wise I'm making my way back up to the second level to make my way to IceHaunt

Davino

[OOO: Player – Andrew Laidlaw]

Hi all,

>

> This list has been a bit quiet recently - after all the fervour which
> the announcement of the next mission aroused - and I'd like to catch
> up with you all on how and what you are doing.

I am a days travel south of Drax, and heading for Noirs Lair where I plan to make use of the Equus House, and if anyone wants it, pass on the skill of Desperate Gallop.

Silent Running

[OOO: Player – Mat Hillman]

Noirs Lair

Chaldan,

On my way to explore the room to the northwest through the crumbling tunnel I have encountered Champion a named Witchmare. We traded several shots but failed to wound each other, however it seems that it is with a demon stallion Ebulos Firez. This abomination actually hurt me with its fiery breath. Has anyone ever encountered a demon stallion before? Can anyone remind me about the witchmare and how tough they are?.... As they say the best defence is a good offence so I'm going to slice them up.....

CHARGE!!!!!!!

Thunderchild (lightly grilled and smoking slightly)

Demon Stallion spat a ball of fire larger than Thunderchild (6692) himself.

The fiery mass flashed through the air...

Demon Stallion roared mightily, coughing out an inferno of flame and blistering heat at Thunderchild (6692). Opening his mouth wide, Demon Stallion let fly with his fiery breath at a quailing Thunderchild (6692).

[OOC: Player – Andy Macmillan]

Noir's Lair

Hail Guildmaster Chaldan,

Reporting in. In Noir's lair now nearing the skills house. Evil Male Centaur (10707) and (4727) have been dispatched. There is a Black Mare Champion nearby; I will assume she is hostile.

Titania Bloodmane
Female Centaur

[OOC: Player – Joshua Biernbaum]

Chaldan,

I would like to join the new mission to investigate the Tower... I never made it to Noir's lair as I was diverted via Crownheart after leaving Drax... And you vanquished that foe before I could get there... However, I'm on my way to meet up with you now... I'll leave Crownheart tomorrow! Is it possible to arrange both a TTI charm and a equipment donation from the Council?

On arriving in Icehaunt I will be able to help repay the guild as I know a friendly alchemist there who should be more than happy to help us out with the manufacture of healing potions, charms and other items...

My thanks.

Dweomar

OOC: Player – Doug Hughes]

After an epic battle with Serena the Sidhe warrior woman and her cohorts, Charon of Poldoon barely crawled back to the courtyard in the Lair of Deceit. He has since used the IGW service to Drax and is now headed for Noir's Lair with a view to learning new skills from the Equus house.

Female Centaur Bard - Wren kre Charon - is in Noir's Lair, also heading for the Equus house and will be joining the mission to Lal's tower.

Non CC Members:

Darius is back near the southern trader; he has a rucksack to empty.

Wren's sister Jarla is also headed for the skill house. There is a theme here somewhere;-)

[OOC: Player – Mke Lay]

Chaldan, greetings !

Here with an update on the CC Members serving with the Duchess' Companions.

It is with great regret that I have to inform you that both Jancis Goldenmane (14723) and Willa Wildmane (1669) have been killed in action in KSK. They were the victims of Mutant Goblins, whilst returning to the KSK Entrance Area. The Duchess is arranging for new recruits to replace them, so that her commitment to the KLT Mission is not impaired.

New Recruit Jeribelle Speedwell (11156) has already arrived in KSK, hoping to meet and assist the 2 survivors of the battle (Wartconk the Thespian Troll and Unicorn Jamelia). The TTI Charms to get them all out of KSK have been slightly delayed by Wisping problems. but should be resolved this coming day.

Another Centaur Mare recruit is being asked to make up their numbers, when they arrive in Icehaunt. Both these new recruits will be applying to join the Centaur Council and, regrettably, will have to take up your offer of an equipment grant (Willa and Jancis would not have had to ask for it).

As for myself here in Frontier, I am now in fine fettle. This is thanks to a timely SW scroll - provided by the Assembly - when I was at death's door. A Woolly Mammoth had trapped me - whilst I was rescuing one of our Native Workmen - but thankfully the Mammoth is no more and his Tusks have now been sold to defray the costs of the SW Scroll - rather poetic, don't you think? I continue to provide rapid-response assistance to the various parts of the CC/Veiled Amazon group - and am just on my way to take out a Lion that is terrorising one of our Trained Elephants.

When I get a moment, I shall return to the West and continue our explorations there.

Jocasta Silverglade,
Bordertown,
Frontier.

