

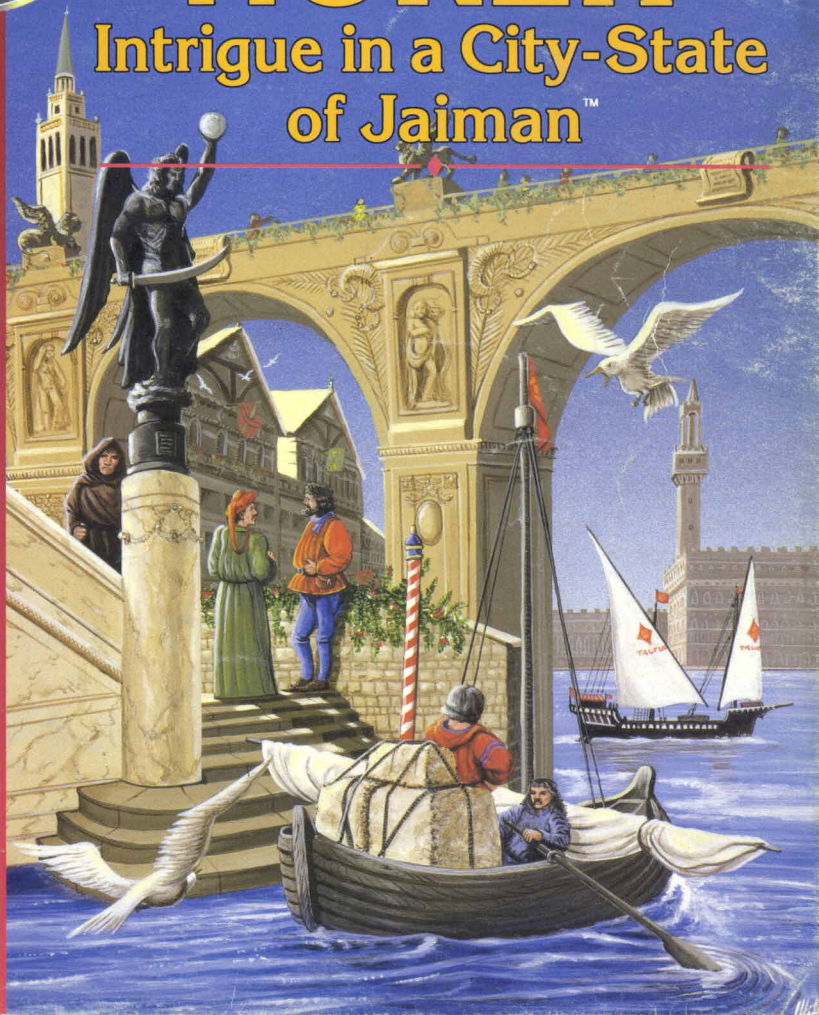
Shadow World™

NOREK™

Intrigue in a City-State of Jaiman™

The merchant rulers of Norek fear invasion by a Lugroki army. The City Council is divided by rumor and distrust: who serves the good and who secretly desires its downfall? Sharp wits and a keen blade will serve you well in Norek!

Shadow World™ is the planet Kulthea, a unique fantasy environment for use with both *Rolemaster™* and *Fantasy Hero™*. It is also adaptable to most other fantasy role playing games.



NOREK™

INTRIGUE IN A CITY-STATE OF JAIMAN

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GUIDELINES

This book is the latest addition to the *Shadow World* line, an ongoing series of guidebooks designed to detail specific sections of the planet Kulthea. Each book covers a specific area of the world, whether an island, an isolated keep, or like this one, an entire realm. This work is designed to be used in conjunction with the *Rolemaster* and *Fantasy Hero* Role Playing Systems, and all character statistics (as well as spells, combat abilities, etc.) are presented accordingly. Obviously, if a Gamemaster feels that any of the statistics and situations contained herein do not fit his or her concept of the game world as a whole, (s)he should feel free to alter them. Care must be taken to maintain the play balance established.

For more information on the campaign world, the GM should consult the *Shadow World Master Atlas*. In addition, data can be found in the rulesbooks of the *Rolemaster* system; these include previously published works *The Rolemaster Companions* (volumes 1, 2 & 3), *Character Law & Campaign Law*, and *Creatures and Treasures*. Combat abilities and rules are in ICE's *Arms Law* and *Claw Law*, and the complete magic system is in *Spell Law*.

For those GMs who wish to work the world of Kulthea into a much broader, science-fiction based framework, ICE's *Space Master* system provide coherent guidelines and is fully compatible with the *Rolemaster* rules. In the Imperial time of *Space Master*, the world of Kulthea is known as "Ceril VII", located at coordinates 35X, 20Y, 80Z. It is technically under the jurisdiction of the Inner Province of Devon (see *Imperial Crisis: House Devon In Turmoil*), but this claim is currently contested by at least one other Royal House, as well as the Imperium itself.

This work is presented in eight parts, the first being an Introduction to the *Shadow World* (which concludes with a suggestion about using *Norek* in a campaign). Geography, Flora and Fauna, and Peoples comprise Part II. In Parts III-V, the History, Culture and Politics of the city-state are examined in some detail. Places of Interest within the city walls are discussed in Part VI, while Part VII presents nine linked but independent adventures, tales of intrigue, danger and magic. The Master Tables appear in Part VIII and include long and varied Price Charts, a Magic Items Appendix, and a Master Encounter Table.

HANDLING PLAY

The Adventures presented herein are geared to characters of various classes and experience levels (suggestions are included with each Adventure). Each Adventure is divided into seven standard parts:

- 1. The Setting**, which gives a general idea of the sites included in the Adventure.
- 2. Requirements**, which lists the PC types most suitable for the Adventure, as well as any equipment or knowledge required.
- 3. Aids**, which details key items or data which the GM will be able to provide for the PCs.
- 4. The Tale**, which describes the initial plotline and events leading up to the Adventure itself.
- 5. The Task**, which presents methods of starting the Adventure, along with obstacles and encounters awaiting the Players.
- 6. The Reward**, which describes the rewards given the PCs should they succeed in the task.
- 7. Alternate Adventure**, which provides other means of running the same basic plotline.

The GM should become familiar with the land of Jaiman by reading the book before attempting to run the Adventures. Before running an Adventure, the GM should familiarize himself with the sequence of events described therein. You may wish to create some additional layouts or elaborate upon the provided material. This preparation minimizes the detail-hunting required during play and allows you to tailor the plotline to better suit your players.

DIFFICULTY MODIFIERS

Tasks in *Shadow World* modules are often described in terms of Difficulty Modifiers. Each term corresponds to a numerical modifier in *Rolemaster* or *Fantasy Hero*.

Term	RM	FH	Term	RM	FH
Routine	+30	+4	Very Hard	-20	-2
Easy	+20	+2	Extremely Hard	-30	-4
Light	+10	+1	Sheer Folly	-50	-6
Medium	±0	±0	Absurd	-70	-8
Hard	-10	-1	Insane	-100	-10

Note: *Norek* gives *Rolemaster Companion* professions for some characters, this chart provides the corresponding *ChL* professions.
A = Arms; E = Essence; C = Channeling; M = Mentalism.

RMC Prof. (Realm)	RM Prof.	RMC Prof. (Realm)	RM Prof.	RMC Prof. (Realm)	RM Prof.	RMC Prof. (Realm)	RM Prof.
Archmage (C-E-M)	Mystic	Craftsman (A)	No Prof.	Macabre (A-E-C)	Sorcerer	Sailor (A)	Rogue
Assassin (A)	Rogue	Crystal Mage (E-C)	Sorcerer	Magus (C-E)	Mystic	Scholar (A)	No Prof.
Barbarian (A)	Fighter	Dancer (A)	Warrior Monk	Montebanc (A-M)	Bard	Shaman (C)	Animist
Bashkar (A)	Fighter	Delver (A-E)	Bard	Moon Mage (A-C)	Monk	Sleuth (A-C)	Bard
Beastmaster (A-E)	Ranger	Dervish (A-C)	Monk	Necromancer (E-C)	Sorcerer	Trader (A)	Rogue
Bounty Hunter (A)	Fighter	Dream Lord (E)	Illusionist	Nightblade (A-M)	Monk	Warlock (C-M)	Astrologer
Burglar (A)	Thief	Druid (C)	Animist	Noble Warrior (A-M)	Ranger	Warrior (A)	Fighter
Cavalier (A)	Fighter	Duelist (A)	Fighter	Paladin (A-C)	Ranger	Warrior Mage (A-E)	Bard
Chaotic Lord (A-C)	Ranger	Farmer (A)	No Prof.	(The) Professional (A)	No Prof.	Witch (E-C)	Sorcerer
Conjurer (E)	Magician	Gypsy (A)	Rogue	Runemaster (E)	Alchemist		
Crafter (E or C or M)	No Prof.	High War. Monk (A)	Warrior Monk	Sage (M)	Seer		

PART I

AN INTRODUCTION TO THE SHADOW WORLD

A NOTE TO THE GAMEMASTER

Each *Shadow World* module is designed to be used with ICE's *Rolemaster*™ and *Fantasy Hero*™ Fantasy Role Playing systems. All character statistics, spells, combat abilities, etc. are provided along with guidelines for use with both systems. As always, you as GM should feel free to change certain game statistics or scenarios; however, please take care to maintain the established play balance.

KULTHEA

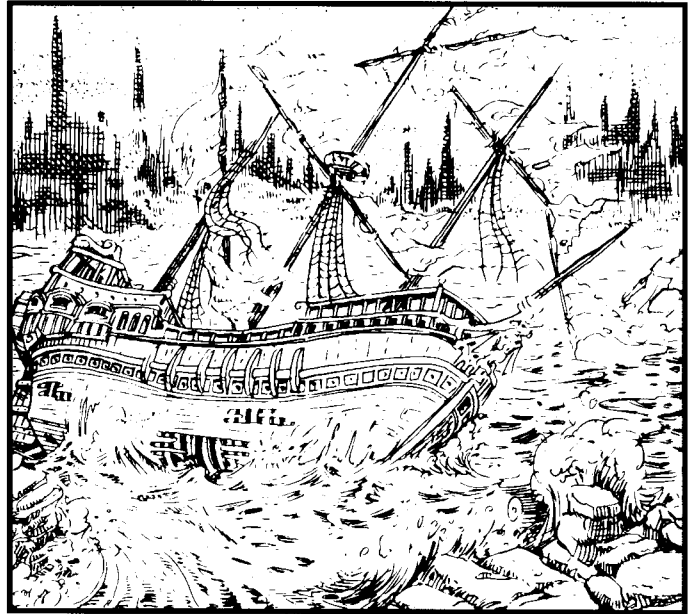
Kulthea is a large planet of extraordinary contrasts. With a circumference of 27,000 miles, this seventh of fifteen worlds holds relatively few large land masses compared to the vast seas which cover most of it. Numerous volcanic atolls and islands dot the rugged surface of the Shadow World, which is largely unexplored and seismically unstable. A dearth of heavy elements keeps technology at a primitive level; for example, no chemical explosives exist, other than through the direct and extremely rare use of Essence. The world holds in orbit five moons, but only one — Orhan — significantly affects tides and currents. Flora and fauna of every manner flourish, as do several races of intelligent beings isolated from one another by natural barriers, Essence Flows, and eras of distrust and superstition.

