

THE SPINNING ELTS

An adventure on the World Tree, by Bard Bloom and Victoria Borah Bloom

INTRODUCTION

This is an introductory scenario for *World Tree* players. It is intended for use with the four World Tree sample characters Azliet, Rrengra, Orkozarmon, and Herobash – the adventuring party which appears in “Into the Verticals” and “Azliet’s Longhouse”, pages 4 and 102 of the World Tree sourcebook. These characters are available at our website. (www.world-tree-rpg.com). This would be their second adventure together.

The Spinning Elts can also be played by 3-5 starting characters designed by the players, or a mix of sample characters and new ones. The party should include a competent healer – though it can simply include Azliet as a non-player character if no player wants to build a healer or play Azliet.

The story takes place near Treverre. Chapter 5 has information on Treverre, especially pages 93-101.

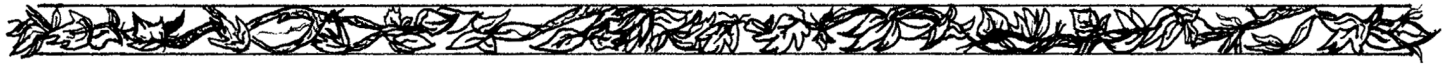
The Spinning Elts will probably take 2-4 game sessions to play, depending on the group.

This scenario is designed to be used with the gamebook *World Tree: a role playing game of species and civilization*, by Bard Bloom and Victoria Borah Bloom, available from Padwolf Publishing. (www.padwolf.com) All page references in this scenario refer back to the book.

The Spinning Elts copyright 2001 Bard Bloom and Victoria Borah Bloom. World Tree and the World Tree logo are trademarks of Bard Bloom and Victoria Borah Bloom.

If you plan to play in *The Spinning Elts*, stop reading here.





SYNOPSIS

Azliet and her friends are called by an old Cani knight, Sir Dardelle. He used to be the protector of a little religious commune, Eltanguey, inhabited by the Spinning Elts – a harmless orthodox sect devoted to spinning thread and weaving cloth. Their current protector, Sir Wiron Whitewash, was rescuing a child from some mewellicaps in the Verticals. The child got home, though she is kept alive only by many temporary healing spells. The knight has gotten trapped in the Verticals. The Elts are not rich, and do not want to pay the Crimson Flower Wizards' (his knightly order's) fees for rescuing him; they have offered half that fee to whatever adventurers Sir Dardelle can find if they will rescue Sir Wiron and heal the child.

The healing and rescue are a pretty straightforward bit of adventuring. Azliet's ordinary spells are plenty for the child. The party must fight off and interrogate the mewellicaps, then hike some distance through the sideways forest of the Verticals, stalked by two-headed krango and three-headed jaran-jabow, to find Sir Wiron.

But when Azliet and friends go to do that, there are a few facts that don't quite make sense. The child who needs healing is a boy, not a girl, and he's been gored by a rongon, not zapped and stung by mewellicaps. Sir Wiron definitely was rescuing a girl from mewellicaps, though – a girl who randomly ran off the safe path into the wild regions of the Verticals as he was escorting her to the Elts' meditation hut, and who seemed determined to lead him into danger. And there are other odd features ... what *are* the Elts doing with all those flowers? And why was that boy carrying seven bound temporary healing spells?

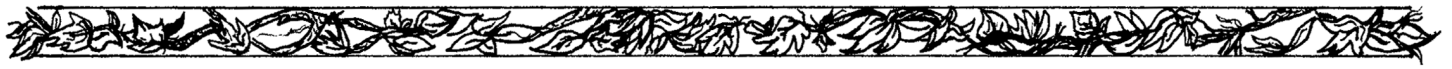
If the characters decide to investigate, they will uncover the secrets of the Elts. Not terribly dark evil secrets, but secrets that the Elts are hiding for some perfectly sensible reasons. And, when they know the secrets, they must decide what to do about them. Will they help the Elts, or try to humiliate them?

The Spinning Elts is a small story. The characters will save a life or two, and if they want to, make some important changes to the life of the Elts. But there's not a huge amount of magic or money or power thrashing around in this story. (And of course, the players will gain experience for their characters from this adventure, which will be especially useful if you plan to play additional scenarios with them. See page 146 for guidelines.)

SUMMARY OF PEOPLE, PLACES, ETC. (FOR GM ONLY)

Name	Description
Azliet	Cani woman; healer; PC
Bisette&Thrassen Resec	Rassimel couple; parents of Gemand Resec
Cobemme Tollesque	Rassimel woman; Linse Tollesque's mother
Crimson Flower Wizards	Knightly order of Sir Dardelle and Sir Wiron Whitewash
Croomwailer Burnybottle	Owner of a bar in Treverre that gets wenezza from the Elts
Dardelle, Sir	Cani man; former knight-protector of the Elts
Daumande Resec	Rassimel man; oldest of the Elts
Disaba	A Verticals-tree.
Dreschdreiss	Family of Cani smugglers from Kraunst
Eltanguey	The hamlet that the Elts live in.
Elts	The inhabitants of Eltanguey; Rassimel; cultists.
Gemand Resec	20-year-old Rassimel boy; gored by rongon when he went to meet Dreschdreisses
Gheshtra	A sap-sticky (but otherwise uninteresting) Verticals-shrub
Herobash	Khtsoyis man; thug; PC
Hraff	Azliet's husband.
Jaran-jabow	Three-headed bird monster (see WT book)
Krango	Two-headed cat monster (see WT book)
Kraunst	Large city adjacent to Treverre (see WT book)
Linse Tollesque	18-year-old Rassimel girl; went into the Verticals with Sir Whitewash
Mescherine oa Maniborc	Dead Rassimel man; founder of the Elts
Mewellicaps	Aerial sentient manta-ray monsters. (see WT book)
Orkozarmon	Rassimel man; tree mage; PC
Rhadanthe Tollesque	Rassimel woman; leader of the Elts
Rongon	Rope-creating boar monster (see WT book)
Reengra	Sleeth woman; fire mage; PC
Treverre	Prime city; the story takes place on Treverre territory (see WT book)
Wenezza	Illegal aphrodisiac herb grown by the Elts
Wiron Whitewash, Sir	Herethroy man; current knight-protector of the Elts; lost in the Verticals
Zirimec Tollesque	Rassimel man; most fanatical of the Elts





BACKGROUND: HISTORY OF THE SPINNING ELTS

FOUNDING OF THE SPINNING ELTS

(This can be discovered with a bit of straightforward research: asking a scholar at an academy, or the right old person. Average people in Treverre do not know it, because it happened a long time ago and is not very important.)