[OOC: Player – Real Bill M.]



Chaldan

Tancred Silverhoof here. I am at the Equus Skill House and am about to learn something - Show Jump maybe.

After that I'll head back towards you, though if Thunderchild needs help I may head up in that direction to assist if I can. Hopefully I can pick up a TTI token from Saloma in passing. And remind me to give you that (+5) Broadbow I've been promising.

[OOO: Player - Ian Edwards]

Greetings Chaldan

I am on the eastern edge of Bereny heading toward Stormspire with Duchess Wildfire.
I may dash to Ghorst after she reaches the volcano.

Brightmane
The Unicorn Stallion

[OOO: Player - Keith Petersen]

Hail Chaldan

I will be returning to Swinderlog hole and then Icehaunt and will be accompanying you on the mission. Also I have been in communication with some old friends that would be willing to join the mission as well. They are all experienced adventurers and all 3 are survivors of Brokenlands. They are Deidra (Enchantress), Raelg Iron-Fist (Dwarven Warrior) and Warder to Deidra, and Gaelan (Rogue). All 3 are currently in Icehaunt. Please let me know if they would be welcome.

Kellindel

[OOO: Player – James Clark]

Report from Centaur City of Lineoth

We (my rogue friend, Devlin and I), have been in the Enchanted Forest for some time. We entered the Grotto and made the mistake of 'picking up' Uberwurm Eggs, which we could not drop...(one egg each)...we did not know when they would hatch...but we did not suffer any injuries when they did..we think they just flew away...

..even a wisp picked one up and it was not hurt either. We attempted to gain entrance to a Uberwurm fortress...but the inscription on the door, indicated there was an entrance from the sewers of Lineoth...so, we have just entered this wondrous Centaur City. There are various places to visit, like a Centaur Longhouse, where you can buy strong Centaur Beer and Centaur weapons and Armour shops. (See below). I thought I would gain more unique information...but we will continue to explore the area.

We can see the sewer entrance in the SW. We want to find the entrance into the Uberwurm

Fortress! this might take us a while...We need to stock up on ointments, as well as get my horseshoes repaired. We will be at the Market Square for the day...

The following items are for sale here:- [B 3786 Centaur Crossbow cost 250] [B 3787 Centaur Crossbow +5 cost 1250] [B 133 Centaur Broadbow cost 250]

I stalked West into Centaur Tavern.

This Centaur Tavern is filled to capacity with a thronging mass of centaurs and unicorns in various states of drunken stupor. There are several long troughs filled with strong centaur beer that the unicorns are drinking from. The centaurs are drinking from great tankards and quaffing, more beer seems to be in the process of flying through the air and covering the centaurs. The smell of stale beer, horse sweat and burnt meat is almost overpowering. The tavern here sells strong centaur beer for two gold a bottle with the order 'B' '3849'.

I hurried West into Centaur Longhouse.

This is a standard Centaur dwelling. It is large by human standards, but austere with little decoration. Perhaps they prefer the beauty of the city to the dwelling. One thing that is noticeable. All of the houses have strong locks on the doors, and each seems to be well built and very private.

Glancing about me, I walked Northwest into Centaur Pools. Centaur pools are places set aside so that they can lounge around in the shallow water and relax. Issue the order 'L' '5' to use the pools.

L 5 0

I made my way into the pool and began to feel the soothing caress of the warm water over my legs and body. Settling into a comfortable position at the edge I found my worries floating away and my aches soothing. (Health increase gained)

Regards

Silverhoof

[OOC: Player – Richard “Smitty” L.. Smith]

Noir's Lair Mission

The Death of Noir



Noir has been finally slain. After the mission entered his inner sanctum, there were a number of his elite evil centaur champions and a number of Noir undead clones. In order to get Noir to reveal himself, the mission slew the clones and thus forced Noir to reveal himself. The final battle was an anti-climax, Noir had no more cards to play, no more special tricks, no more special allies to call upon and he was slain – perhaps fittingly – from one of my arrows from the bow that his other Lieutenant Lord Crazy Horse was wielding.

The evil champions that were Noir's elite guards have proved to be very profitable to slay, dropping as they do a number of enchanted magical centaur broadbows. There are quite a number of these around the mission and a number of mission members have them spare, though I hope that they will be able to pass on their excess to new mission members joining us for the Kreskin'Lal's Tower mission.