FLOWES OF ESSENCE AND THE LORDS OF ORHAN

The most fascinating aspect of Kulthea is the presence of Essence Flows, shifting and unseen energy fields akin to radiation. Essence originates in another universe where the laws of physics differ from those which we study and employ. Like a gateway, Kulthea rests upon the threshold of that other universe and is thus affected by the Flows passing to and from that other plane. In all other ways, the Shadow World of Kulthea is firmly anchored in the dimensions of time and space which we all recognize.

Some powerful beings have learned to tap the flows and to channel the Essence for both good and evil purposes. A precious few draw power from within; the most powerful of all deities are the Lords of Orhan, immortals (from Kulthea's largest moon) who predate the First Era. Rarely intervening in the affairs of the Shadow World, Orhanians are immune to the vagaries of Essence Flows and can transport themselves instantly between their home-moon and Kulthea. The virtually mythical Lords of Orhan are unparalleled in powers and often appear as extraordinarily beautiful humanoids, or alternately stand 15' high, a form more easily recognized as impressive.

Invisible and almost undetectable, Essence Flows shift haphazardly and can form temporary but genuine barriers (which can also be erected by skilled Essence-users of the highest degree). The ordinary player would rarely recognize an Essence Flow and would most likely be baffled and frustrated by it, without the costly guidance of a Navigator. No shield or spellcasting mastery can completely overcome or defy the Essence, which is the basis of all living things.



Even more terrifying are Essence Storms, a radical flux in energy that can drain or quadruple power points in an instant. Triggered by a solar flare or a conjunction of moons, Flow-storms are accompanied by high winds, lightning, and other unusual and destructive weather patterns. When caught in a flow-storm, the best advice is to take cover and to offer prayers to the highest deity.

A more reassuring aspect of the Essence (if you are a Navigator) is its tendency to form foci, permanent and temporary. Such a concentration of pure Essence occurs upon Nexus, home-isle of the Navigators. One of a handful of key Foci on the planet, Nexus serves as a gathering place for power and as a "springboard" for the Navigator's transport. In addition, hundreds of Greater and Lesser Foci exist, often rooted to a location or an object (an ancient tree, for example). Foci might boost power points or even distort or increase the intrinsic power of spells cast in proximity to the foci. A very few skilled users can control and even tap some Essence Flows.

GM Note: the function of Essence Foci is an important part of Shadow World. Greater Foci have an effective radius of 1 to 100', while Lesser Foci exist as waves or mutable clouds. Here are some options regarding Foci:

1. Foci may be seen as a shimmering, more severe at its center.
2. Foci may be felt as a tingling on the skin.
3. Foci may be smelled as a unique, ozone-like odor.
4. Foci may be heard as a high-pitched whine or a barely discernible thrumming.

THE LORDS OF ESSENCE AND THE THREE ERAS

(A WHIRLWIND HISTORY OF KULTHEA)

Imbued with extraordinary powers by a freak flare of Essence, the immortal Lords ruled over the lands and waters of Kulthea for thousands of years until two camps formed. A titantic struggle ensued, tearing the world apart. Races were buried by rock and flooded by mountainous tidal waves; lands sank, and islands emerged. The wicked Empress Kadaena was slain, her head severed. This upheaval ended the First Era, and with it faded the power and presence of the Lords of Orhan.

The Second Era saw the healing of the land and the reawakening of the few races of beings who survived the cataclysms. Erratic Essence Flows tortured the world for 100,000 years, if certain Loremasters are to be believed. Perhaps descendants of the Lords, Loremasters appeared to guide and to speed the healing of Kulthea in the Second Era. Able to tap Essence Flows at will, the remote and power-shy Loremasters tutored Elves and Men in their recovery over the course of several centuries, then all but disappeared into the mists of myth.

THE UNLIFE

The coming of the Unlife, a vast power which feeds upon destruction, brought to light (and to darkness!) cults and orders dedicated to evil; Great Demons were fashioned by the most powerful of the Lords who had fallen under the influence of the Unlife, led by the Empress Kadeana. Wise but twisted in spirit, the servants of the Shadow offered knowledge beyond that which the Loremasters deigned to give such "lesser beings," and the power of the Unlife grew unfettered in the Second Era.

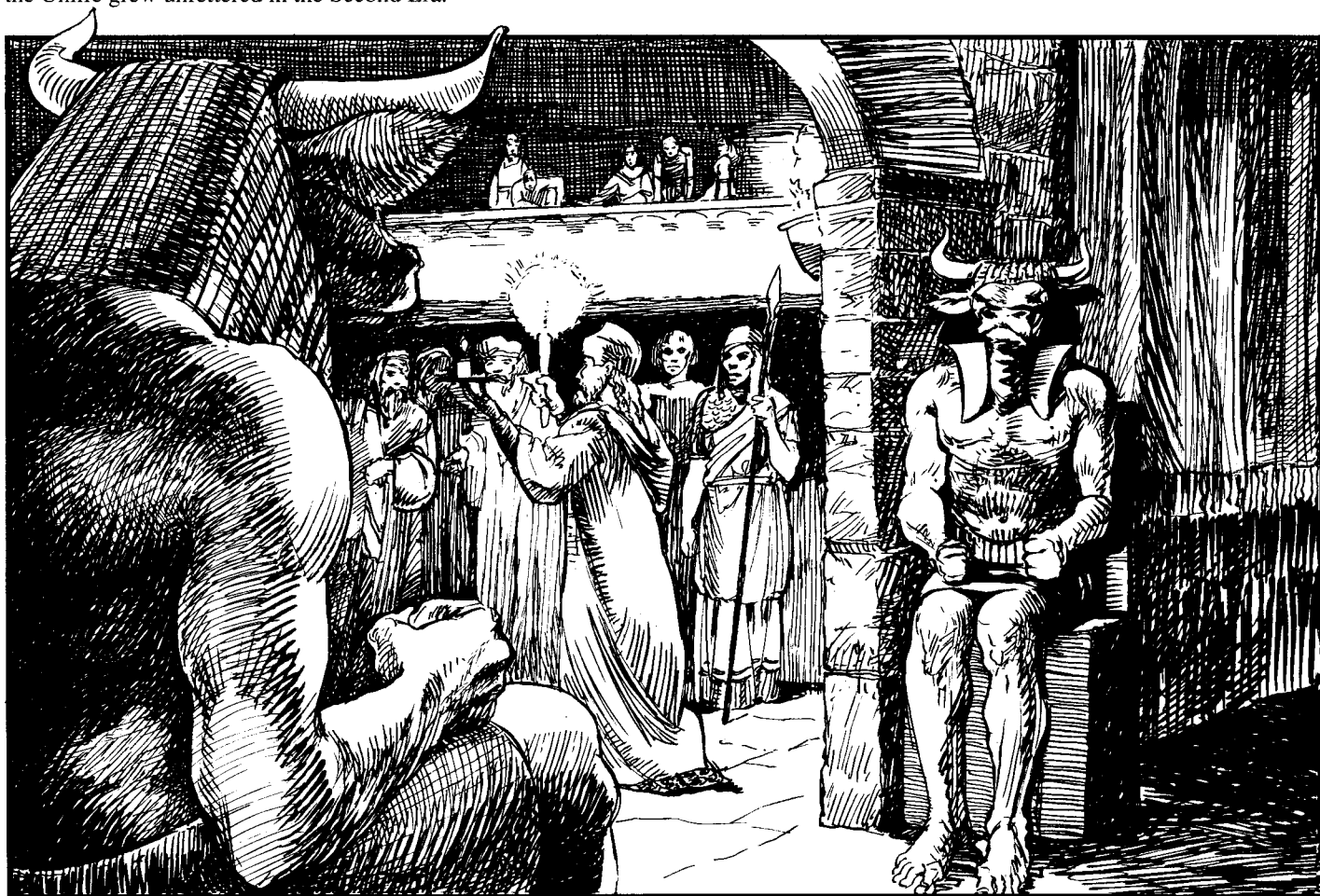
The 300-year-long Wars of Dominion concluded the Second Era. Weary Loremasters at last overcame the forces of the Unlife. At great cost in blood and power, the world was once again at rest, however uneasily, at the dawning of the Third Era.

Now

It is the year 6,050 TE (in *Space Master*, Imp 475). The mighty and righteous Lords of Orhan remain aloof from the affairs of Men and Elves; dark cults have arisen, and black religions flourish and multiply with impunity. Right-thinking Loremasters are rarely seen and offer only words of advice, never the promise of power or weaponry. This is the Third Era, the Time of the Shadow.

HOW TO USE THIS BOOK IN A SHADOW WORLD CAMPAIGN

Norek introduces the merchants, magicians, and warriors of Jaiman's mercantile and independent city-state. Designed to expand the overview of U-Lyshak presented in ICE's *Jaiman, Land of Twilight*, this book is another in a series set on the great northern continent, home of the evil and secretive Lord of Essence Lorgalis. GMs may use *Norek* to flesh out an ongoing Jaiman campaign or may bring their players to the riverine city (via the Bay of Elysea, the Alunn River or a portal) to trade and sniff about for trouble. They will not be disappointed! Lugrōki hordes threaten the western borders, the greedy Lord Boshkar lurks to the north, and within the walls, treachery and villainy abound. Set sail for adventure in this elegant Mannish city, where thieves prosper and Necromancers thrive. Wander the nineteen bridges of Norek until trouble finds you — and it will!



PART II

› LAND AND INHABITANTS ›

West of the Elven Forest and south of the broad Bay of Ulor, the city-state of Norek stands as an elegant work of art, a riverine community of merchants and tradesmen loyal to the old ways. Threatened by a Lugroki army serving a mysterious and dark lord to their west and by the grasping and martial Lord Boshkar to the north, Norek's citizens live in fear and readiness. This sprawling city of nineteen bridges is a glittering necklace in U-Lyshak's ages-old jewelry box, one of just a handful of independent states in the troubled region of southwestern Jaiman.

Elves, Dwarves and Men visit or inhabit Norek. The following section introduces them as well as some interesting animals and plants. But first, some notes about the land and waters of Norek and vicinity.

1 › CLIMATE

Lying in the margin of two distinct temperature zones, Norek has neither frigid winters nor blistering summers. Its position at the head of Elysea Bay allows a moderating breeze to filter through the city. During the winters a "Milef Si" (or Lover's Breath) blows up Elysea Bay, raising the temperature in Norek several degrees above areas further inland. In the heat of summer, the "Cilan Civa" (or Icy Hand) blows through Norek and cools its inhabitants.

Rain generated in Elysea Bay usually encounters warm air guided down the Alunn River from the interior of U-Lyshak, which serves to divert it into the Remiriath, home of the Erlini (Wood Elves). The warm air then flows north into central U-Lyshak. Occasional storms created by minor Essence flows at the mouth of Elysea Bay swell into Norek, requiring that all boats rush for safe harbor and all citizens return to their homes. The Council of Norek closes all bridges to regular traffic during heavy storms.