The Spinning Elts were founded in the year 4201, about sixty years ago, by a Rassimel man named Mescherine oa Maniborc. At its peak it had three or four dozen followers, mostly Rassimel, mostly lower class and not very well educated. His theology was unsophisticated, orthodox, and ordinary in all respects save two:

1. He taught that spinning and weaving were suitable forms of prayer to Mircannis and the other Creator Gods. This was based on certain old standard prayers to the creators who describe them as the "Weavers of the Universe". Maniborc took this literally, and inspired his followers to spin and weave for an hour or two each day as a form of worship. The name of the sect comes from this practice. (This is not particularly odd -- there are a great many tiny orthodox sects that have similar practices, often based on overly literal interpretations of scriptures.)
2. He argued that his followers were religious practitioners, and therefore their cloth was holy and should command a premium price.

In fact, most of them were rank amateurs at weaving, in the beginning, and their cloth didn't even always meet the guild's lowest grade of saleable cloth. Maniborc high-handedly demanded that the guild accept them as members; the guild rejected his demands in a fury.

Maniborc defied them with a Rassimel's fanaticism. The guild's objections turned into legal challenges and threats of violence. Maniborc and some of his followers bought a tiny abandoned village in a far corner of Treverre Mene and moved there, mostly out of the reach and the interest of the guild. They lived quietly, spinning and weaving, and doing whatever they could to support their community.

CURRENT STATE OF AFFAIRS

(This can be discovered by asking around on the street in Treverre)

Eltanguy has prospered adequately but not well. In the first few years after the community's founding, they got a contract selling their cloth to a few disreputable traders in Kraunst: a Cani family named the Dreschdreiss. Those traders were willing to defy the Treverre Weavers' Guild, which means that they didn't otherwise deal in cloth. They gave the Elts miserable prices ... and have not raised them a bit since then.

Also, the Elts sell wenezza (an illegal aphrodisiac herb) to the two or three Gezirk members who regularly have it. Croomwailer Burnybottle, owner of a bar and gambling joint called Flip of a Card, is the main wenezza seller in Treverre, and gets her supply entirely from the Elts.

(The following is not known on the street)

It is clear from looking at the cloth in Eltanguy that the Elts have learned a good deal about weaving -- which is what one would expect from a group of Rassimel all obsessed with cloth. Their fabric is much better than the average low-grade Treverre cloth; most of it is medium quality, and some of it is quite fine indeed. The designs are innovative, including "Mircannis Sleeping", long sinuous sweeping variations of texture and sheen in a single monochrome piece of cloth. But they're still selling it to the Dreschdreiss, for about the same prices that they used to.

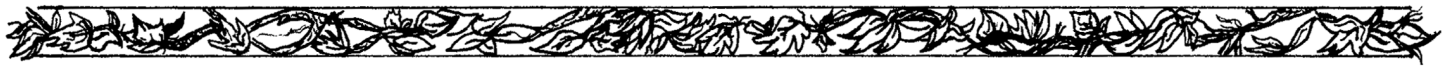
SIR DARDELLE AND SIR WIRON

Last year, the Elts' long-time protector, the old Cani knight Sir Dardelle, retired. Sir Dardelle's order offered the Elts the services of Sir Wiron Whitewash, a very junior Herethroy knight; he was the only one that the Elts were willing to afford.

Sir Dardelle was a close loyal friend of the Elts, as he would have to be. He knew all the Elts' secrets, and of course he kept them carefully. (He has retired to a nephew's longhouse in Treverre, but he is still quite alive and quite lucid should the party ever want to talk to him -- and he is still quite loyal to the Elts, and will only reveal their secrets to people whom he thinks won't mistreat them.)

Sir Wiron Whitewash is a young Herethroy knight. His carapace is pure shining white; he has a Mutoc Illusidor spell which he uses to keep it that way every week or so. He is idealistic and honorable and conventional. Sir Wiron is **not** a close friend of the Elts. He's respectful of them, but finds them cryptic and vaguely disturbing. The Elts are probably wise not to trust him with their secrets: he would be shocked and distressed to learn that they were breaking the laws, and he would try to persuade them to follow them. He is also fairly shy, and living for a year among people who distrust him has not helped that any.





THE ELTS' SECRETS

The Elts are fairly secretive. They don't like talking about some important things with outsiders – not even with their protector Sir Wiron, who has been living with them for a year and finds them a horribly quiet, secretive people. This is perfectly natural behavior on the Elts' part. In the past, they were slightly persecuted by the Weavers' Guild, and ridiculed by most of Treverre. In the present, they are supporting themselves by violating guild laws, Treverre's laws, and arguably their own ethical strictures. If the world at large knew more about them, they might get slightly persecuted and generally ridiculed again, and they don't want that.

Furthermore, the older Elts, the ones who had once lived in Treverre, are all dead by now. Everyone in the current sect grew up in Eltanguey and has had very little contact with the outside world. They're understandably shy and scared of outsiders. As another natural consequence, they have very little practice at keeping secrets, or dealing with outsiders at all. They are likely to come up with inconsistent stories or alarmed lies when they have to hide their secrets.

The Spinning Elts have one actual sect secret, and it's small. For people who are trained in the sect's ways, spinning and weaving are a form of prayer -- in particular, they count as time spent meditating (see p. 139 and 174). It's less efficient than meditation by sitting quietly; the spinner gets three Meditation rolls each hour rather than four. So, Spinning Elts who spend their day working generally get an extra few cley. (This is not a particularly unusual secret. Anyone who spends a full day meditating will get extra cley, and anyone who finds some physical activity that provides an opportunity for quiet contemplation and prayer can meditate and work at the same time.)

The Elts consider this to be their secret, and don't want other people know how it's done. They are somewhat shy about even mentioning it, but they have no actual problem with people knowing that they can do it. (In fact, anyone making a Wits + Magic Theory + s20 roll of 25 will guess that anyone could learn to do it, and a roll of 35 would let them design a technique for doing it. The mysteries are not as deep as the Elts think they are.)

The Elts do use this secret for their own profit, in three ways. They also have two other sources of money.