As of now – apart from Thunderchild who has engaged Noir's Witchmare Lieutenant & a Demonic Steed companion – most mission members have retreated towards the Equus Skill house and await my (and my Assembly Deputy passenger Saloma Perdue) arrival. At the skills house Saloma will – on my behalf distribute the TTI tokens she has been creating – so that all mission members and those that are travelling to Noir's Lair ostensibly to make use of the Skills House) may use one to teleport to Icehaunt Courtyard.

The mission to Noir's Lair was hard fought and not without casualties, but it is a lesson well learnt and I will ensure that future new mission members are at very least better prepared to face the dangers of future missions. Many congratulations to all that survived to the end of the mission and the Centaur Council thanks you deeply for your contribution to making this mission so very successful.

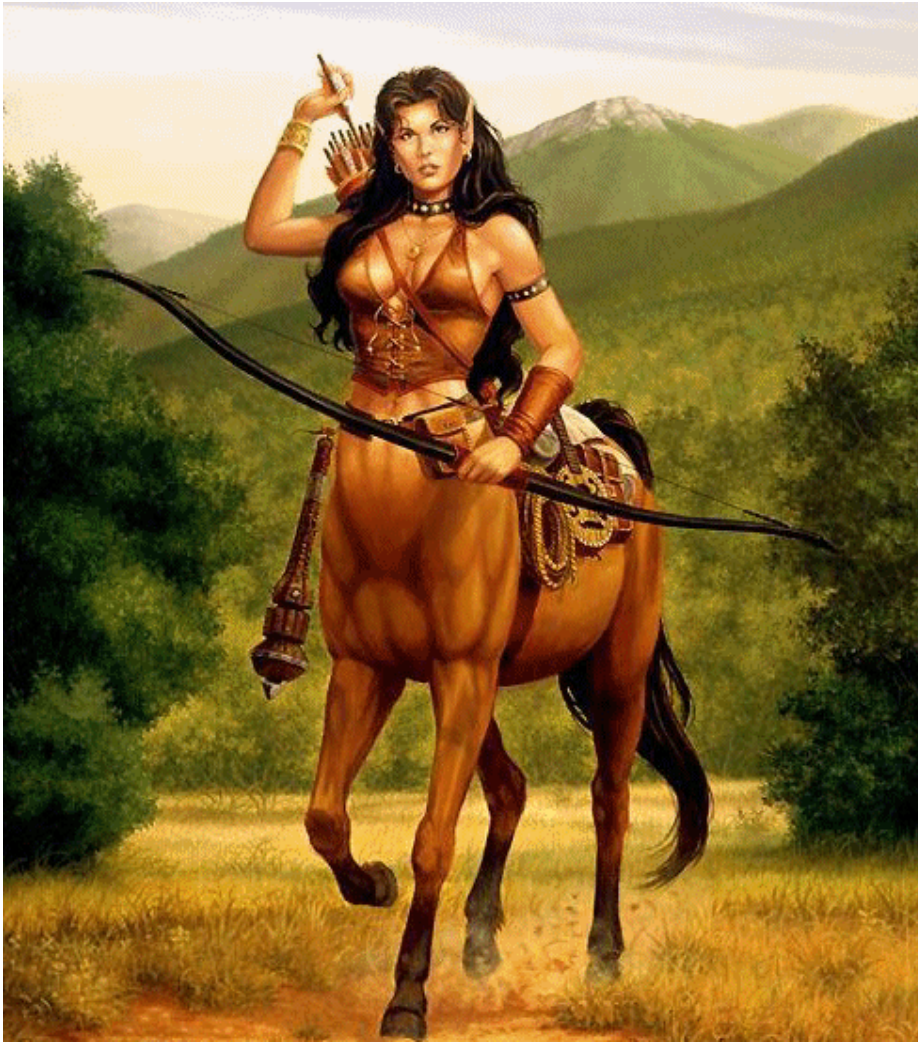
I look forward to seeing all ex-Noir's Lair mission members on the new mission to Kreskin'Lal's Tower.

Chaldan Ironhoof
Guild Leader, Centaur Council

New Mission to Kreskin'Lal's Tower

Since the mission to Noir's Lair was so successful and generated a goodly amount of enthusiasm, at the successful conclusion, I routed around for another mission that the Guild could undertake. Several suggestions were put forward including a mission to Centuria in the Underworld and even Doctor Bedlam's Asylum, but in the end due to the enthusiasm of the thought of completing Kreskin'Lal's Tower (the author of the curse of the Elves and it has to be said rumoured to be the author of dumping Centaurs into the wider realms of Bereny). The possibility of finally slaying Kreskin'Lal and bringing to an end the misery that this evil female sorcerer has burdened this world with, was simply too tempting to resist.