In early spring, an enormous storm often brews in the Bay of Ulor, to the north. The pattern of the Essence flows and the mountains that border Norek's western edge guide the "Thrus Ku" (or Bestial Storm) down the Alunn River and into the heart of Norek. Damage from the swollen river and high winds have earned the Thrus Ku a second pseudonym: Fist of Yusthin, named for the swamp the deadly storm passes through on the start of its path toward Norek. A year in which there is no Thrus Ku is a good one indeed, and a spring with more than a single Thrus Ku bodes ill for the coming year.

2 › THE LAND

U-Lyshak is one of Jaiman's most fertile areas, despite its decimation in the Wars of Dominion, which closed the Second Era of Ire. Heavy forests cover much of the land; grasslands and farms line the fertile strip along the rivers and coasts, and fill small pockets that people have cleared of woods. Originating in the small mountains bordering Lakyran, three small rivers join to form the Zepler Fosse which flows west to the Bay of Ulor. The capital city of the Vorn region, an inland state north of Norek, O'Banthe ("Where rivers meet,") sits at the junction of the tributaries that form the Zepler Fosse. Cynar, capital city of the Helyssa region (just west of Vorn) and seat of the nominative ruler of all U-Lyshak, lies at the far end of the Zepler Fosse, where it flows into the Bay of Ulor.

The Remiriath is a great wooded region stretching across the southern border of U-Lyshak. Though within the physical borders of U-Lyshak, Elves are the sole occupants and rulers of the wood. Mortals who cross its well-guarded borders without invitation usually regret the decision, and often fail to return. Invitations are difficult to come by; the Elven King Liras extended his most recent invitation over seven hundred years ago. Miran trees, once found throughout U-Lyshak and in groves about Jaiman, now flourish only in the Remiriath. The wood of the Miran tree is very valuable and particularly rare.

Alunn Road is the major east-west path through U-Lyshak. It begins at the headwaters of the Alunn River and extends to Lakyran along the southern bank of the Zepler Fosse, through O'Banthe and along Henner's Fork, where it meets the headwaters of the Arrow River and runs to shore. Lugroki from Ly-Aran walked this route six thousand years ago on their sweep of southern U-Lyshak. Legend has it that the Alunn Road was etched into the surface of U-Lyshak with such evil that the trail will not support life, nor grow a single weed along the entire four hundred mile length.

NOREK AND VICINITY

The Alunn River begins as a slow flowing river near the coast of the Bay of Ulor. There, ground seepage and mineral deposits have caused the formation of a swamp encouraged by an influx of underground water from the bay. Yusthin Swamp drains into the Alunn River, which then flows south toward Norek. Runoff from the Brank Mountains flows into it year-round, increasing its size and volume. At Norek, the river splits into several branches. These surround the small islands of central Norek and flow into the Harbor of Frebus at the head of Elysea Bay.

Yusthin Swamp is a barren, desolate place despite the lush conditions of U-Lyshak. Small amounts of salt and minerals in the water make it brackish, suitable for only the hardiest plant life. Deep, sucking mud and tall Fenlon grass make travel within the swamp nearly impossible without special preparation and equipment, and very difficult even then. Covering an area over twenty miles square, the swamp is home to an outcast branch of a distant race. Forced to survive with a tiny population in dismal surroundings, this amphibious race (Kileine) has degenerated into true barbarism.



PRINCE KIER

Rather slow and meandering at its headwaters, the Alunn River quickly gains in size and speed. Tributaries from the Brank Mountains join it frequently. The river is deep enough to allow passage of large boats, but its swift current makes travel upriver impractical. Several small bridges cross the Alunn River. Their builders generally consider them private property, however, and often ask a toll for crossing. Tiny villages dot its shores, drawn there by the water for the crops and the availability of fish.

THE CITY-STATE OF NOREK

Great walls encompass the main city situated on the seven islands in the mouth of the Alunn River (at the head of the Bay of Elysea). Between the islands and the wall are several thousand acres of agricultural land, as well as a large population of rural dwellers. Though the Council only claims control over the land and city within the wall, the lack of any other nearby cities or significant principalities allows the Norek Council influence over the people and land stretching several leagues up the Alunn River. This is rule by default rather than a true effort to expand governmental influence beyond the city walls.

Norek is a city of beauty. The flavor of many cultures and eras blends into the atmosphere and architecture of Norek because of its contact with the people of Elysea Bay over the span of centuries. Age, however, seems to rest lightly in Norek. Grime is not etched into the facade of the buildings; ruin and disrepair are nonexistent; and only on the dreariest days can one find a corner or alley of Norek that is dark or gloomy. Its cosmopolitan nature does not reveal itself in a jumble of languages and disorganized shops, but rather in a gentle and harmonious blend that comes from centuries of interaction. A tiny percentage of the citizenry are native to Norek, while the remainder are Humans from all points around Kulthea, but particularly from the Bay of Elysea. A small scattering of Elven and Dwarven people reside in Norek as well.

The nineteen bridges of Norek, some spanning waterways over four hundred feet wide, are famous throughout the continent of Jaiman. Dwarves from the nearby Brank Mountains used their great skill with stone to build portions of each bridge. The artistic mastery of magic by the members of the Arcanus and finished woodwork and carvings of the Elves are clearly represented in the eye-catching beauty of the bridges. Each bridge is more a work of art than a means of transportation, luring travelers to spend several days touring the city's bridges and waterways.

Surrounding the city of Norek is the ancient wall. In keeping with the Council's policy of "beauty in all things," the wall is inspected, repaired, cleaned and painted on a routine maintenance schedule. Over six miles in length, thirty feet tall, and fifteen feet wide at the base, the 6000 year old wall still stands in perfect condition. It is pierced by six gates, each wide enough to allow two wagons to pass side by side within. The gates can be sealed with beams and bolts (sufficient to repel almost any attack) in less than ten minutes.

3·FLORA

Plants of unusual beauty and healing powers are available in Norek; many grow in the countryside beyond the city walls and gates. Below you will find a few of the most interesting flora.

BEBBLE MOSS

A thick, spongy mass of dark green moss, the Bebble Moss is easily recognizable in the wild by its large size and distinctive shape. Though small unripened Bebbles are occasionally found, the majority are fully ripened and quite large. Once ripe, a Bebble Moss is almost uniformly square, averaging ten feet to a side. Bed makers and cushion stuffers have discovered that Bebbles are extremely resistant to compression, making them an ideal material to put anywhere one desires a little padding. A very thin layer (about one inch) often serves as a bedroll for explorers and adventurers. The weight is nearly negligible for a bedroll sized section. Unfortunately, improperly prepared Bebble Moss loses its spring after several weeks, and begins to smell like rotten vegetables after several days. Rather than risk an improper curing, it is best to simply buy a finished Bebble from an experienced Bebbler (curer of Bebbles). The price is high (up to 6gp for a bedroll) but should last a lifetime with proper care.

GORTHOPS

This herb resembles holly when found in its natural state (or still growing in the wilderness). Once prepared, it looks like shredded leaves, making it extremely hard to differentiate from other herbal preparations. Improper identification can be fatal to the unfortunate who mistakes Gorthops for another herb. It is an extremely psychoactive drug, causing a variety of effects within the mind of the user. In either its wild or prepared form, Gorthops can induce a range of symptoms, from light headedness to hallucinations, to paralysis, or even unto death. Seers and Astrologers make extensive use of Gorthops, but have technical knowledge and magical defenses which allow controlled, (relatively) safe use. Gorthops in the wild may be crushed and inhaled, chewed, brewed and drunk, or eaten. It is no longer possible to crush and inhale the fragrant leaves once prepared, but the shredding process makes Gorthops suitable for smoking, as well as the other above listed options. It must be noted that Gorthops shredders are extremely well paid because of the hazards of the task.

HUITH

Huith is a preparation of crumbled bark from three common trees, plus a pinch of Gorthops. This combination produces a deep trance within ten minutes after being chewed. The trance produces a combination of Dream I and Intuitions True (Seer Base, Future Visions). This allows the person affected to meditate on a single subject while drifting into trance. That subject will form a dream kernel about which an intuitive dream will revolve. The trance will last from six to eight hours. Note that it is possible to have visions so frightening or dangerous that the person dies before awakening, though this seldom happens. Trying to awaken an entranced individual is *Sheer Folly*, and is 75% likely to inflict mental trauma sufficient to cause amnesia, or other mental disease. Huith is highly addictive. Large cities often have Huith shops wherein a Huith Master administers a tiny dose and then uses hypnotic suggestion to form the dream kernel. This is

much safer than self-induced dreams and reportedly less addictive; needless to say, it is also painfully expensive (up to 50 gp per "treatment"). [Precognition: (All sense groups) (Must choose subject prior to power activation; 10 minutes to activate. Duration 6-8 hours; requires EGO roll. Side effect: 1 1/2d6 Body Drain, 1 1/2d6 Int Drain. With each use, User must make an EGO roll; upon failure, the character receives psychological limitation and addiction to Huith (common) (Total) for 0 points.]

GM Note: *These dreams are so realistic that it is possible to gain experience points if a successful Very Hard General Perception roll is successfully made, at the GM's discretion.*

4 FAUNA

Beasts in the Norek region of U-Lyshak abound in variety and usefulness. Within the walls of the city, of course, animals are either tamed, caged, or escaped.

BESN

Though the Besn are usually docile beasts, they become fierce when frightened. Each is the size of a small hut, with powerful legs, making a Besn in motion an irresistible force capable of snapping trees like straw. They use the great tusks that jut from their maws primarily for uprooting and collecting various plant materials, but when provoked, a Besn can spear several men on a single charge. Besn appear to be slow-witted and without a shred of intelligence, and for the most part, are both. They are notorious for their ability to find their way into the city and panic. A Besn skeleton beside a tree is clear evidence that the beast charged a tree and died after imbedding its tusks too deeply in the trunk to pull free. Besn furs are thick and matted, and smell so foul that even furriers cannot remove enough of the stench to sell the hide. The only thing that has saved this species from extinction is the ability to emit a low moan that acts as a Shout of Calm (Closed Channeling, Calm Spirits) [10D6 Mind Control (Area Effect - Radius) ceases hostile feelings].



BESN

The meat of Besn is valuable because of its great density and nutritional value. The haunch of a single Besn can feed a small village for three days. A man need only eat a medium sized steak every few days for nutrition, though his stomach will feel empty by the end of the first day. Besn meat brings very high prices in specialty meat shops in Norek.

MILLER RATS

Miller Rats are relentless scavengers and are incredibly difficult to kill. They seem able to survive any number of fatal blows. Once killed, the 30 pound rodents leave behind a terrible stench that cannot be removed for three or four months, but death due to starvation is scentless. Needless to say, it is much better just to trap them and leave them somewhere to starve than to kill them in your home or dungeon.