1. Many of them do spin and weave for several hours a day, and they sell the cloth and thread to the Dreschdreiss family as described above. (They make a profit of about four lozens a bolt on this, and produce about ten bolts a day. A bolt is not very big.)
2. Most of the extra cley is used in distilling flower essences, used in perfume. The Elts all know Gather the Essence of the Flower (Mu Hr 10). They have planted huge beds of roses and wildflowers around Eltanguey, and they collect essential oils from them. They sell these oils to Kraunst, for very low prices. Obviously they are not members of the Treverre Perfumers' Guild, and the Elts believe that Treverre law could be quite harsh to the Elts if it knew what they were doing. (The Elts are wrong about this – they are making perfuming ingredients, not usable perfumes, and the laws about that are unclear. Their Kraunst contact is no more honest than they are; the essences are smuggled into Kraunst. An ounce of flower essences brings the Elts ten lozens, and they average two ounces a day.)
3. Some of the extra cley goes to bound spells. Eltanguey only has a few good bindable spells (including Pretense of Health). When the perfume distilling is not good, or when orders come in, they bind these spells for sale. These are split fairly evenly between Treverre and Kraunst. There is nothing the least bit wrong with this. (Their spells are not high quality, and not everyone can bind them; this brings an average of 20 lozens a day.)
4. The Elts grow wenezza, an aphrodisiac herb. They don't grow much, and it's hidden inside their other banks of flowers. Wenezza is illegal in Treverre for a very good reason: one use of it is a form of rape, and the other common use is not much better. (This brings an average of 10 lozens a day.)
5. Two years ago, the Elts built a little meditation hut in the near Verticals, in a fairly safe region, a quarter-mile down from Eltanguey. While they were working on it, they chanced to find silver-shelled snails living on the undersides of the huge red shelf fungi near the hut. They were delighted, as at the time the Elts were very low on money. When he heard about it, Sir Dardelle reminded them that they owed the duke 10% of the snailshells as taxes. The Elts decided not to pay. Sir Dardelle shrugged and didn't mention the matter further. They gather a few of these each month, and sell their shells as silver. This would be completely legal if they paid the duke's tax, but they don't. (The silver in a snailshell is worth ten lozens; the Elts average one snailshell a day, and the Dreschdreisses charge them one lozen per shell to sell them.)

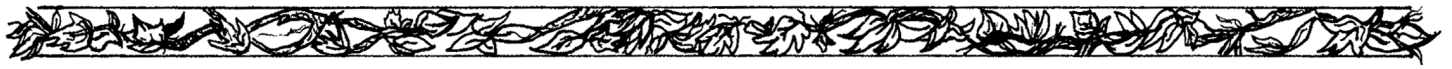
The Elts thus average about a hundred lozens a day – not a lot for a village of 45 people, even people who grow most of their own food and do most of their own building.

And most of the Elts' income comes from illegal sources. Most of it is just evading guild fees or city taxes, but the wenezza is actually fairly wicked. Due to their history and their poor legal standing, the Elts are very secretive about **all** their sources of income.

NOTE: Aside from this, the Elts are not wicked at all. They are quiet, peaceful people, and mainly want to be left alone to pursue their own eccentric religious practices. Rassimel, especially, can appreciate this.

NOTE: Several Elts are quite proud of their weaving, as obsessed Rassimel should be. Their craft techniques are **not** religious secrets.





THE LEADING ELTS: GM GUIDE

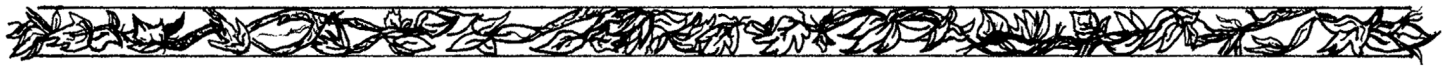
The Elts are fairly typical Rassimel in most regards. They have only moderate magical or military skill. They have Cley Base, Concentration, and Meditation skills of 10-15, Spellbinding from 6-15, and Spinning Thread and Weaving Cloth skills of 12-18. They have Herbador and Corpador of 4-6, Healoc 5-8 (as well as the +4 Rassimel knack), and other Verbs at 3-4. Their choice of pattern spells is very limited. (They haven't been able to buy new ones very often; they do copy them for each other, but that is a large sacrifice as it keeps the copyist from spinning and weaving for many days.) Their most interesting spells for adventurers are Bone Dart, Manicurist's Revenge, Bleeding Wound, Pretense of Health, Reduce various kinds of Poison, Long Wink, Lizard's Envy, Levitation, Wallwalk, Felon's Yoke, Wall of Thorns, and Gather the Essence of the Flower. They have other spells of a more practical or personal nature, mostly bound for sale to Kraunst.

They have General Knowledge 3, and very low skills at most other knowledges – except for Eltish Theology scores of 10-15. Eltish Theology is a very limited part of an ordinary orthodox theology; it can be used as regular Theology with a penalty of 0 to –10 depending on the question.

- **Rhadanthe Maniborc:** The leader of Eltanguey; the daughter of Mescherine oa Maniborc. A short, chubby Rassimel woman in her 60's (40 Earth years), with spotted gray fur where most Rassimel have black. She has a somewhat suspicious, occasionally paranoid, attitude, due mainly to her father. She is deeply ashamed of the Elts' illegal and immoral activities, but she does not trust the outside world enough to do anything else (though the PCs may be able to persuade her otherwise). She made the decision to lie about the day's events. She will hold to her decision until it becomes clear that it was a bad decision – but, ultimately, she's more concerned about the Elts and even Sir Wiron than she is about her own pride. In an emergency, she will frequently do something defensive and often random; if she has time to think about her plans, she will generally be clear-headed and very sensible given what she knows. **Personality Tag:** Rhadanthe often repeats the first word of her sentences two or three times, or more if she's anxious.
- **Daumande Resec:** The oldest Elt, and the only surviving one who was an adult before moving to Eltanguey. He is in his 100's; his fur, once a beautiful squirrel pattern, has gone patchy and grey. He is the Elts' main spellbinder. He has all of the spells above, and a few others. He is Gemand's grandfather, and his guardian. **Personality Tag:** He is getting a bit odd in his old age, and will often speak of the creator gods as if they were close personal friends of his. (Perhaps they are, but they don't do him any visible favors.)
- **Bisette and Thassen Resec:** Daumande's daughter and her husband, and the parents of Gemand Resec, both in their 60's. They are very devout Elts, though not terribly clever. They regard Rhadanthe as only slightly less than a goddess – which Rhadanthe would discourage if she knew about it. **Personality Tag:** They finish each other's sentences when they are together; if they are not, they stop in mid-sentence and look around for the other.
- **Gemand Resec:** A very naïve 20-year-old boy. He's really a good boy (as the Elt children generally are), very obedient, especially to his parents and grandfather. **Personality Tag:** He uses the phrase “very-very-very” very-very-very frequently.
- **Linse Tollesque:** A rather flighty 18-year-old girl. She is terrified about the outside world – she's the only Elt who actively dreads Sir Wiron. **Personality Tag:** If she's talking to a non-Elt, she'll turn her face away and speak in short sentences, unless someone can somehow win her trust.
- **Cobemme Tollesque:** Linse's mother; a woman in her early 70's. (Thassen Resec is Linse's father.) A very quiet woman, with a lot of blue in her dark fur – giving her a rather Sleeth-like coloration, which most people would regard as ugly. She is a very innovative weaver, and invented the Mircannis Sleeping pattern. **Personality Tag:** She speaks in monosyllables.
- **Zimirec Tollesque:** Cobemme's younger brother, in his 60's. He is the most fanatical of the Elts. According to him, everything that the Elts do is divinely inspired, and utterly perfect and beyond blame; everything that outsiders do is sinful and imperfect and worthy only of contempt. **Personality Tag:** He clicks his tongue frequently.