Even the knowledge that her Tower generated Mist Wraiths that slew newly all invaders to the Tower did not put people off, possibly due to the greater levels of armour and new weapons that many adventurers now seem to be able to lay their hands on.



An image of the Centaur Champion Flica Finemane

Plus I have it on record that all previous attempts on this Tower have failed. This has been down to a number of reasons, its remoteness, the powerful ancient & evil magics warding it, the lack of adventurers willing to travel and the hostility of the monsters found therein. However I am quite confident that with the grace of the Six, all our members and our associated allies (including the guilds of The Assembly, The Black Tower and the Terin'Sha) will be strong & organised enough, to overcome any such evil that this Tower has to throw at us.

To this end the Centaur Council is pleased to be able to offer - as with the CC mission to Noir's Lair - that new Centaur Council mission participants will be able to take advantage of a generous grant to boost their armour or weapons, whatever their desire plus food, healing potions and teleport costs. Non-CC members will be offered a grant at the discretion of the Centaur Elders, upon a suitable application. Existing members ex-Noir's Lair who have already benefited from this grant will still have available to them supplies of food, healing potions and teleport costs. Any other needs can be discussed privately.

I am glad to report that they are at least 6 new Centaur Council members joining us on this mission. All will be given – as will all new mission volunteers – the CC grant to CC mission members who will be joining a CC mission for the first time. This grant will be given them once I – and the rest of the Noir's Lair mission – reach Icehaunt courtyard, which will be our staging post before the new mission starts off down the road towards the location of the Tower.

Further details on the route that the mission will travel will be published later.

Some background on Kreskin'Lal and her curse

Kreskin Lal's curse

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

You shall not kill me, for I shall send me spirit far beyond your mortal reach. But I shall touch your lives every day from when I am gone, for I shall curse your races with a fate that will make your very souls scream out in pain. One day yet to come, elf and dwarf and man will stand side by side in battle, I have seen it and it is a dark day for your races indeed. Against you stands an enemy of power and fury, with an army the like of which shall be seen twice more upon this mortal realm.

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

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

Know that you have doomed yourselves now and forever more.

The Search for Kreshkin'Lal's Tower (*The Fading Mission*)

Throughout the history of the Terin'Sha, one of its outlying goals has been the search for a cure for the Fading. The Fading is a debilitating condition that affects all elven males and was unleashed by the half-breed necromancer Kreshkin'Lal. This was done through Kreshkin's foul necromantic research using his one blood to create the Necrotic Plague. A plague he unleashed upon the elven people prior to his attempt to invade their nation and destroy them with his humanoid army.

Historically, Kreshkin'Lal and his army was defeated by the elven women who took up the arms of their fathers, husbands, and sons. According to the Terin'Sha, their allies, the oaken men, unicorns, and centaurs that shared their forest home joined them. At the end of the day, the forces of the necromancer were routed, but there was no sign of body of Kreshkin'Lal himself.

An old tale tells that Kreshkin'Lal had survived the battle that day. He retreated under the cover of battle to one of his strongholds near the borders of the Brokenlands. Here he sought to make new plans and raise a new humanoid army to defeat the elves he hated so much.

But, he wasn't prepared. A band of elves had trailed after him. Further, the local human and dwarven population that had suffered under his thrall in the lands surrounding his tower noticed his return without his army. The three races allied together to face the necromancer in his home. Cornered in the apex of his tower, Kreshkin'Lal pronounced a curse upon the three races and pledged his eventual return before collapsing into nothingness.

Since that time, the location of Kreshkin'Lal's Tower has been forgotten, but not the effects of the plague that was unleashed. The Terin'Sha believe that the Necrotic Plague didn't end with its effects upon the elven men. They have theorized that the plague has mutated. The effects of which are different upon each race it has affected.

The Terin'Sha believe the plague is responsible for the condition known as the 'unwaking sleep' that affects oaken men. They also believe it is one of, if not the, cause that drives unicorns mad and turns their hide dark as their maddened minds. Further, they believe it is responsible for the corruption of some centaurs and that the evil centaurs that have been encountered, like the ones encountered in the overland near Red Mountain Keep, and the infamous black centaur, Forerunner.

Whether this last is true or the more direct hand of Kreshkin'Lal is involved is subject to debate. All centaurs know the tale of Oreius, once a centaur master of our people. He lived long enough to share the story of how his herd, and several others, were captured by the ogre-like people known as the Overlords, who served an unknown individual simply named master.