BLOODCRUST

The official consensus of those knowledgeable on the subject of Bloodcrusts seems to amount to a flat denial that any such thing exists, yet such claims have not prevented many adventurers from meeting an untimely end in the thrall of a Bloodcrust. A Bloodcrust is a fungus that becomes Essence-sensitive when it comes into contact with the blood of a highly magical being, such as spellcasters, magical races, magical beasts, etc. The Bloodcrust remains in the same spot for hours or centuries depending on the power of the creature that lost its blood, the power of the emotions that remain in the blood as a residue, and the strength of Essence in the surrounding area. Once "awakened" by the touch of enchanted blood, the Bloodcrust resembles a patch of dried blood, fermenting and contorting with evil life, waiting for an opportunity to rejoin a body. When a target comes into range the Bloodcrust will lash out with ten foot tentacles, simultaneously employing a stunning mental attack and surging across walls and floor to coat its victim in a thin red film. The victim will begin to bleed through his pores at a rate of 5 hits per round until he is drained and dead. The fungus will then inhabit the body and try to make use of the shell, but after several seconds and some jumbled words the corpse will fall to the floor as a bleached white, dehydrated husk. Anyone approaching the corpse will be subject to the same attack, and all the blood drained from the victim will become an even larger sheet of Bloodcrust. Thus it is possible for a single drop of highly enchanted blood to turn into a Bloodcrust and kill a beetle, then a rodent, then a rabbit, then a dog, then a man, etc. As each animal dies, the Bloodcrust expands in size. Any attacks against a Bloodcrust while it is on a victim will do only 10% damage, with the remainder effecting the victim. The only sure way to kill a Bloodcrust is with fire, which inflicts triple damage. Treat the mental attack of the Bloodcrust as a *Paralyze 1* (Mentalist Base, Mind Attack) that may be used up to five times per day. Also note that the Bloodcrust gets between the skin of the victim and any armor he is wearing, making attacks against it difficult and ineffective. [Multiple Limbs (10); STR varies; +10 STR to Grab. Stretching, 2"; EGO Blast, 8d6; 4d6, 4 DEF Entangle w/linked 1d6 Body Drain. 3/4 Damage reduction/Physical Attacks, Resistant.]

BEASTS OF NOREK'S MYTHS

The following creatures may or may not exist, depending on the fortune of the adventuring party and their willingness to take risks.

SERVANT OF SKOGER

Captured Lugroki tell of a great beast of retribution, sent by their demigod of stealth to torment those Men who violate sacred Lugroki grounds. Skoger sends his Servant to track any Man foolish enough to incur his wrath. The Servant of Skoger is half-Giant Cat and half-Demon. A Servant can unfailingly track the offending person or people, no matter what distance or time has passed since they violated holy ground. Servants can shapeshift between the form of a grey Jungle Cat and a large man with cat eyes, claws and fangs. Once a Servant has found its victim, it waits in hiding, then lashes out with blinding speed, usually in its Jungle Cat form.



THE ELVEN KING LIRAS

5 PEOPLES

Elves, Dwarves, Men and others make their homes in or near the city-state of Norek. Such variety offers challenges to wanderers, who must deal with several cultures within and without the walls of the city-state of Norek.

ERLINI (FOREST ELVES)

Great lovers of the forest and all things natural, the Erlini nearby Norek honor the woods and the "natural balance" above all else and cling to rustic ways. The Erlini led by King Liras in the nearby Elven Forest shun Mannish woodland villages in favor of deep forests, content to hunt and gather in nature and avoid man's eyes and ways.

DWARVES

Short and stocky, Dwarves are more comfortable deep in their subterranean dwellings than above the ground. They are more likely than Elves to relate and trade with mannish cultures simply because they are less arrogant and aloof, though interaction is rare and short-lived as a rule. Superb crafters of stone, Dwarves live in the mountains of Jaiman, though a few small clans live in Norek proper but are rarely seen.

NORE

Only about thirty percent of the over 5000 inhabitants of Norek are able to claim that their family has resided in the city for three generations. Those men who can make that claim have probably had family in Norek for ten or more generations. The original Norek families (Nore) seem to regulate their population in such a way as to never exceed fifty percent of the population, but how or why they do so is unknown. It is unheard of for a Nore to step forward and confess his lineage within the city. It should be noted here that the Nore comprise the majority of the Norek military and are made of stern stuff.

JAMERI

The most common people of Jaiman (though found primarily in southern and western regions), the Jameri are stocky individuals of generally below average height. Jameri tend to be rugged and prefer simplistic lifestyles, but there are enough exceptions to this rule to make it a nearly useless and highly questionable generalization. They are usually fair-skinned, with hazel eyes and auburn hair, though Jameri with other hair and eye colors make up a significant minority of the population.

ELYSIANS

Though made up of many different racial strains and harboring dozens of varying cultural patterns, the people surrounding Elysea Bay are commonly lumped into a single group called Elysians. Most Elysians live next to the bay and rely on the water for trade and fish, but some live miles from the shore, visiting the bay only occasionally. There has been some intermingling of ancestry with the Erlini of the Remiriath, for a distinct Elven look marks the people of the bay. The immortal blood is spread very thin in the Elysians, however, with almost everyone able to claim a sixteenth Elven descent but no more. An occasional pairing of Elysians will produce a child with uncommonly rich Elven blood, who get to choose between mortality and immortality. Elysians live long and exceptionally healthy lives.

KILEINE

This strange and small race of quasi-amphibious folk live in the Yusthin Swamp north of Norek, and perhaps elsewhere on Kulthea. Barbarians, they attack without provocation and have never welcomed intruders. Using traps and small blades, they will drive off or kill unwary adventurers drawn to the swamp by rumors of treasure or a magical beast. The Kiliene are 4' to 5' tall, have greenish skin and can remain submerged for up to 10 minutes. They live off the swamp and reside in lean-tos.

PART III

› HISTORY ›

“Sisters and Brothers, we have before us a dilemma. The Scribes of Nomikos have encountered discrepancies in records of the time immediately preceding the Great War. Specifically, the fall of U-Lyshak in Jaiman has captured their attention as a pivotal event, and they have asked our aid in clarifying incorrect data,” spoke Tethan.

“Brother Tethan,” replied Juori, “we are not responsible for the accuracy of the information in Nomikos. I am not inclined to clarify events of that era and present it as the ‘Word of the Loremasters.’”

“Nevertheless, it is my belief that entering a more factual tome into the Nomikos collection might well serve our purposes,” argued Tethan. “Thus, I require your accurate recollections of that time to supplement the information I have already gathered...”

Recorded into the Scepter of the Loremasters during a secret meeting of the Council Tower of Winds, Karilon, day 13, Orhan 2, 3266 TE

1 › U-LYSHAK'S PAST

After Lorgalis brought about the fall of Xa-ar and controlled the Bay of Ulor, he set out to overthrow the governments of U-Lyshak, a glittering jewel on the continent of Jaiman. The Loremasters, fearing his eventual success, supported Tethior the Smith, who in turn forged the Six Crowns to guard Jaiman against further invasion. These Crowns warped the Essence to create barriers against which even the power of the Unlife (secretly guided by Lorgalis) could not prevail. Thus, it was necessary to turn to deception and ruse to separate the Kings of each nation from their respective Crowns.

The seemingly kindly and paternal Priests Arnak were formed during this age and crossed the land, sharing wisdom and gathering devoted followers by the scores, for they healed the sick and taught the ignorant, who were great in number.

Disguised as The Magician, Lorgalis began to visit many of the fiefdoms of U-Lyshak. A magic ring which shielded his thoughts from the power of the Crowns enabled him to function with relative impunity, despite the ability of the Crowns to detect treachery. Over the years, kings weakened to his machinations and fell to his twisted reasoning. One by one the kings removed the Crowns from their brows (or their heirs refused to accept the Crowns), leaving their lands unprotected against the Unlife. Petty squabbles and lust for power broke the kingdoms into warring factions; no longer a unified front against the Unlife and content to obliterate themselves with senseless wars, the Six Realms were ripe for conquest.

Lorgalis began his assault on U-Lyshak around 6000 SE. Within two hundred years U-Lyshak split into two kingdoms; the north ruled by the Priest Arnak (of High Imla Arna or “The Evil High Priests”) of Yarthraak, and the southern half ruled by an indirect heir of the king. A conflict of interest between Lorgalis and the Priest Aeryk grew into a power struggle over the final disposition of U-Lyshak. Lorgalis eventually proved his superior might by bringing forth all manner of Unlife agents to ravage both kingdoms. Reunited under his rule, and with Aeryk again respectful of Lorgalis’ might, U-Lyshak fell and most resistance ended by 6215 SE. Lorgalis once again set his sights toward the next land to fall victim.

Then, around 6450 SE, the Wars of Dominion erupted. Lorgalis was driven back and assumed to be dead. The Loremasters believed the Priests Arnak eradicated, but they had simply gone “underground” and were hiding within the cultures they had infiltrated.

After 6850 SE, the recovery of U-Lyshak was slow and difficult. She saw a majority of the Wars in Jaiman fought within her borders, leaving the countryside desolate and the populace reduced to scattered and almost barbaric tribes. Remiriath survived, as did its Elves, but the borders of the Elven Forest were ravaged. The naturally fertile growing conditions of U-Lyshak took centuries to overcome the destruction wrought upon the land. By the end of the Second Millennium (2000 TE), the great forests that once covered U-Lyshak regained most of their former glory, and governments and cities formed where groups of humanity collected. Over the next 4000 years U-Lyshak surpassed its greatest achievements prior to the Wars of Dominion; kings and territories rose and fell, but the future looked bright and limitless.

Recently, small evils have been accumulating, insufficient to draw much attention singularly, but significant when examined together. A hunting “accident” took the life of the Prince of Cynar. The Priests Arnak of Yarthraak claimed the regency of Cynar and began a secret search for the missing heir to the throne. Acting in supreme secrecy, Lorgalis is weaving a web of treachery far finer than the one that snared the kingdoms before the Wars. U-Lyshak is again the keystone between Lorgalis and all Jaiman, and few are wise enough to see or feel the slow approach of the Unlife shadow....

2 › HISTORY OF NOREK AND VICINITY

Prior to the end of the First Era and the coming of the Long Night — 100,000 years of anarchy — the god-Lord Oyan magically forged seven Orbs of Rebirth. These he hid in various locations about the western hemisphere of Kulthea. In the violent upheavals that accompanied the Final Conflict that ended the First Era of Ire, several Orbs were submerged beneath the waters or sealed in flows of molten rock. One in particular is significant in the history of Jaiman and Norek; an Orb was hidden in the waters south of the continent now called Jaiman and rose to the surface as the lands shifted. No one knows the powers or purpose of this Orb, and few realize that it exists, yet the Orb has shaped the history of Norek nonetheless. (For more details, see Section V, Politics and Power, The Orb of Rebirth.)



A SCENE IN NOREK

THE SECOND ERA

Two thousand years after the Long Night, the Unlife appeared in Kulthea for the first time. Simultaneously, the Orb of Rebirth in southern U-Lyshak flashed to life and remained active for little more than a Kulthean day, bathing all within twenty miles in ancient magic. A tribe called the Nore living close to the Orb received most of the magic radiation. Nearly half of the tribe died from a "plague" that same year, but the remaining people survived with no knowledge of the event and no ill effects. The radiation did cause changes, however. The magic had changed their bodies and minds, leaving them to develop into a superior strain of Jameri. The head shaman of the Nore hears occasional communication from their god, but none associates it with the Orb.