There are, of course, plenty of other Elts, whom you may invent as convenient. Suggested names: Venouard Tollesque, Mirimanne Senouac, Ollarde Senouac, Ribisse Maniborc, Aolle Maniborc.





BACKGROUND: THE CURRENT CRISIS

Eltanguy is a smallish settlement. There are thirty-two adult Elts, and thirteen children, all Rassimel. There are also a variable handful of Herethroy who come from the nearby village of Upper Snappyham to tend the Elts' fields. And on most days there's Sir Wiron Whitewash, the young Herethroy knight that the Elts hire as their defender.

This morning has not been good for the Elts. There were two disasters at the same time.

The first disaster: Linse Tollesque, a 18-year-old (approx. 12 Earth years) Elt girl, was going to the hut to meditate. Children that age are not allowed to go there alone, and her parents were going to bring her, but her younger brother fell sick and so they asked Sir Wiron to do it instead. Linse took a wrong turn and brought Sir Wiron to the snail colony instead. Terrified that he would find out the Elts' secret, she turned and started running/climbing off into the wilder parts of the Verticals. He chased after her and caught her after some time, and with considerable trouble started dragging her back to Eltanguy. She was kicking him and howling, and the noise attracted some mewellicaps. He set her down and turned to confront them. She fled back home. He fought them, did fairly badly, and they chased him off into the mid-Verticals. He is now lost and badly hurt, and hiding on a Verticals-fungus. He can't cast Levitate -- he was using a bound one, but it has duration 'attend', and he was in a fight when he had to concentrate and chose to drop it. Linse, shaken but unhurt, is back in Eltanguy. ((Timing: They set off at the turn of dawn. Linse got back at the third hour.))

The second disaster: Gemand Resec, a 20-year-old Elt boy, was going with four other children, taking a pack of bound Pretense of Health spells and perfume to meet their Kraunst smuggler-trader. Instead they met a rongon. Most of the children fled, but Gemand was slow on his feet. The rongon caught him and gored severely, and chased him. He used bound spells like water, setting off all seven Pretenses of Health that he was carrying. He climbed in a tree and threw underripe fruit at the rongon until it got annoyed and went away. Gemand made it back to Eltanguy. However, under the Pretenses, he is dead. The Elts don't have the medical training to understand how to deal with Pretense of Health wearing off, though the actual magic is within their skill. ((Timing: This happened at the second hour after dawn.))

The Elts are in a panic from two disasters at once. They don't want to pay for the price of having knights rescue their knight (since Linse was disobeying him in an actual emergency, the Elts are to blame). They kind of combine the two incidents, making it as if Gemand had been in the Verticals and gotten gored there. [This should be a clue to the PCs that there's more story to find out about.]

SCENARIO

ACT 1: STARTING THE ADVENTURE

ACT 1, SCENE 1: SUMMONS TO ELTANGUEY

At the fourth hour after dawn on Thory 2, the Elts used a bound long-range talking spell to speak to Sir Dardelle, giving him a quick (and partially lying) summary of the events, and asking him to send help.

Sir Dardelle,

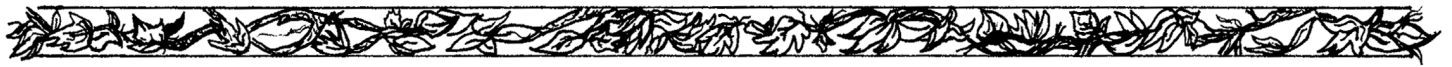
Sir Wiron was escorting a child of Eltanguy to a meditation hut in the Verticals. Mewellicaps assaulted them. The girl returned to Eltanguy badly hurt. Fortunately she was wearing seven bound Pretense of Health spells, and will die when they wear off. Sir Wiron did not return. If you would be so kind, please find some inexpensive but competent adventurers to rescue Sir Wiron -- we cannot afford the Crimson Flower Knights' rescue fee. Also a healer who can keep tend the girl's wounds properly. We will pay 800 lozens easily plus expenses, more if the danger proves very bad.

-- Rhadanthe Tollesque.

Sir Dardelle cannot go himself; he's too old and rather crippled. He of course calls on Azliet; he has heard something of her recent adventure, and her husband Hraff is his nephew's mate's brother, so of course he and Azliet can be friends. **Personality Tag:** Sir Dardelle often chuckles to himself, in a pleasant fashion. Azliet, presumably, grabs Rrengra and whoever else she can, and sets off. Fortunately everyone's free and everyone's in the vicinity of Azliet's longhouse (except for characters who don't have players).

It is a 20 mile ride to Eltanguy, which takes about four hours of hard riding. If the party sets off within the hour, they will arrive by noon.





Your players may want to consider how Sleeth or Khtsoyis can ride horses. Khtsoyis can hang onto saddles and hold reins in their tentacles.

Sleeth can't ride as such. If Rrengra doesn't want to trot the whole way, she can use her free innate *Ruloc Corpador* to float herself in the air (as with *Float on a Purr*), and have Azliet tow her behind a horse on a rope. This is not the most dignified way to travel. You may choose to give Rrengra a penalty for fatigue (perhaps Trouble 3) if she prefers to walk; a *Bouncy Vigor* spell will erase this penalty. The Elts can cast *Bouncy Vigor*; the party can conserve their cley.

The characters who ride will want an hour of rest, or a *Bouncy Vigor* spell.

ACT 1, SCENE 2: A LURKER IN THE FOREST

There is only one road to Eltanguey, for the last four miles, and it's not a terribly good road. It has ruts for cart-wheels, but it is not heavily used. Grass and aromatic weeds are growing in the middle of the road, and the bushes on either side are close in, and the forest is dense on either side of them. The road winds and wiggles through long ridge hills, broken only twice for side-paths to little Herethroy villages. It's an excellent place for an ambush...

So the party might be a bit nervous when Rrengra and Azliet (or other Cani and Sleeth) smell chargers and unfamiliar Cani. Everyone who succeeds in a Search + Perception + s20 \geq 12 roll will see many clawed hoofmarks, as of a half-dozen chargers and disturbed bushes off to the left, and hear a charger snorting. (Chargers are clawed, beaked, horses, fast and vicious; see page 266.)

Hiding in the bushes are three Cani from Kraunst, all riding on chargers. They have two more chargers, unused, with them. The leader is Byrev Dreschdreiss; the others are Goleuda and Wimhelv Dreschdreiss. All three are Cani in their late 40's; Byrev and Wimhelv are male, Goleuda is female. Byrev and Goleuda look related, being fairly short, floppy-eared, black-eyed, with short coarse reddish-brown fur with large black patches. Wimhelv is taller, a uniform brown-grey, with tufted ears. They are armed with metal-edged swords and bows, and wearing bone splint armor and have wooden shields, and they are displeased to be discovered and thoroughly irritated.