Oreius and the other few adult members of his herd were caged underground, while their young colts and foals were hidden deeper in the Overlord's subterranean lair to keep the adults docile. Now and then, one of the adults would be lead off to some torture chamber, where the stallions' or fillies' screams could be heard for days on end. Sometimes, these centaurs would never be seen again. Other times, they would be seen walking with the Overlords as if they were friends. Those centaurs that got a good look at their former friends and family said they had been changed. Claws, fangs, and a third eye in their foreheads were somehow added to them.

With the threat of death or unnatural deformity, Oreius and other centaurs devised a plan to free their children and escape. The opportunity came when enough water leaked into their cells to form large enough puddles of water that they can summon their faerie friends. With their aid, they centaurs were able to break free of their cells, find their colts and foals, and escape the Overlords subterranean lair.

While the Overlords had taken several losses during the centaur's escape, they were not willing to let their captives go free so easily. When they couldn't readily recapture the escapees themselves, they sent the transformed centaurs that were now loyal to them. Faced with their former friends and family hunting them down, all the fleeing centaurs could do was split up and hope that some could find help and warn them of

the Overlords and their foul master. Oreius was one who lived long enough to share his tale, but it is unknown if any others survived.

It is not known, how old Oreius' story is. It could be centuries or decades. Who can say when centaurs talk of time? One thing that sticks in the minds of those that discuss the tale is the unknown master of the Overlords. Was this one of their own? Or was this someone else using the Overlords for their own ends? Someone like, Kreshkin'Lal?

It is this theory that motivated Signifer Fritz Gosama when it was heard that the Terin'Sha was attempting once more to locate Kreshkin'Lal's Tower. Now, centaurs were already amongst the number of Terin'Sha members on the mission. Strangely, none of them were also member of the Centaur Council. Something normally encouraged of centaur members of the Terin'Sha so they may have the fellowship of the kin as well as their love of Shanna and nature to balance out their lives.

For this reason, and rumor that a misguided member of the Centaur Council might even welcome a return of Kreshkin'Lal to bring the centaur race under his thrall, the Signifer enter negotiations with the Terin'Sha to include members of the Centaur Council on the mission. The Terin'Sha, who was already working closely with the Centaur Council in exploring the Enchanted Forest, welcomed the assistance with open arms and Centaur Council members were recruited to the effort. Sable, a centaur stallion, who led the battle against the black centaur, Forerunner, answered the call, as well as the first Centaur Council/Terin'Sha member on the mission, Bach.

At this point, the Terin'Sha had already explored some ways Southwest of the Caverns of Hasjan. Past efforts by the Terin'Sha, and rumored others, indicated this to be the closest place in which to start the search for Kreshkin'Lal's Tower. The Terin'Sha party had reached the South reaching spur of the Spirit Mountains (i.e. the Westernmost map border) and were traveling South along its Western slopes to where it bordered the Brokenlands. Sable and Bach had a few miles to travel if they were going to catch up.

Unfortunately, the Terin'Sha had suffered some set backs. The original leader of the mission had disappeared, along with her retinue. A few weeks later, another large portion of the mission membership, including their Crusader of Shanna allies, disappeared mysteriously. Had they died? Did they disappear into the Spirit Mountains? No one knows. One day they were on the horizon in view of the others, the next they were gone. Those that remain pressed on and the Terin'Sha pray for the mysterious loss of these souls.

This left only two members of the Terin'Sha on the mission. Sable and Bach were able to catch up quickly. Particularly since one was a slow moving oaken man, Mossskin, and the other a fleet hoofed centaur filly, Pyrod Lightmane. It was made all the easier for the two stallions to catch up since Mossskin was two heavy for any centaur to carry him.

Since Mossskin's pace was slowing them down, a Farmer's wagon was tested to see if it could carry the oaken man's weight. As luck would have it, it could, and Pyrod secured one at the Hamlet of a nearby estate. With renewed speed, the four set off again southward along the foothills of the Spirit Mountains.

Things were preceding a pace. The miles were passing by and much progress was being made. Unfortunately, there was no sign of Kreshkin'Lal's Tower. Each day further south revealed more and more featureless plains. One could understand an oaken man growing lonely with no trees in sight to talk with and thus be tempted to abandon the quest. Still, it seemed the wagon driver was company enough. Instead it wasn't either of the original remaining Terin'Sha members that abandoned the search, but the Centaur Council members.