The tribe continued with their simple hunting and fishing lifestyle, remaining isolated from other groups of humans. Their altered metabolism lengthened their lifespans to several hundred years, but dropped their birthrate to near critical levels. Growth in the population of the Nore was (and still is) very slow, with the limited avenues for procreation further exacerbating the problem. It is all but impossible for them to interbreed with members of their original race, or with members of any other race; their bloodlines are invariably traceable to the original tribe.

Despite the slow growth of the Nore, the tribe soon became large enough to seek other activities besides hunting and fishing alone. They opened their doors to trade and allowed strangers to join them on the ground of their traditional home. The city of Norek blossomed on the islands in the mouth of the Alunn River. Unfortunately, the Nore went to no effort to hide their superiority from those they encountered, and often flaunted their enhanced abilities and lifespans. Bitter resentment eventually developed, brought on by rumors that the Nore had a powerful artifact that gave them fortune and power. Finally the people of Norek rebelled against the rule of the Nore, who responded by virtually eliminating all non-Nore in the city. Afterwards, they built a great wall and lived without contact from the outside world for centuries.

Again the population became too large to support solely by farming and hunting. The gates to Norek opened to a new generation of local peoples, but experience taught the Nore to maintain a low profile. Trade relations slowly developed with the people of Elysea Bay, the Elves of the Remirith, and the Dwarves from the western mountains. Norek prospered and expanded, eventually trading as far away as Lethys. The Nore allowed others to assume positions of power, yet always maintained control of the city indirectly.

Minor confrontations with the Unlife were commonplace. A High Shaman of the Nore predicted eventual war with the Unlife. Guided by his god, he directed that the city move the defensive wall to its current position to best protect the city. He advised the king of Norek to form a military unit in preparation for the coming conflict, but was ignored and shunned. Over ninety percent of the Nore population slipped into hidden caverns within the islands on the night following the disappearance of their shaman, leaving behind only enough people to continue guiding the government. The Nore developed new tactics of battle, and dormant abilities came to the surface during the following centuries. The Nore lived in darkness, eating what their few contacts above ground provided, and training themselves in an unrelenting regimen. Thus developed the bizarre freelance military unit known as the Norinth.

As abruptly and silently as they had evaporated into the night, the Nore returned to the surface world. The city awoke at dawn to find itself occupied by a military force several hundred strong. Their presence within the city despite the sentries lining the city wall gave them an air of supernatural power. The Norinth humbly offered their service to the king, who accepted more from fear than gratitude. Within three years, the Norinth brought King Juror before the city as a criminal and an agent of the Unlife. The Nore who had guided the monarchy prior to its fall to the Unlife stepped into power as a Council; there was little opposition due to the support of the Norinth and the monarch's crimes. The Council and the Norinth remained exclusively populated by the Nore for the next three centuries, though they attempted to disguise the fact.

During the three hundred years of Nore rule, the Wars of Dominion which closed the troubled Second Era raged. Had the Orb of Rebirth not protected the city from assault, Norek would likely have been among the first cities to fall as the Unlife poured from Ly-Aran. Instead, the city was held inviolate, and the Norinth operated with relative impunity against the forces of the Unlife. Had the Norinth not inflicted the vast toll upon the Unlife as it passed into U-Lyshak, there is little doubt that much of southwestern Jaiman would have fallen before the forces of good could rally a defense.

By the end of the Wars of Dominion there were only 120 Nore left living. Most of the population of Norek had left the security of the city walls, only to die defending Jaiman. Trade abated for three centuries while the Nore recovered and the surrounding area rose from the ashes of the War. By the time the Nore felt comfortable opening their gates again, local peoples were emerging from quasi-barbarism, eager to trade and seek guidance from those within the city. The Nore helped the people of Elysea Bay recover large portions of their lost culture and heritage through records kept within the city. Norek helped fan the flames of civilization beginning in southern U-Lyshak during the start of the Third Era.

THE THIRD ERA

The Third Era has been largely uneventful for the merchants and tradesmen of Norek and the Nore. Positions on the Council became available to anyone, and the Norinth occasionally allowed entry of non-Nore warriors to lessen the fears and suspicions of the populace. A great shaman began to feel a shift in the presence of the Unlife and now predicts another major confrontation in the near future. The Norinth are training harder than ever before.

Of course, unbeknownst to almost everyone, the minions of the Unlife are active. The black-robed Magician has been seen, showering wisdom and awe on the lesser folk of the region. A small army of bloodthirsty Lugroki are poised on the western borders of the region, awaiting the order to invade. To the northeast, Lord Boshkar and his forces bide their time, also awaiting word from some secret overlord. No, all in Norek is neither so quiet nor so peaceful as the merchants would have you believe.

3-TIMELINE

GM Note: This brief timeline focuses upon events in U-Lyshak and Norek.

FIRST ERA

c. 30,200 The Orbs of Rebirth are crafted by Oyan (cousin to Utha)

SECOND ERA

- c. 1300 The Temple of Cay is formed near Elysea Bay.
- c. 2000 The Unlife appears in Kulthea; Orb of Rebirth at head of Elysea Bay activates, emitting an energy which mutates a local hunter/fisher tribe.
- c. 3000 Rularon mines are opened in Brank Mountains.
- c. 3600 Original tribe reaches population of 200. City of Norek is founded by tribe.
- c. 3700 Caverns are found and expanded in Norek islands.
- c. 3760 Laen complex is sealed because of radiation.
- c. 3850 Tethior and Andraax visit Norek. They study Orb.
- c. 3950 Norek is fortified. Tribe shuns visitors.
- c. 4000 Rularon mines are abandoned.
- c. 4200 Norek population grows too high to support without commerce/aid. King adopts lenient policy regarding trade and visitors.
- c. 4600 Defensive maze opened below castle, supplies stored.

- c. 5000 Norek population reaches 1000, 50% true Nore. Walls are dismantled and moved to current position. The Nore unanimously vote to submerge themselves.
- c. 5400 The Norinth formed as a non-affiliated military unit; King Juror of Norek is swayed to Unlife. Council is formed to prevent reoccurrence of treachery.
- c. 6200 Norek begins fighting against Unlife coming from Ly-Aran.
- c. 6201 Cynor is sacked by forces of the Unlife. The Sea-Drake Crown disappears.
- c. 6600(SE) to 75(TE) Norek seals its gates and remains self-sufficient for 300 difficult years.
- c. 6800 Half-Elven Paladin Innlotu Pahal dies in a final clash with the Unlife and is laid to rest in Temple of Cay which was overrun thereafter.

THIRD ERA

- 1050 King Liras Alinar of the Remiriath begins trade with Norek.
- 1500 King Liras begins practice of appointing Diplomacy Councilor in Norek.
- 5400 Thieves Guild in Norek is nearly annihilated in major assault.
- 5640 Commerce Councilor Bilts steals most of Norek treasury
- 6046 Prince Halek of Helyssa is slain and his heir, Prince Kier, disappears. Political turmoil erupts. Some say the Prince quests after the sea Drake Crown.
- 6050 The Present. Spring.



A TRAVELLING MERCHANT

PART IV

▶ AN OVERVIEW OF THE REGION ▶

U-Lyshak seems to be a relic from the past. Cartographers continue to consider its boundaries as those lands controlled by the Sea Drake Crown; neighboring countries and kingdoms consider U-Lyshak to be a largely unified region under careful rule. The facts do not support these beliefs, however. U-Lyshak has lost its king, leaving the Priests of Yarthraak to rule in the absence of an heir. Leaders of several large fiefdoms contest the rule of the Priests, believing that they should rule instead. (Lord Boshkar of Vorn is particularly insistent that he is the sole ruler of the area.) The larger regions are strife-filled; smaller duchies and city-states frequently vie for independent rule or greater power. Borders are blurred by the lack of unified rule, and power struggles emerge from all quarters.

The secretive and legendary Lorgalis, Essence Lord of Ulor, is primed to take advantage of the turmoil of U-Lyshak. As before, U-Lyshak is the keystone to all Jaiman; once it falls under his sway, the remainder of the continent will have its underbelly bare before his sword. The Half-Dyari Lord moves with the slow, wary patience of a stalking beast, but when he strikes there will be no warning and little time to organize the warring factions of U-Lyshak. When he so chooses, Lorgalis may release the Lugrōki army poised fifty miles west of Norek's gates. Protected by four Heralds of the Night astride black unicorns, Lorgalis would sacrifice all the Lugroki on the continent of Jaiman to satisfy his desire to rule it; yet he has time and magic on his side and never hurries.



THE KNIGHT'S DREAM INN

Opposing the Unlife and Lorgalis are the Elves of the Forest, the good men and women of Norek and Prince Kier Ianis of Helyssa, who is at this moment in search of the Sea Drake's Crown. (ICE's *Jaiman* details this quest in the Adventures.) Possessing the magical and knowing Crown, Kier might be able to counter each of Loraglis' moves and protect his homeland as well as Norek. However, such talk is conjecture. At this time, the Prince is missing, and the Priest of Yarth rules in his stead.

GM Note: Because of the "neutrality" of Norek and the influence of the Orb of Rebirth, there is no absolute need to tie Norek to the happenings and conflicts shaking and remaking U-Lyshak and all of Jaiman. If the GM desires, Norek may stand alone as a fantastic site for adventuring, with few links to the rest of the world (except regarding trade relations).

WHY ADVENTURE IN NOREK?

Norek and its environs provide the perfect locale for adventurers. The bustling trade that lends the city a cosmopolitan air and its position at the hub of local cultures make it a prime site in which to hear of jobs and adventures throughout the region and further, into other realms on the Twilight Continent.

There are several possible reasons to visit Norek, even if the PCs do not intend to establish a permanent base of operations within the walled city-state. The proximity of the Elven Forest to the east makes Norek an ideal site for those wishing to enter the Remiriath, or for those simply wanting to acquire some of the rare goods the Erlini trade with the merchants of Norek. Norek officials will not condone uninvited trips into the Remiriath, but they don't always find out in time to prevent them. The rare and valuable Miran wood lures people to take the risk all too often.

The same theme arises when adventurers turn their sights west instead of east. The Brank Mountains abound with Dwarven riches and warrens, begging for the daring to explore. As many a hardy soul has discovered, the mountains also hide the Dwarves and the Lugoiki, but looting has never been an occupation for the faint-hearted. Precious metals and gems prove the trip to be worth the effort if one survives the ordeal in the heart of enemy territory.

The ruins of the Temple of Cay have stood empty and unexplored for eons, forgotten in the rush of time and the desolation of the Wars of Dominion. Written records tell little of its location and history. All that must happen is for the records to surface in the hands of a priest or lord, and the search will be on for the ancient temple.

Also located in Norek are the Norinth. Adventurers from across Jaiman and from other continents have travelled to Norek to join one of the best military units in Jaiman. The Norinth are a tightly-knit, exclusive group, but it is not unheard of for outsiders to finally become probationary members.

