

## Regions - Balazar and the Elder Wilds - The Hunt for Granny Keen-eyes

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Blueface the Shaman, has arrived at what he hopes will be a final solution to dealing with his old enemy Granny Keen-eyes. He's decided to ask the party if he can use the iron bastard sword with the soul gem in its hilt as a prison for Granny Keen-eyes. He thinks that the gem will entrap her if they can kill her while she is holding the sword.

(The way the sword works is that the wielder's spirit will enter the soul gem if he or she is wielding it when he or she dies. If the gem is already occupied the wielder cannot enter the gem. The wielder can swap places with the soul's inhabitant under other circumstances however IF the wielder is willing to do so).

Now this presents a few problems:

- 1) Svart Ulfsson's spirit is probably trapped in the sword. If it is they need to find a new home for it before they can use it. This poses all sorts of problems most of them being moral issues.
- 2) How are they going to get Granny to hold the sword? Killing her body isn't a problem it's not that powerful but no one wants to mess with that spirit.
- 3) How are they going to find Granny?

(The biggest potential problem of course is that maybe Granny's spirit won't fit in the sword. Wouldn't that be a shame).

However, Blueface being the cunning individual he is has thought about all these things. Once the sword is empty they need to offer it to Granny in some fashion that makes it seem innocent enough. He wants to enlist the party's assistance in this matter and he also wants King Skilfil's help (King Skilfil being the ruler the party has chosen to associate themselves with). Skilfil will of course provide whatever help he can to aid Blueface.

He's hoping for party advice as well. An important fact they can provide is that Granny's trying to capture a giant and use her body as a new host. This notion appalls Blueface and he is even more determined to try and act against Granny.

If the party doesn't offer an alternative Blueface comes up with this plan. They need to find Bunscotho the Kind Giant and enlist her help. Blueface suggests that Bunscotho act as though she is injured, perhaps by a party assault and one of her injuries is an iron bastard sword imbedded in a location she cannot reach. Now if she lies around some area Granny Keen-eyes might be near (Granny cannot move very quickly so once they find her it shouldn't be hard to get Bunscotho there) they should be able to get Granny's

attention. Then all they need is to get her to grab the sword and kill her!

Now the party has two things to do 1) find a new home for Svart, 2) find Bunscoatto and enlist her aid. Sounds easy doesn't it?

## The Plot Sickens

### Merodach the Black

<b>STR</b>	<b>18 Move</b>	<b>3 weapon</b>	<b>SR</b>	<b>a%</b>	<b>damage</b>	<b>p%</b>	<b>pts</b>
<b>CON</b>	<b>18 Hit Points:</b>	17 LH Scimitar	4	135	1D6+3	88	15
<b>SIZ</b>	<b>16 Fatigue:</b>	36 RH Scimitar	7	95	1D6+3	127	15
<b>INT</b>	<b>17 Magic Points:</b>	36 Thrwn Dagger	1/sr	128	1D4+1	35	6
<b>POW</b>	<b>18 DEX SR</b>	1 Lance	0*	116	1D10+1	-	12
<b>DEX</b>	<b>21 DM+</b>	1D6 Bow	1/sr	99	1D8+1	-	6
<b>APP</b>	<b>15</b>						

**Magic:** (Spirit) Demoralize (2), Heal 6, Bladesharp 6, Speedart, STR 1; (Divine) Berserk (2), Worship YT (2), Shield 4, Warding 3, True Scimitar (2), Oath, Morale (2), Sever Spirit (3)

**(Steel -Allied Spirit INT 14, POW 18) Fireblade (4), Lightwall (4), Protection 4, Befuddle (2), Fanaticism.**

**Skills:** Conceal 140%, Listen 90%, Ride 105%, Scan 99%, Search 87%, Orate 101%, Dress Down Soldier 147%, First Aid 97%

**Languages:** New Pelorian 88%, Carmanian 45%, Sartarite 35%, Balazaring 10%, Trade Talk 47%

**Possessions:** Two fine, steel scimitars (+1 DM, +15% to hit), full steel plate armour, full set of red sweaters (6 pt armour), 10 fine, steel throwing knives (+1 DM, +15% to hit). 10 pt MP storage crystal

### Location Armour/Points

R Leg	13/6
L Leg	13/6
Abd	13/6
Chest	21/8
R Arm	21/5
L Arm	21/5
Head	13/6

**Weapons Points**

Scimitar 1 15  
 Scimitar 2 15

**YT Initiates (Ernest, Eager, Dutiful, Keen and Silver)**

**STR** 15 **Move** 3 **weapon** **SR** **a% damage p% pts**  
**CON** 15 **Hit Points:** 15 LH Scimitar 9 67 1D6+2 66 10  
**SIZ** 15 **Fatigue:** 30 RH Scimitar 6 87 1D6+2 46 10  
**INT** 15 **Magic Points:** 15 Mdm Shield 9 34 1D6 87 12  
**POW** 15 **DEX SR** 2 Bow 1/sr 79 1D8+1 - 6  
**DEX** 16 **DM+** +1D4  
**APP** 13

**Magic:** (Spirit) Befuddle (2), Heal 3, Protection 4, Bladesharp 4, Repair 1, STR 1 (Divine-All one use) True Scimitar

**Skills:** Sneak 78%, Ride 81%, Search 86%, Orate 43%, Conceal 56%, First Aid 77%

**Languages:** New Pelorian 42%, Trade Talk 33%

Location	Armour/Points	Initiates				
		1	2	3	4	5
R Leg	8/5					
L Leg	8/5					
Abd	8/5					
Chest	8/6					
R Arm	8/4					
L Arm	8/4					
Head	8/5					
Weapons	Points	1	2	3	4	5
Scimitar 1	10					
Scimitar 2	10					

Shield	12					
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