The Dreschdreisses are the Kraunst traders who exploit the Elts. They have come for bound spells and perfume. They are technically smuggling, though on this trip they would owe taxes to Kraunst (for bringing valuable things into Kraunst lands) rather than Treverre. They do have a reputation for smuggling into Treverre as well as Kraunst, and Treverre people who pay attention to such things (e.g., Herobash) will suspect that they also rob Treverre citizens.

They were expecting to meet the Eltish children here three hours ago, but the children are late, and even if they got here immediately the Dreschdreisses wouldn't get home by nightfall.

So, they're quite annoyed with the world in general and the Elts in particular, and they're nervous to be discovered by a larger band of obvious adventurers. They will be rude; they will not answer questions; they will insist that the PCs leave them alone. They do **not** want to get into a fight!

Dreschdreisses (Cani smugglers)- same stats for each of three			
Life	Attack	Combat Stance Base	Damage
30	sword: +20 bow: +15	10	metal-edged sword: 4 di 3 bow: 5 di 3
Defense	Soak	Magic Resistance	Cley
20 (wood shield)	3 (bone splint)	10	10

Chargers (Ridden by Dreschdreisses) –same stats for each of 3			
Life	Attack	Combat Stance Base	Damage
30	+10 (claws and teeth)	5	10 di 3
Defense	Soak	Magic Resistance	Cley
+15	0	5	0

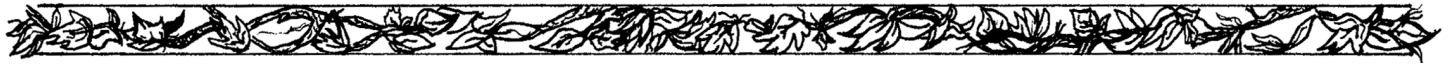
The Dreschdreisses will favor *Bind the Limb* (Ru Co 10, page 219 – note that the victim gets a Magic Resistance roll each action to break the paralysis) and *Repel the Beast* (Ru Co 15, page 220), both at Power = 20+s20. **Remember:** These spells (and most other attack spells) build; they do not take effect instantly. Draw an initiative for the spell, which is when it goes off.

If they are badly hurt, they can cast *Heal Once* (Hi Co 10, page 215) with P=10+s20, which heals P/5+5 points of damage. (The Dreschdreisses have Medicine skill level 5 – they are good at first aid, but far from Azliet's professional skill.) **Remember:** *Heal Once* works once per *patient* per day at full efficiency; see page 215.

They have **no** bound spells; they were coming here to carry bound spells home.

Tactics: They don't want to fight. They will use the Careful Retreat option and a full defensive stance, and try to get to the road; they will ride away from the Elts if they flee. If the PCs won't let them flee or seriously annoy them, they will use Wild Attack once or twice. If they somehow defeat the PCs, they will take everything of value from them but let them live; the Dreschdreiss are scummy traders and thieves, but not murderers. (But if the PCs kill a Dreschdreiss *and* manage to get defeated, the Dreschdreiss will kill at least one of them in revenge.)





FORCING THE ENCOUNTER: If you want the encounter to happen but your players are ignoring it, you can try to goad them into it by having the Dreschdreisses say something insulting to each other, or simply laughing at the PCs, from the woods. A glint of light on a bow might provoke it too.

ACT 1, SCENE 3: ARRIVAL IN ELTANGUEY

Eltanguey, on first glance, looks like a nice place. It's a smallish farming village or large estate, just a dozen houses and barns, old-looking but solid, well maintained, shining with recent Healoc Herbador spells. The fields are a bit odd though... the Elts don't grow much food; instead they have planted most of their fields as a vast garden abounding with flowers of all kinds. The scent is beautiful and intense.

The Elts are very glad to see the adventurers. Immediately there's a rather tricky choice: try to heal Gemand? Try to find Sir Wiron? Split up? The Elts, understandably, want their child healed immediately...

HEALING GEMAND

The injured child is Gemand Resec, an Elt boy of age about 20. (Yes, the message *did* talk about a girl.) He is a Rassimel boy of average build and vitality. He has the typical appearance of someone under a great deal of temporary healing. To the inexperienced eye, he seems only moderately hurt, as if he was badly injured long ago and has mostly healed. To the experienced eye (Medicine skill of 5 or more), he is in terrible shape. He has suffered enough damage to kill him several times over, and only the temporary healing spells are keeping him alive.

[In game terms, he has Life Base = 3, Stamina = 0, and thus 9 life points. He has taken 30 damage. The seven temporary healing spells have hidden 27 points of these wounds, leaving him with 3 visible damage.]

Gemand's spells will last for another 10-18 hours. When they start to go, they will wear off slowly (see page 216). Azliet can cast Heal Once and Healing Sleep on him, and put him to bed immediately; this will heal him completely by the time he wakes up.

ODDNESS: The wounds, hidden and visible, are the marks of many tusks. He also has rope burns on many places on his body. These injuries are characteristic of the attack of a rongon, page 275, and utterly unlike a mewellicap. Rongons are not Verticals-beasts; they cannot even make their way around in the Verticals. Also, of course, Gemand is definitively a boy, and the note definitively talked about a girl.

If Azliet or other PCs try to talk to Gemand about his story, he'll lie – lamely. (Bear in mind that he's a kid, and one brought up in a small isolated religious community.) His story, which his parents told him to tell, is that he was hiking in the Verticals with Sir Wiron, and they ran into some mewellicaps who attacked them. They were casting Destroc Corpador spells. (If someone points out that the injuries look like tusk wounds, he'll just say that's what the spell did.) Fortunately he was carrying seven bound Pretense of Health (HI Co 15, page 215) spells or he'd be dead. Sir Wiron told him to run home, so he did.

If the PCs try to talk to Gemand in a way that his parents can hear, he'll just stick to his story – or start coming up with incoherent, obvious lies. If the PCs talk to him privately (*e.g.*, if they get his parents out of the room, or Azliet uses Listen to Secrets), it won't take much to get him to tell the real story.

If the PCs confront the adults, they will pretend confusion. It *was* a disastrous morning, after all; the Elts will say that most of them got the two stories tangled together, and didn't figure it out until recently. And Gemand, who is a good boy, was simply trying not to contradict his elders. This version is mostly the truth; the only false part is that Rhadanthe Maniborc, the leader of the Elts, intentionally put the stories together.

PREPARING TO FIND SIR WIRON

Sir Wiron is lost in the Verticals, and may be dying even as we speak. But there are some practical issues...