It is understandable. They were passing through a lot of open space. In the time that they explored that open space, new threats were emerging to threaten the Kingdom. Such as the Reaper. So, while the fate of Sable is still not entirely known, it was eventually discovered that Bach had arrived on the dead lands surrounding Hasjan to represent the Centaur Council in the battle against the Reaper.

Those that remained pressed on as new blood was found to assist them. This was in the form of a recent recruit of the Terin'Sha and the Centaur Council. A young stallion named Chevron emerged from the

relative safety of the estate fences he called home. The Baroness of the estate lent what aid she could to Chevron before bidding him farewell.

Chevron traveled the old Citadel Road West to the White Citadel and beyond into the wilderness. Another party of Terin'Sha had recently discovered the Ski Trek Mountains, and Chevron theorized that Kreshkin'Lal's Tower might be discovered further West of these mountains. As it turned out, Chevron was right, but he wasn't the first to discover the Tower.

Pyrod and Mossskin had encountered the Misty Lands surrounding the tower a few days before Chevron. Soon after, they found the tower itself as well as the Mist Myrmidons, female elemental warrior spirits composed of water and air, which were guarding the lands surrounding the tower's demesne. The Centaur filly and oaken man defended themselves against these spirits while they awaited the arrival of their new ally and the aid he had to offer.

With Chevron's arrival, the three entered the tower's demesne proper. What they found was something more sinister than elemental guardians. Drifting through the misty land and in the chambers of the tower's first level were Mist Wraiths. These ephemeral spirits looked dangerous and the three sought refuge inside the tower.

Unfortunately, their approach and entry into the tower only seemed to motivate the wraiths to action. Their numbers seemed to increase rapidly and they swarmed over the three explorers. The wraiths attacked with flash claws that seemed to materialize out of their bodies. Pyrod Lightmane was quickly cut down just as she made it inside the door.

Chevron and Mossskin saw that others were already inside the tower. A human enchantress named Ysane Hellstromm and a centaur stallion named Thunderchild. The two sought to catch up with them in the hopes that numbers might increase their chances of survival. Before they could call out for aid, Chevron died crossing the room and the two strangers had disappeared up the stairs.

A friendly Assembly Guild enchanter was enlisted to attempt to get a magical means of escape into Mossskin's branches, but it was too late. The wraiths, in even greater numbers, swarmed the oaken man and shredded his bark and woody flesh in a matter of minutes.

With news of the missions demise, Adrianna Fendors, the nominal leader of the Terin'Sha, has decided to revive the mission to explore Kreshkin'Lal's Tower herself once a final matter outside the city of Hasjan is taken care of. In total, nine Terin'Sha members have been recruited to the effort. Adrianna hopes to enlist the financial aid of two estate nobles to help shore up the party's equipment, particularly when it comes to armor, to help ward off the swift attacks of the mist wraiths.

Sharon
Centaur Council Filly
Terin'Sha

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

Well no one has said anything of any Centaurs seen wearing any beast of burden type equipment, perhaps the threat of being awarded this title has paid off? Or perhaps the reward wasn't high enough? Truly if anyone does find a centaur wearing a piece of saddlery and can provide me with an accurate report, they will be well-rewarded.



Image : Flying Centaur

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>



Image: Sketch drawing of a Tancred Silverhoof, Centaur Knight

.....and Finally

Kellindel's Korner - A Centaur short story

What if? Have you ever played that game. Brian had done so many times when he was younger. Now that he was 16 years old, that old child's game was forgotten. Brian had had a hard childhood. His father was an alcoholic. He wasn't bad, just always soused and he kept getting fired from all of the jobs he managed to find. Brian's mother worked at a dead end job to try to make ends meet and was seldom at home. When she was at home, his mother and father spent most of their time fighting. Brian couldn't stand it and spent most of his time away from home. He spent many nights at friend's houses and sometimes stayed at a hut that he had made back in the wood that bordered his house. He was about to recall the age old game, when what if; did.

When his friends were busy, Brian spent much of his time in the hut, that he had built when he was younger. He had needed an escape from the constant bickering. He thought that he had done a really neat job on the hut. It was pretty weather tight. He had gathered supplies from old houses and barns that were in the area. There were numerous pastures and fields near the woods. And as always, in the country, there were usually falling down buildings from a long time before, that had been forgotten. Brian used pieces of these to build his place. It was decorated with pictures of horses. That was one love that Brian didn't share with anyone. He gathered pictures of horses from any where that he could find them and pinned them up in his place. Brian had taken all sorts of things from home to help make the place more livable. A kerosene lantern, several blankets and an old pillow. All the comforts of home, without the aggravation of his real home. Brian didn't tell any of his friends about this place. It was his alone. This was where he went to get away. It was Friday Evening and most of his friends had gone away for the weekend. This was one of the times Brian hated. There was no one to do anything with. The twins, Donny and David had gone to the beach with their parents and Steve was away on a fishing trip with his dad. Julie had a date with Bruce and that just about killed all of Brian's options.