Unearthing a single powerful servant of the Unlife is a life-long career for many adventurers and often brings an early (and painful) death to the majority of seekers. Hiding is relatively easy in Norek. The powerful aura of the Orb of Rebirth helps to cloak those wishing to remain undiscovered. The ease with which one may disappear in Norek is not common knowledge, but some wander into and discover the safety of the city, later noting that their pursuers are thrown off the track. People seeking refuge and a safe haven are often pleasantly surprised by the lively and vibrant city-state of Norek.

PART V

› POLITICS AND POWER ‹

No one sees behind the dark strings pulled by Lorgalis. The real threats posed by Lord Boshkar of Vorn and the Lugrōki massing west of the Brank Mountains seem to be unrelated events, but are they? Counterbalancing the power of the tainted Essence Lord are the Orb, the Council of Norek, and the Elven King Liras. The men of Light, those who oppose Lorgalis, must hurry to meet and discourage any attack upon them and their city. For the secret siege of Norek has begun, and no one has yet to notice.

1. THE ORB OF REBIRTH

The major reason for the prosperity of the golden city of Norek lies not in its government, nor in its trade, nor within the heads and breasts of its people, but in an unobtrusive monument near the center of the city. The monument holds one of the seven Orbs of Rebirth placed on the surface of Kulthea by Oyan, Cousin to Utha, during the final years of the First Era, before the coming of the Long Night. Oyan bound the Orbs to the very fabric of Kulthea, then went to die by his cousin's side, trusting that the enchantments within the Orbs would remain forever alive and active.

To protect the Orbs, Oyan wove a great spell that enables each Orb to evoke feelings of inconsequence and disinterest. This power extends for almost two miles in every direction from the Orbs, beginning as a mild feeling at the extent of the power and progressively causing greater and greater apathy as one nears the Orb. This feeling is general and non-directed at its maximum radius, becoming more of a focused boredom as one directly scrutinizes the Orb. These feelings are no more uncomfortable or offensive than one might experience while watching a rock for days to discover whether it is growing. It is impossible to tell that these feelings are coming from the Orb. The Orb also has an Essence and energy grounding ability that makes it seem to only possess nominal magic power. Spells similar to *NonDetection* and *UnPresence* (Mystic Base, Hiding) round out its passive defenses, though the imbedded spells are much more powerful than their current counterparts.

The feeling of indifference is such that wanderers are likely to turn away, while people with a specific purpose will continue into the city. In a similar vein, armies are likely to avoid the region when traveling through because it seems to hold nothing of interest. Thus, Norek remained standing even when the land about her crumbled with thousands of Lugrōki bent on destruction, for the crude warriors "sensed" that there was nothing worth destroying behind the city walls. The only being who has ever managed to study the Orb is Tethior the Smith; the Six Crowns he created seem to function in defense of their realm in a way inspired by the defenses of the Orb. The Lords of Orhan and certain gifted Loremasters are the only beings with intimate knowledge of the Orbs of Rebirth, as all lesser beings fail to take note of the Orbs, proof that they work. Now, however, Lorgalis has gained in strength and may be prepared to overcome or destroy the Orb and its prescient companions. Only time and his evil nature will tell.



THE ORB OF REBIRTH

GM Note: One way to play this power is to insist that those characters who harbor destructive or evil desires regarding Norek and its inhabitants must make an automatic Resistance Roll versus a 10th level Essence Attack [EGO roll at -2]. If they fail, they lay aside their martial thoughts (as well as their arms) or leave the confines of the walled city in something of a stupor. Merchants seem to have almost no trouble making it into the city, perhaps because of the lure of gold and their "peaceful" natures.

2 THE COUNCIL OF NOREK

The ruling political body of the walled city of Norek and the surrounding region is the Council of Norek. The five member body makes the final decision in all governmental matters of import, though they usually leave smaller decisions to lesser officials within the city hierarchy. The Council functions as if they are the watchful parents of each individual member of the city, and the guardians of the state as a whole. Thus, they tend toward leniency and fairness. They are aware of the turmoil in U-Lyshak and wish to avoid the power struggle (between the forces of the Unlife and the servants of the Good) at almost any cost, though the luxury of neutrality may not be an option for long. The five members of the Council feel that it is their duty to remain aloof from the petty squabbles of kings and lords so that they cannot be led down a path of destruction by trickery, ill fortune, or seduction.

For centuries the city has stood at the gates of Lorgalis' realm, creating a strange psychology (Shath a'Rheem) in Norek's people. Citizens of Norek consider themselves the guardians of U-Lyshak, and of Jaiman, ready to confront the Unlife hordes should they again emerge into the upper world. Shath a'Rheem refers to the feeling that death looms near, and that when it comes, it is one's personal responsibility to greet it with a smile and delay its march long enough for loved ones to flee. The whisper of a smile, a calm bearing, and a joy for life all mark the Nore, but their attitudes and beliefs have been adopted by many visitors to the city as well. Shath a'Rheem translates roughly to "Throw dice with Death to pass a lazy afternoon." The common greeting in Norek is "A'Rhim," meaning "May death tarry," but visitors frequently misunderstand it as a wish that death avoid coming rather than a wish that death take you very slowly.

COUNCIL MEMBERS

GM Note: For statistics on all Council members, see Part VIII.

HUMAR WINNOY, MILITARY COUNCILOR (RANGER)

The military councilor serves for a period of five years, at which time a contest is held to appoint the new councilor. The contest tests the military prowess, strategy, and leadership abilities, with contestants receiving points based on their performance. The person with the highest total points is the new Military Councilor. The previous Military Councilor can elect to participate in the contest; he is given a number of points previous to the start of the tests based on the results of a poll of the people of Norek and military members. Thus, a well-liked Councilor who provides positive results may have a considerable point lead over his challengers, while unsolved crimes will result in negative points that make it almost impossible to regain the office.

Humar Winnoy is an exemplary leader, liked by most and respected by all. He has served as the Military Councilor for the last nineteen years, but fears the loss of his position in the contest to be held one year from now. Though he is fifty seven years old, most people take him to be in his early forties, that is, unless he hits them, in which case they decide that he is a thirty year old in an old man's body. To maintain his physique and stamina Humar runs around the entire outer wall of the city every morning at dawn. He greets everyone he passes, making note of people he does not recognize, and all the while casually inspects his men, the wall, and gates as he flies by in the early dawn light. Following his tour of the city, he goes to the training field and drills with his men for two hours. He generally shows up at the Hall of Law by noon, though he does not always work from his office. It is the job of the Military Councilor to take groups of men into the wilds beyond the city and to train them as soldiers. It is his practice to personally supervise or teach certain vital classes within the training regimen each soldier completes. He is an active member of the Norinth, and a Nore.

Humar passed a monk one morning on his run, and nodded in greeting. The next morning the monk met him in the same place and completed the remainder of the run with him. No words passed between the two for the following two weeks, just a smile of greeting. Finally the monk introduced himself as Anton of the Order of Order, a wandering man of little use. The men became fast friends, with Anton giving advice and council beyond his years on every visit he made to the city of Norek. Much of the information and hints provided by Anton has been invaluable to Humar's work. Anton



THE COUNCIL OF NOREK

originally came to Norek by accident, and intended to leave immediately, due to the obvious unimportance of the area. His friendship with Humar resulted in his willingness to return occasionally and share his knowledge. And he has much to share, for Anton is really a Loremaster. He has reported his advisory activities to the Council of Loremasters and they have agreed that he may proceed with caution at his own discretion.

Humar is a good friend to Mazba Olinher and has been seen on picnics with Dunna Revin, though she is thirty years younger than he. He is aware that while she despises him, she is trying to seduce him, but has decided that he can learn more about her by simply playing along. Fights over the amount of spending necessary to maintain the military have caused some enmity between Humar and Guthrin, but they remain civil toward one another.

GUTHRIN, COMMERCE COUNCILOR (MERCHANT)

Elected on a yearly basis by the members of the Trade Guild, the Commerce Councilor is responsible for the city treasury, and the collection and application of taxes. All businesses in the city of Norek are subject to rules and regulations set down by the Council. Guthrin strictly enforces the rules, but most of the merchants regard Guthrin as a friend and advisor so take little offense at the requirements placed on them. The Commerce Councilor is not able to make unsupervised use of city funds, however, owing to the treachery of Nimo Bilts, the Commerce Councilor who almost emptied the treasury years ago. Now, a series of steps must be taken to use city funds in excess of two hundred gold pieces, which hampers speedy execution of transactions but limits fraud.

Known in private sessions of the Council as "The Harpy," Guthrin has a reputation for being narrow-minded about improvements to the city, and penurious in his attitude toward spending. His close eye on the purse strings of the city have resulted in a large treasury, without the loss of any business or trade. Guthrin has encouraged the city to enter the business community as an active member, rather than surviving on the taxes and revenue that

was the root of its previous subsistence. He suggested that the city make use of its large capital to invest in long term expeditions and programs that smaller businesses would be unable to pursue. Adventurer and researchers (or anyone with a great scheme) are able to submit proposals to the Council for consideration. Those proposals that appear to be valid moneymakers receive funds for a maximum of five years. It is too soon in his new program to determine if it will be successful. Guthrin will pay for ideas or information as readily as he will for services, so consequently has developed a small group of regular informants that keep him better informed than any other person in the city. Guthrin has occasionally engaged in illegal activities, such as taking bribes, trading on the black market, skimming money from city funds, etc. He is extremely careful, but has had to act quickly on occasion to avoid scandal.

It didn't require a legion of informers to figure out that Nusmoy was a lady who had little regard for money. Guthrin has fought with her in nearly every Council meeting over expenditures such as building new shrines, grants to the library, laying tile on the exterior of the city wall, and hiring an Astrologer to track the Council member's charts. His relationship with the other Council members is impersonal and formal.

NUSMOY, COUNCIL CHAIRMAN (HIGH CLERIC OF EISSA)

The Council Chairman has the very rare ability to cast a High Prayer spell (50th level, Cleric base list, Communal Ways) with Eissa, Goddess of Death and Rebirth, once per day; however, casting the spell can only be initiated by Eissa. [Claissentience-Precognition & Retrocognition, all sense groups, other dimensions into past and future; Max Range x256 (166, 400"). No conscious control; must be in good standing w/goddess. 60 points, 230 active points.]

The length of time a Chairman stays in power varies, ranging from several months to three and a half centuries in another. The Chairman rarely gets warning that his time is nearing an end; instead, he (or she) simply awakens one morning with order from Eissa to relinquish the position to the new Chairman. The basis for removing a Chairman or the selection of a new one is beyond the grasp of the mortals who are part of the process, but understanding the mind of a god is rarely possible, or necessary. The person selected to be Chairman is not always a worshiper of Eissa, or even a person of any standing within the city. In fact, strangers to the city have twice arrived at the gates and immediately entered their new position as Chairman. In every case, the new Chairman is aware of her or his new position and willing to take on the challenge.

Nusmoy is the exception rather than the rule. She is the first Cleric of Eissa to take the Chair in the last nine hundred years. Rumors abound that her presence in the Council is a sign that the city is due for some turmoil, and none will be unhappy to see her removed from the Chair. This is not to say that the people of Norek do not like her, for she has made many improvements in the city. Every person in town feels they can turn to Nusmoy in their time of need. She is charismatic and charming.