LUNCH

The PCs have just traveled twenty miles. The Elts can cast Bouncy Vigor on them, so that they aren't tired from the trip, but they'll be hungry. The Elts will feed them – not a fancy meal, as the Elts don't have time to cook, but the best leftovers. Eltish food is unexceptional, traditional Rassimel food: small meat-and-apple pies, rutabaga and flower petal chowder, grilled gerbils stuffed with rice and cheese. Rrengra will get a live duck if she'd prefer that.

GETTING AROUND IN THE VERTICALS

The PCs may want some help navigating in the sideways forest. The Elts can bind Levitation (Ru Co 10, page 219) or Wallwalk (Ru Co 10, page 220) for them; that is how the Elts themselves get around in the Verticals. Levitation is the better choice, since it





lasts as long as the user attends it. The Elts can give the party bound Levitation spells with Power = 20+d10. Remind the party that people who are levitating must spend one action every P/5 concentrating on their levitation spell, or it will fail. In ordinary travel, this isn't a problem; in an emergency, it will be. Wallwalk doesn't have this problem, but it only lasts a few minutes – it's a better choice in a fight, but useless for longer travel. The PCs may get as many bound Levitation and Wallwalk spells from the Elts as they want, and the Elts can find people to hold on to any bound spells that the PC's want to leave behind and pick up later.

Remind the PCs that movement with Levitation is slow.

Rrengra can cast Float on a Purr for free with her Sleeth gift of innate Ruloc Corpador; it is like levitation, but very slow indeed. She can bound from Verticals-tree to Verticals-tree, using the spell to catch her if she falls, and go fast safely in the Verticals, if she wants.

WHERE IS SIR WIRON, ANYWAY?

The two children will tell the same story about where they left Sir Wiron. (Linse actually did it; Gemand knows the area and rehearsed the story.)

Linse and Sir Wiron went down the usual way to get to the meditation hut. In this region, the Verticals slope down at an average of a 70-degree angle. The path to the meditation hut is a winding zigzag, full of tight switchbacks: a mile and a half of path to get a quarter-mile of absolute distance. (Levitors can get there more directly). The sideways forest starts quickly, two hundred yards along the path, surrounding the path with beautiful old aromatic disaba trees.

Linse and Sir Wiron got to the fork in the path, next to a huge old disaba tree with ancient burn-scars in its bark in the shape of a rough Herethroy face. The right way to go to get to the meditation hut is horizontal, but they turned down instead. The path continues to wobble and switchback. Following it for another half-mile would have brought them to the grove where the silver-shelled snails live.

Linse recognized that, and turned on her Levitation spell, and started running outward, towards a tangle of sticky ghesstra bushes. Sir Wiron followed, as she ran along. She remembers a few landmarks: an old dead tree twisted like a corkscrew; a dished crimson shelf fungus twenty feet across with a small pond on its top; a tree with large yellow bell-shaped flowers where she stopped to rest. Sir Wiron caught up with her there, and scolded her severely; and that is where the mewellicaps came to them.

ACT 2: INTO THE VERTICALS

This part of the story will probably be a fairly straightforward scene, as the PCs track the knight down and rescue him.

PCs with Tracking skill can try to track the knight and child. The tracks going out are hard to find, as both of them were levitating whenever the trail got rough. It's easier to track the girl backwards, as she was running and left lots of marks. Roll Perception + Track + s20 ≥ 15. Cani and Sleeth who are tracking get their smelling bonus (+6 and +5 respectively) on this roll.

Allow retries at no penalty – you need to get the PCs to the adventure somehow. But if the PCs are clumsy about tracking, perhaps you want to throw monsters or other troubles at them.

ACT 2, SCENE 1: THE KRANGO (OPTIONAL)

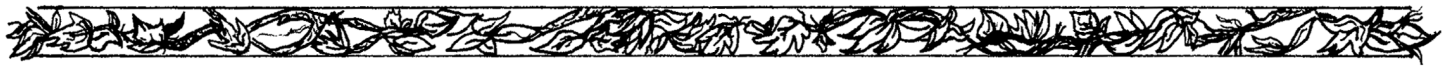
(This encounter is mainly to give the players some experience at fighting, if they have never had a World Tree battle before or are enjoying killing things. It has no dramatic purpose and may be skipped if desired.)

After the PCs get out of the Elts' usual paths, a krango (p.273) starts stalking them. The PCs will notice it on a Perception + Alertness + s20 ≥ 25 roll; Azliet and Rrengra get their smelling bonus. (PCs who actively look out get a Perception + Search + s20 ≥ 20 roll as well.) The krango will stalk for a minute or two, then pounce whoever looks weakest, which is likely to be Azliet.

It will run away when the encounter looks dangerous to it.

Krango			
Life	Attack	Combat Stance Base	Damage
45	two heads: +20 each foreclaws: +25 (hindclaws: +20)	10	two heads: 4 di 3 each foreclaws: 4 di 2 (hindclaws: 6 di 2)
Defense	Soak	Magic Resistance	Cley
20	2	5	0





THE MEDITATION HUT

If the PCs look at the meditation hut, here's what it's like. Nobody's in it at the moment.

The meditation hut is a small shed, eight by eight feet and six feet high, nestled between three huge disaba trees. It is made of light pine boards, protected by some simple Sustenoc Herbador spells. Inside, the walls and floor are covered with layer upon layer of cloth, at least one piece by every Elt in Eltanguey. There is a small fireskin and a half-burned candle (not lit), and a selection of spindles for use in meditation.

ACT 2, SCENE 2: THE MEWELLICAPS

Scene: Five mewellicaps are floating lazily in the air over a sloping hillside, singing complicated songs full of made-up words, mostly off key. (if there are at least four PC's – fewer mewellicaps if fewer PCs).

Background: The mewellicaps were out to have a picnic and go looking for glirries. They did OK. Then they stumbled on this prime knight and girl, and they thought to themselves, “Hey, great, this means we get a fight too.” So they attacked them. The girl just ran away, and they counted that as beating her – big deal! – and started concentrating on the knight. A few Bleeding Wound hits and a couple of poisoned spikes and he wasn't looking so good ... he got flustered and forgot to renew his levitation spell. They buzzed him, and he ran off on foot that-a-way. So the mewellicaps got all happy, and stayed there where they'd beaten up a prime knight – a knight – and had their picnic right there.

Encounter: Killing the mewellicaps isn't necessary; it isn't even helpful. The mewellicaps are feeling quite confident, having just thrashed a prime knight. They will hassle the PCs, tossing a few Destroc spells at them. The PC's might well decide to fight back. The mewellicaps are quite glad to fight as long as they think they're ahead. If the PCs start beating them, the mewellicaps will circle at a distance and hoot out insults. (“Your fur glistens with the slime of a thousand decaying slugs ... your eyes have the elegant sheen of a half-rotten mango.”) The PCs will have won their respect at this point, and the mewellicaps will be glad to chat with them, and boast about how they drove the knight off. The PC's can also bribe them with healing spells or other bound magic.