He made plans to stay in his room and read for the evening. It seemed that even that plan was about to go bad. His father came home early, fired from yet another job. This one was loading feed at the mill. Brian's mom came home early from work and found Brian's father passed out on the couch. She got really mad and threw a pitcher of water on him. He screamed, jumped up off of the couch and they got in a yelling, shoving match. Brian could stand it no longer. He ran from the room and down the stairs. "Where the hell do you think you are going?" his mother yelled. "Anywhere that I don't have to listen to that damn bickering. I'm sick of it," he screamed back. The door slammed and he was out and running for the woods. He heard someone yelling for him to get back inside, but Brian was in no mood to listen. He headed for the hut.

It was dark when he got there. He went inside and lit the lamp. Brian looked at the blankets, thinking that he wouldn't need them tonight. It was late spring and would only get down to about 60 degrees. Brian pored over some of the same old books that he had read before. He threw them down in disgust. He stared at the pictures on the wall, an idea forming in his mind. He looked outside and saw that the moon was full. He decided to walk to the neighboring horse pasture and watch the horses. He did this often enough, though in the daytime. Sometimes, he even took sugar cubes or carrots to feed them. Bob, the owner of the horses, even let him help feed and groom them at times. This was one of the few things that gave Brian pleasure. Because he was so good with the animals, and they seemed to like him, Bob told him to come over anytime. Brian blew out the lamp and headed along the creek to the edge of the pasture. There were no horses to be seen. Brian thought this was odd, because there were always a few of them at the fence by the creek. He decided to enter the pasture and see if he could find them. This particular pasture was almost 500 acres big and there were many places where they could be. He searched for a while and almost gave up, when he remembered the meadow that was in the far corner of the place. It was on the other side of the patch of woods that was on the far edge of the place. He approached the meadow from the woods and tried to be quiet, so he wouldn't spook them.

As Brian reached the edge of the meadow, and broke into the open, he couldn't believe his eyes. He was seeing something that he had only read of. He hadn't believed that they could be real, but there they were. Brian tried to move back into the woods so he could watch them without being seen. He was afraid that if they saw him, they would be gone and he was fascinated. His foot slipped on a branch and Brian fell down the hillside. There were rocks along his path and in trying to stop himself, his head hit a large one and he was knocked out cold.

The first thing Brian noticed was the that his head hurt. He opened his eyes and got his second shock. There were numerous equine legs surrounding him and as he looked up he saw not horses, but centaurs. There

were both male and females there and he lay at the feet of a large male. He had the powerful body of a stallion and the chest and head of a man. As Brian looked up at him, he spoke, "You are Brian, Bob's helper. You were never meant to see us as we are. Long ago, humans and centaurs broke company. Humans hunted and killed centaurs because one of our brethren molested a human woman. We got a reputation from this and were hunted almost to extinction. No human may see us in this form and live!"

Brian was scared. This huge creature was so powerful and could surely make good on his threat if he wanted to. Brian wouldn't have a chance. Thoughts flashed through his mind and he prepared to try to get between the legs and run. He knew that he could not out run them, but he had to try. He didn't want to die. The centaurs pranced from hoof to hoof and it seemed as if they were getting impatient. Brian was about to make his try, when the stallion spoke again. "We know of you Brian. You have always been good to the horses and were always our friend. So, now we offer you a choice." "We cannot suffer you to live with our secret. If you let slip a word about us, we would be destroyed. There is another option, other than death, that we have the use of. Part of the magic that hides us from the human race, will allow you to become one of us. That is the only other way we can assure your silence. We have no wish to harm you, but the choice must be yours. If you choose death, we will make it quick and painless as possible."

The Stallion spoke once more, "we give you a small amount of time to think, but warn you, that if you try to run, you will die." Brian sat on the ground and pondered his fate. He didn't want to die. The thought of becoming what they were scared and yet excited him. As he looked at them, he made a decision. He went toward the herd and spoke to the leader, "I don't to die, so I choose to become one of you." The stallion told him to remove his clothes. Brian was sort of embarrassed at this, but complied. The centaurs once more surrounded him. The Stallion moved forward and began a chant in a guttural tongue that Brian couldn't understand. His hands started to glow, with an eerie blue light. Brian was frozen in place and couldn't move a muscle. The Stallion placed his hands on either side of Brian's head and there was a flash.