DUNNA REVIN, CHANCELLOR OF MAGIC (ILLUSIONIST)

The actual job of the Chancellor is difficult to state, even for the people elected to the position. The Council created the position of Chancellor to give the powerful (but small) Guild of Arcane Arts a voice on the Council. The Guild is no longer small, and a number of the original professions have formed their own guilds, but the Chancellor position still exists and lacks a clear purpose. Many Chancellors perform an active and important advisory role in Norek and do an excellent job, but there is little doubt that this is the least important of the Council positions.

Dunna Revin hopes to increase the power the Chancellor holds within the Council, and within the city. She feels that political power is the right of all magic-using professions, and that the Guild of Arcane Arts should control the city. Her quest for power is obvious to all who meet her, but she hides her desire for a magocracy from everyone but the Guild Elders.

Another tidbit of information Dunna avoids sharing is her devotion to the secretive and legendary Lorgalis. Dunna fancies herself a special favorite of the essence Lord's and wants to be a key figure in his return to U-Lyshak. Fortunately for Norek, she is merely a pawn whom Lorgalis has ignored. She is considerably more egotistical and power-hungry than she is evil, but her ties to the Unlife grow stronger every day. It is very likely that her continued actions in behalf of Lorgalis will draw the attention of someone, as she is not as crafty as she would like to think.

Dunna is the only member of the Council who is unanimously disliked by the other members. She reciprocates their feelings, especially for Humar Winnoy, who has taken her on several outings; she despises the man but hopes to influence his votes on the vital matters of city defenses and preparations for warfare.

Dunna considers Nitire (Thev O'Erlin Ni) to be her devoted servant, assigned to her by Lorgalis, though the truth of the matter is that Nitire serves as Lorgalis' secret assassin in southern U-Lyshak. Nitire is more than happy to continue the charade as it gives him a contact within the city Council.

MAZBA OLINHER, DIPLOMACY COUNCILOR (ELVEN ENVOY FROM REMIRIATH)

Norek trades with many different peoples along the Bay of Elysea and Near Bay, encountering various cultures and races. It is the job of the Diplomacy Councilor to insure that the trade is smooth and inoffensive, no matter which races interact or what circumstances arise. It also falls to the Diplomacy Councilor to maintain cordial relations between the various guilds and factions within the city. Much of the job entails serving as an arbiter in disputes of all sizes. It has been common practice to ask envoys from the Elven kingdom to serve in this position. They remain indefinitely, being directly appointed by the Elven Wizard-King Liras Alinar.

Mazba is a slim, handsome Elf with a resounding speaking voice and an air of dignity about him. He has been a successful Diplomacy Councilor for over fifty years and wields considerable power within the city, largely because of his long record of fair dealings in all matters. Though he is still loyal to his people and king, Mazba loves Norek and her people, too. King Alinar considers Mazba to be a spy mistakenly welcomed into Norek with open arms. Mazba is a great source of information about other cultures and lands and is willing to share his knowledge with almost anyone traveling to other regions.

Well-liked but lonely, Mazba spends most of his free time in his palatial home on the far outskirts of the city, tending gardens and studying dusty old tomes of history and lore.



LORD BOSHKAR AND HIS ARMY

3. GUILDS AND ORGANIZATIONS

MILITARY

The military within Norek consists of roughly 700 Nore and 50-100 "Outsiders." The name "Norinth" ("Watchers of Fate") derives from their constant surveillance and patrol of the region surrounding Norek. At all times at least a quarter of the Norinth will be outside the city, roaming the region in search of signs of the coming of the Lugrōki or another enemy force. Another third of the Norinth guard the city walls and gates, while the remainder of the off-duty men serve as reserves for the city patrol.

THE NORINTH

The Norinth are among the more dangerous military units in all of Jaiman, partially because of their inspired fighting and because of the philosophy of Shath a'Rheem that pervades their every activity, but mostly because of their unique Nore heritage. The Norinth should be treated in all respects as an order of Noble Warriors, but without any allegiance to a particular lord. Instead they have a strict code of ethics and behavior known simply as "the Lock," and have allegiance to U-Lyshak, Norek, and the Council, in that order. The ties to U-Lyshak insure that the rulings of a corrupt Council would not endanger the protection the Norinth provide. Occasionally a Norin (member of the Norinth) may be released from regular duties to go on special missions or to gather experience in the wilds (i.e., adventuring). The Norinth reserves the right to disobey any orders issued to them from any source if they feel that the orders are not in keeping with intelligent defense of the land. The Military Councilor is the leader of the Norinth and is a member of the Norinth as well.



THE CITY PATROL

CITY PATROL

Norek's Sentinels patrol their district and maintain the peace. They have the authority to kill in the line of duty, but such activity is severely discouraged by the parental Council. The Sentinels are not as independent or as effective as the Norinth, but they are able to keep crime to a minimum in Norek. There is a single holding station for criminals waiting for judgement of their crimes, but each Sentinel Post also has a small holding area with cells. Trials are unnecessary in Norek, because of the presence of a small group of Seers who act as judges by using their magic to review the crime in question and to interrogate prisoners. Most crimes come before the Panel of Truth within two days, and punishment or rehabilitation is begun immediately upon the decision of the Panel.

GUILD OF ARCANE ARTS (ARCANUS)

The Arcanus is a coalition of all the magic using professions within the city. They support an immense library of magic that results in a unique amount of cross-training and research in previously unrelated fields. The usual secrecy of the magical community is nonexistent within the Arcanus, though entry into the Guild is difficult enough to make up for the freedom of information once a member. Several of the more questionable professions have representatives within the Arcanus, including Sorcery and Necromancy. The Elders allowed these professions to join based on the reasoning that it is better to have a known than an unknown enemy. The freedom and exchange of information within the Arcanus is wholly due to the philosophy of Shath a'Rheem, for it is thought to be wasteful to guard your secrets from a possible ally when life is so short and danger so near.

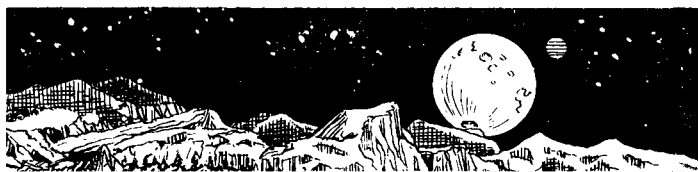
INITIATION

Initiation into the Arcanus involves a complicated ritual which the members feel protects them from most risks. The initiate must come before the full gathering of the Arcanus and relate to the members his or her reasons for joining, during which time the members evaluate him by various magical means. The initiate must then lay his hands on the Tome of Arcanus and make a successful Attunement roll. Once attuned to the book, the initiate must make a Power Projection roll as if in a "power matching" contest with the Tome. The initiate must continue successfully until his name and personal data appears in glowing script on the open page of the Tome. (The usual number of Power Points required to accomplish this task are ten, but that varies.) It is possible to blast the Tome with a large burst of Power Points, so as to not have to maintain the Power Projection for a long period of time, but this requires a -25 modifier to the die roll each round attempted. Failure during the Power Projection will not create an energy backlash unless the initiate attempted to blast the Tome, in which case he will receive hits equal to triple his Power Point expenditure. The Arcanus allows no Power Point enhancers during the ritual. The name and information imbedded in the book will be the true name and profession of the character, as well as an energy pattern that is similar to *Mind Store*, and *Mind Typing* (Mentalist Base). All members of the Arcanus are able to "read" the energy signature. [PC must invest 3 pts. into a Perk: Member of Arcanus. Further, he must invest 5 pts. to buy into the Tome, taking 2 full turns of Concentration; or the PC can invest 3 pts. and try an EGO roll at -2, to "Blast" his mind imprint into the Tome. If the PC fails the EGO roll, he takes 2d6 EB (Normal DMG) per point the roll was failed by.]

If at any time the members of the Arcanus are displeased with a member, a majority of the Arcanus may inflict sanctions on the offending person. This is done by a gathering of the majority and an Attunement to the Tome. After the Attunement, it is possible for the Arcanus to inflict any of the following on the outcast: Hit Points damage (by doing a mass Power Projection which the Tome channels as an attack) [1 1/2d6 RKA vs. Transgressor], *Amnesia True* (Confusing Ways, Mystic Base) [2d6 INT Drain], *Private World* (Sense Control, Mentalist Base) [Images vs. all senses, -4 to PER rolls] used to teach the offender the error of his ways, *Teleport True* (Lofty Bridge, Closed Essence) [Teleport w/no Range limitations] to return the offender to the Guild Hall, or *Absolution Pure* (Soul Destruction, Sorcerer Base) [15d6 Mind Control inducing "Souless Catatonia]. The Tome will be able to locate the offender anywhere in the Shadow World through use of a *Finding True* spell (Presence, Mentalist Base).

Joining the Arcanus allows access to most known spell lists (except Evil Cleric, Evil Magician, and Chaotic Lord), and some of the Arcane spell lists. Members of the Arcanus develop spell-casting ability in the normal way, except that they may occasionally develop two spell lists at the same time. The extra spell list counts as a "research list," and costs the same as normal spell development. It is possible to develop only one such list every three levels of experience, so a new 8th level member of the Arcanus may immediately begin work toward acquisition of two research lists (one at a time). Once the character progresses beyond ninth level he is eligible for another list, and again at twelfth, etc. This research list may be from any realm, and is fully converted from its original realm to the caster's realm (if different), so it is not necessary to make an Extraordinary Spell Failure roll. The research list may be learned to the levels of a base spell list.

GM Note: *This spell learning ability is a powerful and far reaching perk for Arcanus members. It has the potential to severely overbalance the game in favor of spell-casters. It is important to carefully regulate its use and interpretation to maintain game balance. Making research lists more expensive is an option, as is requiring ESF rolls, or making initiation into the Arcanus all but impossible for PCs.*



TRADE GUILD

The Trade Guild represents merchants, caravan leaders, shippers, and local business owners. The members elect the Commerce Councilor by popular vote and control a large degree of the city by their financial influence. The Guild has a complete list of stores and services available within the city, so it is possible to pay a nominal fee and learn the whereabouts of several registered stores of the type inquired about. For instance, one may pay 1cp for a list of the twelve city Alchemist shops, etc. Also, any jobs available within the city tend to appear in the Trade Guild's records in short order. For a small fee one can get leads to several jobs of a specific type (carpentry, guard, special, leather tanner, etc.). It is the motto of the Guild that "Gold cures deafness," meaning that for an appropriate bribe they will tell you the correct people to approach with a bribe, to learn or do almost anything in the city. Many doors are open to people with much gold to spend, and the Guild believes in helping those who pay find those doors.

SEAMAN'S GUILD

The Seaman's Guild protects those hardy souls who ply the open waters and shallow rivers at the beck and call of Norek's many merchants. The sailors who make up the Guild are skilled at ship handling and experienced in navigating the local waters. Despite its size, the Guild wields considerable weight within the community, and it is an unspoken truth that the city of Norek would be incapable of survival without the trade routes the seamen keep open around the bays.