If the mewellicaps are starting to beat the PCs, they'll treat them the same way they did Sir Wiron. The mewellicaps want to prove that they're stronger than some primes; they don't particularly want to kill primes. So they'll start hooting out, “Run away! Go cower in the fungus with your coward of a knight!” And they'll try to chase the PCs away – in the same direction that Sir Wiron went, which works just as well for the PC's plan. (Of course, if the PCs are losing badly and try to keep fighting a doomed fight, some or all of the PCs may die and that is that.)

If Herobash tries to befriend the mewellicaps (their species are cousins, after all), they'll try to talk him into fighting the other PCs alongside them. A clever player could use this to his advantage.

Species: These are Lesser Short-Crested Mewellicaps, named for the short ridge of black bumps down their back. They are not particularly powerful as mewellicaps go. They are named Birgahfarb, Dordath, Fidfid-moyfid, Chugger, and Gorshgarsh. The last three are female, not that primes will have an easy time telling.

Lesser Short-Crested Mewellicaps –same stats for each of 5			
Life	Attack	Combat Stance Base	Damage
30	+15	15	7 di 3
Defense	Soak	Magic Resistance	Cley
15	1	30	5

Standard attack: touching with the bits of elemental Destroc on their mouth. This attack acts like an attack with a weapon in all respects: Attack = +15, Damage = 7 di 3.

Combat Options: If the mewellicaps don't seem to be able to hit PCs, they'll use expert **Hit Precisely**, giving +s20+s12 on Attack and –s6 on Damage. If a PC is unable to move easily, a mewellicap will choose **Drive Back**, effectively giving +s6 on Damage. (These cannot be combined.)

Tail-spikes: The mewellicap can shoot its tail-spike. This has a 60-foot range, Attack = +20, and Damage = 4 di 2, and inflicts Itchy d6 poison if it hits. The tail-spike regrows in an hour or so. The mewellicaps will only use these when they realize that the fight is serious; they will retreat to extreme range for javelins, and throw them with a fully aggressive stance and with expert Hit Precisely.





Magic: Mewellicaps can spout Destroc spells. (These mewellicaps have no pattern spells.) Each of these costs the mewellicap d3 cley, and has a Power = 40 + (#cley)s20. For GM convenience, assume that these mewellicaps can spout any complexity-10 Destroc spell, with the chance of failure being only the chance of botching on the first of the s20's used for power. {4 botch dice} The following spells are the mewellicaps' favorites.

- Bleeding Wound (De Co 10): P/10 damage, plus bleeding 1/action for P/5 actions.
- Poke the Foeman's Eyes (De Co 10): Injure a victim's eyes, causing Trouble 4.
- Lost Minute (De Me 10): The victim forgets what happened in the last minute.

Tactics: The main difficulty that the PCs will have is that the mewellicaps are far more mobile than they are. Levitating primes move slowly; mewellicaps swim through the air very fast. Mewellicaps also throw spells, and can shoot their tail-spikes. The mewellicaps are somewhat low on cley, having used a significant amount on Sir Wiron. They will start out with a single round of spells, then zoom in and fight physically. When they realize that that's dangerous, they will zoom back away for another round of spells and perhaps of tailspikes, and then zoom back in.

Looting Slain Mewellicaps: If the PCs kill a mewellicap, make them aware that they have just killed a person. The other mewellicaps will stop fighting, and try to get the primes to heal their slain friend. Looting the body would be ungracious ...

But, if the primes do it, the mewellicap has two small natural pouches on his underside. One pouch contains dried fruit and meat – leftovers from the mewellicap's lunch. The other pouch has a half-dozen semi-precious glirries (see page 62), worth ten lozens each.

The Mewellicaps' Story: The mewellicaps heard the primes arguing, and came to see what the fuss was. The knight tossed a Fire Flower at them and told them to stay away. (The primes deny attacking the mewellicaps, and the truth will probably not be known.) The mewellicaps were annoyed at being treated that way on land they consider their own, so they threw a round of javelins at Sir Wiron. He told the girl to flee, that he would hold the mewellicaps back. Fidfid-moyfid flew after the girl, just to prove how foolish Sir Wiron's boast was, but she didn't attack her and soon went back to the others. The other mewellicaps circled Sir Wiron, tossing spells at him and hurting him badly. After using many spells, they decided that they should save their cley in case something came up later that day, so they rushed Sir Wiron, all at full aggressive, and three hit him. Then they circled him and taunted him, and he decided to run off.

ACT 2, SCENE 3: SIR WIRON AND THE JARAN-JABOW

Sir Wiron has found a pair of large shelf fungi, fifty feet long, ten feet wide, and eight feet apart. He is sitting between them, taking advantage of some shelter from above and below. He has Trouble 5 from Itchy poison, getting better at one point per hour; it is very unpleasant, and he is putting up with it with the best grace he can manage. He has taken 35 damage, 20 of which is hidden by two temporary healing spells. He is down to two cley. He will be quite properly grateful for being rescued, and quite gracious about it.

Personality Tag: He usually waves his antennae before he speaks, and his sentences are usually short.

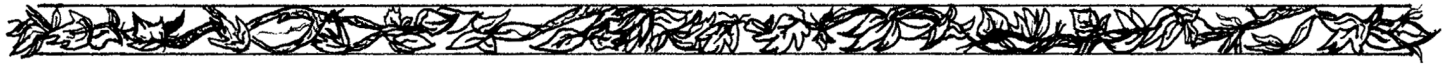
He is a trained knight, and thus a reasonably skillful adventurer. He generally fights with a two-handed metal sword and a metal-bound staff and wears chainmail. Sir Wiron has some spells, but he is very low on cley at the moment. He does cast Fire Flower (Power = 20 + s20). When it is appropriate, he casts Flaming Sword (Power = 15+d20), and when the sword grows too hot, Sheath in Herbador (Power = 20 + s20) to reduce the damage he takes from it. He may also use Barrage of Baffling Bats (Cr II 10) or Felon's Yoke (Cr Hr 10) if it seems appropriate.

His remaining bound spells include three Quick Instants, one Cure the Awful Wound, and Wall of Whirling Axes (Cr Ru Du 50, P = 40) which he is saving as a last resort.

Sir Wiron Whitewash (as found)			
Life	Attack	Combat Stance Base	Damage
33 (of 48 max)	+25 (sword) +15 (staff)	15	two-handed metal sword: 12 di 6 metal bound staff: 5 di 2
Defense	Soak	Magic Resistance	Cley
30	5	10	2

The PCs get there at the same time as the trouble. A jaran-jabow has noticed Sir Wiron, and has decided that, inconvenient as it may be for the jaran-jabow, it's obliged to try to kill him. As the PCs arrive, the jaran-jabow has landed on the shelf fungus. Sir Wiron retreated to the other side. The jaran-jabow is trying to crouch low enough to follow him.