Brian suddenly felt a strangeness about him and as he looked down his body changed. Hair was growing from his thighs and they were getting thinner. He felt a sudden push from his back and a tail sprouted, as his butt got larger. From near his waist, two bumps pushed outward quickly forming into a second set of legs. He felt his backbone stretching out as his new chest formed between sets of legs. His front (?) legs now ended in large flat hooves and as Brian felt motion and tremors come to an end, he realized that the change was complete.

He turned at the waist and looked back. There was a large brown equine body, ending in a black tail. He suddenly wondered about something as bent down to catch a glimpse of his groin. He was relieved to find that he was still a male and a rather huge one. He took a tentative step forward and felt strange muscles flex and bulge as he moved. There was a feeling of immense power. He was really pleased at how he had turned out. The circle opened to allow him to move and the stallion asked, "How do you feel?" "Awesome," was all Brian could say. On a sudden thought Brian asked, "Why was there no pain?" "That is part of the magic," the Stallion replied. "You are one of us now. Welcome to the herd."

Brian spent nearly all of the rest of the night getting used to his new body. He ran the length of the meadow, marveling at the speed that he was generating. It was nearing day, and Brian went back to the herd. He asked the Stallion, "How do we remain undetected during the day?" "You will see is a short while," the Stallion replied. Brian waited with the herd as the sun started to rise. He suddenly realized that he was changing yet again. His arms were shrinking and being absorbed into his body. His human torso was growing hair and becoming much more narrow. His face pushed out and his sight was changing. He couldn't see so well straight ahead. There was a dark mass there and he realized that it was his nose. As he looked at the others, he saw regular horses where before there were centaurs. So that was their secret.

Bob went out in the morning to feed and water the horses before he went to work. He knew all of his horses and now there was a new one that hadn't been there before. This wasn't the first time. Last time he ran an ad in the newspaper, but nobody ever came forward to claim the newcomer. This time he didn't even bother. He wasn't one to look a gift horse in the mouth!

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 promised support for the up and coming 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

OR Kellindel Warden

James Thornbrugh 1921 NE McKee Lees Summit, MO 64086

Or at aka_clark@yahoo.com

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 a 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

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,
Teacher for the skill named "Rear Kick", Location Swinderlog Hole CY then White Tower island

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.

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)

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!

Kreskin'Lal's Tower's Lair Mission volunteers list (new)

Key to the below HM = human monk, HP = human priest, HE = human enchanter/ress, C = centaur, CC = centaur champion, CB = Centaur Bard, L = leprechaun, oU = old Unicorn, nU = new Unicorn, ATC = Able to Carry another character, GR = Goblin Rebel, DW = Dwarven Warrior, etc

CENTAUR COUNCIL

Chaldan Ironhoof (C) (ATC)
Tancred Silverhoof (C) (ATC)
Thunderchild (C) (ATC)
Leif (C) (ATC)
Bach (C) (ATC)
Chevallier (C) (ATC)
Flica Finemane (CC)
Aktaegon, (C) (ATC)
Daeagonal, (C) (ATC)
Silent Running (C) (ATC)
Wren kre Charon (CB)
Silvermane (nU)
Saddlesore (C) (ATC)
Silverhoof (nU) (ATC)
Davino (C) (ATC)
Titania Bloodmane (C) (ATC)
Dweomar (C) (ATC)
Charon of Poldoon (C) (ATC)

OTHER Centaurs/Unicorns

Dalimageon (C) (ATC)
Jamelia (nU)
Jarla kre Charon (C) (ATC)

ALLIES

Yul Herman (L)
Saloma Perdue (HE)
Duchess Juliette (HW)
Wartyconk (Troll)
Benci Varga Toth (HP)
Andras Hegedus (HR)
Inga Icemaider
Darius Marluk (HM)
Herpes (GR) (Ade's)
Sera Nade (HE)
Deidra (HE),
Raelg Iron-Fist (DW) and Warder to Deidra,
Gaelan (HR)

ATC centaurs/unicorns = 20

Allies to be carried = 13

Other Allies not yet known about are the contingent from the Assembly and the Black Tower. I suspect that their numbers will become known at the gathering at Icehaunt Courtyard.

.