Crimson-Throated Warbling Jaran-Jabow			
Life	Attack	Combat Stance Base	Damage
60	+20 each of 2 or 3 heads	10	10 di 3, or s6 fire and weakening one spell
Defense	Soak	Magic Resistance	Cley
15	2	10	10

Standard Attack: The left and right heads (and the middle head, if the jaran-jabow doesn't cast a spell), can attack at the same time, for the damage listed above. The horn on the head also tosses a spiral flame at the same target, Attack = +40, which does s6 damage and weakens one defensive spell by 10 Power if it hits. (It has Damage Increment = 0) The heads can attack different targets if desired.

Combat Options: The jaran-jabow is unlikely to use anything more than aggressive or defensive stance.

Magic: The jaran-jabow can spont Airador, Pyrador, and Magiador spells at complexity 10. Each spont takes one cley, and has a Power of 40+s20. The middle head does the sponting, and so the jaran-jabow can cast a spell instead of attacking physically with that head. Favorite choices include:

- Wall of Air: (Su Ai 10) Make some air stiff; it may use this to block Sir Wiron's retreat.
- Fire Rose (Cr Py 10): Fire Flower with +5 Penetration.
- Mage's Baldric: (Su Ma 10) Gives the jaran-jabow an extra P/10+s6 Magic Resistance for the rest of the battle.

Tactics: The jaran-jabow is not very enthusiastic about killing Sir Wiron, or anyone. It would rather live. It will try to escape when it is at 30 life points, or when it sees that the battle is about to go badly for it. Since it's a big bird on a ledge, it will probably just scoot sideways and try to fly away.

Treasure: There is a 40-lozen bounty on jaran-jabow; PCs should cut off the beaks as proof. Aside from that, the jaran-jabow has little of value on it.

ACT 3: INVESTIGATING THE ELTS

Your players may or may not be interested in Act 3. If not, don't force them, but do point out some of the odd features that they are ignoring. Act 3 is not linear – the PCs may decide to investigate things in a wide variety of ways, propose a wide variety of solutions, etc.

ACT 3, SCENE 1: THE DRESCHDREISSES

When the PCs and Sir Wiron get back to Eltanguey, Rhadanthe can't see them immediately. The PCs have to wait in the living room.

The Dreschdreisses are there, yelling at her about how the children missed their rendezvous, thereby delaying the Dreschdreisses by half a day, making them travel eight miles further, and now they can't get back today. The Dreschdreisses are insisting that the Elts pay half their inn fees, since they will have to stop somewhere for the night – and they're claiming that they'll spend fifty lozens, when 20 is more reasonable. They'll remind her that the Elts depend on them and their smuggling. PCs who snoop will hear most of this...

After a few minutes, Rhadanthe will give in, giving them 25 lozens, and escort them out – past the PCs. The Dreschdreisses will scowl at the PCs if they've met before, or probably even if they haven't.

ACT 3, SCENE 2: PAYMENT

Assuming that the PCs did any kind of reasonable job, Rhadanthe thanks them considerably, and gives them the 800 lozens promised, and any bound spells that they want. Sir Wiron thanks them as well, and even Gemand is brought in to say a rather nervous childish thank-you. The game may end here.

ACT 3, NON-SCENED: INVESTIGATION

The PCs do whatever they want here.

If the PCs seem to want to stay around, Rhadanthe will offer to let them stay the night. After all, it's a long trip back to Treverre, and she's already had to pay one high price for lodging...





The Elts will generally be reluctant to discuss their secrets with the PCs; but they are not experienced in dealing with outsiders, and they are not experienced liars. With reasonable roleplaying and detective work, most of the Eltish secrets will come out.

Possible Outcome:

It is possible that the PCs discover the Elts' secrets and decide to help the Elts.

- **Weavers:** The biggest issue is the old quarrel with the Weavers' Guild. Remember that the Eltish cloth used to be terrible and not meet the guild's lowest standards. Now the cloth is much better – it all meets the standard for middle-grade cloth, and 30% is top-grade. The medium-grade cloth will bring the Elts 20 lozens a bolt, and the top-grade will bring 40-80 – the Eltish weaving will bring the village more money than all of their assorted activities did before. There are some very nice new designs as well. The Weavers' Guild would be happy to accept the Elts now. This is a good deal for the Elts, as they will be allowed (and required) to charge official guild rates for their cloth. Even after the 25% guild tax, they'll be making three or four times as much as they were before – enough profit so they can stop selling wenezza. There may be some politics to do – after all, the Elts have been breaking guild-law for decades. A political solution is likely – *e.g.*, the Elts could give the Weavers their new designs as compensation. If the PCs come up with a good solution, the guildmaster may give them a little present of some bolts of finest cloth (100 lozens value).
- **Perfumers:** A similar but easier deal. The Treverre perfumers wouldn't mind another supplier of essential oils of flowers. If the Elts accept a contract in which they only sell to Treverre perfumers, the perfumers are happy – and the Elts have no reason not to take that deal. They won't get much better rates – twelve lozens an ounce, rather than ten. (The Dreschdreisses were getting twelve lozens an ounce from the Kraunst perfumers, and taking the difference as a fair payment for doing the trading; the Elts can trade directly to the Treverre perfumers.) If someone thinks of asking the perfumers what essential oils they need the most, the perfumers will name some flowers (lansy, irithia, slaenflower, tascernels) that the Elts are not growing now. Planting those flowers brings the perfume profits up to 14 lozens per ounce – not huge, but definitely nice.
- **Bound Spells:** The Dreschdreiss may well refuse to come to Eltanguey for just bound spells. That's OK; the Elts will be more comfortable selling to Treverre. The Elts still are binding low-quality spells, and can't sell them for that much money. They'll be averaging 25 lozens per day, with most of the increase coming from not having middlemen.
- **Wenezza:** The Elts will simply burn their wenezza plants when they can support themselves without them. As a possible sequel game, Croomwailer Burnybottle may get quite upset at having her supply of wenezza suddenly go away, and may send thugs to try to force the Elts to grow it again. The Elts might well ask the PCs for help.
- **Silver Snails:** If the PCs point out how much trouble avoiding the taxes got the Elts in, and how much they wound up spending about it, the Elts will pay the taxes on their snails. The snailshells are still worth ten lozens per shell, of which the duke gets one lozen in taxes.

If all these deals work properly, the Elts will average 520 lozens a day – more than five times as much as they earned before, and without the legal or ethical problems. It's somewhat more work, as the Elts will have to bring their own goods to Treverre. With this, they are not desperately poor anymore. They're not as well-off as most prime farmers, but they're doing better than poor cityfolk at least.