THIEVES GUILD

Known as the Abomination, the Thieve's Guild of Norek represents a small group of Thieves, Rogues, Assassins, and Burglars. The name Abomination was adopted seven hundred years ago, when the Council Chairman referred to the underworld of Norek as "an Abomination" during a speech in the Council auditorium. Members of the Abomination call themselves "Abominators," in mockery of the name they have taken. As you might imagine, the Abomination is a self-regulating Guild, never stealing or killing so frequently that they become worth the trouble of eliminating. In fact, the Abominations do not like non-members committing crimes within Norek because of the increased likelihood that the Sentinels will be forced to crack down on them. Often, a known Abominator will catch an unallied thief and turn him over to the Sentinels. (For more about the Abomination, see the Adventures in Part VII.)

4 AGENTS OF THE UNLIFE

As noted before, the Unlife moves at its own deliberate speed, wearing down the will of the forces of Good. Served by men and women of will and pride, the Unlife steadily advances toward civilizations like those esconced upon Jaiman, and in particular, wealthy and healthy city-states like Norek. Always hidden and more a Lord of myth than a man of this time and space, Lorgalis pulls the invisible strings that move his puppets across U-Lyshak, probing for weakness and hubris in every individual of influence and power.

LORGALIS

A great dark lord of the Unlife, Lorgalis is the most powerful agent serving the Unlife in all of Jaiman. He rules the lands of Ly-Aran and Xa-Ar from his fortress in the island of Ulor. His reputation is known by the educated and wise of the continent, as is the threat he poses to Jaiman, yet only a precious few even suspect his proximity and his power. The vast majority of the folk of Jaiman know that there is some nameless evil in the west, and feel that it might come forth any day to steal their souls. His name and history are fully known to no one living.

THE PRIESTS OF YARTHRAAK

Aeryk is the Priest Arnak of the Priests of Yarthraak. He has been overruled by Lorgalis on several occasions, but continues to follow him through fear of failure and of dire retribution. He assumes that if he bides his time, Lorgalis will make an error that gets him killed, leaving Aeryk free to destroy all of Jaiman, his deepest desire.

The Priests of Yarthraak have deeply entrenched themselves in the lives of the people of U-Lyshak. They use guile and knowledge to become a part of the community and warp it from within, guiding thought and action alike through fair-seeming words. No one knows of their plans of destruction and their service to the Unlife. They are the hidden talons of the Unlife, dug deep into the unknowing flesh of society, corrupting and poisoning.

NITIRE

Nitire is the Lord High Executioner (or "Thev O'Erlin Ni" in the Dyar tongue) secretly serving Lorgalis. He is of half-Dyar descent, as are Lorgalis and Aeryk, though mention of this similarity to any of the three will bring swift death. He is a master assassin, an artist of disguise, and an expert at the skills of both warrior and warlord. Nitire was never simply a hired killer; he has always been the ultimate in dealing fatality on a personal level. Under the firm hand of Lorgalis, Nitire has learned subtlety, and grown talented in manipulating and controlling the elements about him, rather than simply annihilating them. He currently resides in Norek, leaving on "business" when necessary. It is through Nitire's wraithlike movements that Lorgalis' hand often touches distant, well-protected kingdoms.

JUZLIN BENWE, NECROMANCER

Juzlin Benwe works at the Norek Library as an assistant librarian. She is known throughout town as a kind and gentle woman, but rather reclusive and shy. Her kindness is only a charade, however. Her grandfather (Benthem) was a Necromancer and her father (Forlust) a Macabre. Her father cast a *Trait Subversion True* (Evil Mentalist Base, Mind Subversion) on her at birth so she would be a heartless agent of the Unlife. Her mother died soon after Juzlin's birth in an "accident" and her father disappeared during a short trip out of town. She lived with her grandfather until his enemies destroyed his home while she was in town for supplies. She has maintained the story that he was a good Wizard, and that the Undead found around his burnt-out home were the remains of an army from Ly-Aran, not his personal army slain during the attack. The people of Norek consider him a hero for repelling the attack of Unlife that threatened the city. Juzlin discovered that her grandfather had a secret underground complex beneath his home and that he is still "alive" as a Lesser Specter. She has been studying his books and notes under his tutelage for several years while maintaining her sweet act in Norek. The characters will encounter her early in their stay in Norek. She will be helpful and kind. In one of the adventures she will use their trust to lure them to her grandfather's complex. (See the Adventures in Part VII.)

PART VI

▶ PLACES OF INTEREST IN NOREK ▶

The following residences, shops and such, numbered 1-32, key to the large insert map of the City of Norek in the centerfold of this book. Obviously, the GM may want to keep some locations a secret from his players. As anywhere else, great fun and danger present themselves as PCs boldly explore a new city, uncertain of who or what they might encounter across the next bridge.

1. Fletcher. A sign depicting a longbow and a quiver of arrows hangs outside this split beam shop. A cow bell hanging behind the door announces visitors. On display in the showroom inside are a variety of longbows, shortbows, crossbows, composite bows, and a small collection of other missile weapons.

Amus Agroth will look up from his workshop behind the counter which separates it from the showroom and offer a greeting to all entering his shop. He wears a heavy leather apron to protect himself from shards of metal and wood. His full beard and bushy hair are flaked with sawdust, as are his clothes and the hair on his muscular forearms. Amus only sells the highest quality work, and will take special orders if the desired bow or arrows cannot be found in the showroom. He has a small collection of enchanted bows and arrows that he is willing to sell to the "right" buyers. Amus has an Alchemist on retainer for creation of magical items should the characters so desire. Behind his shop is a short firing range where he allows customers to test fire a bow before purchasing it.

His wife and children are usually not in the home on the second floor of the expansive shop, but they come in and out through the shop during the day. In a strongbox at the foot of his bed are 200gp, three pieces of jewelry (worth 250 gp) that are his wife's heirlooms, and a +50 throwing dagger which he treasures beyond money.

2. Alchemist ("Classic Herbalry"). A painting of herbs lying amid glassware adorns the door of this tiny shop, called "Classic Herbalry." Inside is a spry young man, Janus, who is obviously just starting out in business. Janus has a wet behind the ears look about him. His conversation is accompanied by vigorous motion, as if he is trying to supplement his words with hyperactive sign language. Nervous energy keeps his wavy brown hair flopping about on his head, and his colorful clothing adds the finishing touch to his unwanted image of a jester or fool. He will be very anxious to make a sale, even to the point of dropping his prices considerably. To determine his stock of herbs and potions, assume that there is a 30% chance that he will have 1-10 doses of any herb or potion desired. He lives a bachelor life in the small apartment upstairs and has only a few silvers and coppers for making change.

3. Butcher ("Petwa's Meats"). The unique odor of fresh meat is noticeable from outside this shop. A sign near the entrance reads "Petwa's Meats." The prices are expensive (ranging from 3cp to 3sp per pound), but the meat is never more than two days old. It is possible to special order Besn meat, but the exorbitant price (usually 1gp per pound) and the long waiting period usually dissuade people. No smoked or dried meat is available here,

but he does sell fresh meat to various outfitters around town, who then prepare it and sell it for trail food. No one at the shop knows who or what a "Petwa" is, but they will venture a guess that it might be one of the owner's pets from long ago. There is a money box in the butchering room which contains 9gp, 56sp, 132cp, and an assortment of smaller coins and near-worthless gems. A great cleaver rests on a large butcher block. It can be used in melee. Treat it as a +20 Falchion with all E criticals having a 75% chance of severing the affected area [1 1/2d6 HKA, +2 OCV Penetrating (Body)].

4. Outfitter ("The Shack"). This building huddles off by itself in a corner of the city. A sign by the door says "If you are expecting trouble, plan ahead. If you're in trouble, stay out!" Though always clean and well kept, the feeling around town is that the adventurers who frequent the store are unruly, and thus bad for business. The truth is that Biv's clientele are usually more sophisticated adventurers than those that frequent many other "respectable" shops, but they tend to look significantly more trailworn and so have given a bad image to Biv's store. Biv, however, is also the most prosperous outfitter in town, specifically because he serves the more hardcore adventurer (i.e., those with special needs, lots of money, and frequent desire to sell unneeded magic items for cash).

Biv has arranged his store into neat divisions and categories, with special needs for caving in one corner, and a selection of dried foods on a counter, etc. He employs three experienced adventurers on a rotating basis, so helpful advice and rumors are sometimes available from his staff.

GM Note: The GM should create a list of magical items available. For prices of regular items, refer to the price listing in Section VIII and multiply the cost by 1.3.

The official name of the store is Bivmier's Outfitting Supply, but everyone who has any dealings with Biv soon knows it by its other name: The Shack. Biv is a scrawny little man. He wears dreary gray tunic and breaches, always loose fitting. A hardness in his eyes speaks of years of adventuring and hardship; a mere glare commanding respect if nothing else. He is a Nore, and thus a superb fighter despite his size.

5. Inn ("Knight's Dream Inn"). On the wall above the door is a sign depicting a pale white man wearing jet black clothing astride a white Unicorn, surrounded by billowing clouds and a crescent moon. The picture is an accurate representation of Reann, God of the Night. In a dream, the owner of the Knight's Dream Inn was witness to a skirmish between Reann and a virile minion of the Unlife; Tellette was coincidentally "saved" by the chance appearance of the Dream Master. Tellette Brownbon was able to get a loan to open this inn soon thereafter, so named it in honor of her accidental savior and tithes a portion of the profits to a shrine to Reann on Dag's Edge. In the last five years of business she has prospered immensely, even to the point of paying off the loan before it was due and considering construction of a second inn. Her customers always claim to sleep more comfortably in her inn than in their beds at home, spawning the rumor that her inn is favored by the Bringer of Sleep.

There are twenty rooms available in the Knight's Dream, which generally fill before nightfall each evening. Tellette provides a small breakfast every morning at no extra charge, which is fortunate considering the price of a room (5sp per night), which is twice what nearby inns charge. Most claim that the best night's sleep you've ever gotten is worth a few extra coins. On rare occasions Tellette will rent out rooms for a period of several days or weeks instead of on a first come, first served basis, but she is rarely inclined to do so. House rules require that no more than three people sleep in a single room.

GM Note: *Reann smiles upon this inn and its owner. Every character will sleep the night through, no matter what curses, insomnia, or spells might dictate otherwise. Guards will fall asleep within several minutes and awaken to find themselves rested and comfortably lying down in their customary sleeping attire, covered by a blanket. There will never be an assault, attack, or disturbance of any kind for those sleeping at the Knight's Dream. And smile piteously on the fool who would dare to harm Tellette. She generally wears flowing gowns of silver and grey, with her long black hair bound in a net of silver. Lucky customers might dine with Tellette and get the rare pleasure of seeing her raven hair lowered to its full length and pinned with simple silver thongs. She speaks in a husky whisper and refuses to recount the tale that gave her inn its name.*

6. Tavern ("The Red-Headed Lady"). A picture of a buxom scarlet-haired female clad in veils and holding a sword adorns the sign above the door. A plate beside the door reads, "The Red-Headed Lady." The original owner, Deas, met his wife while he was adventuring. He was a rather dashing and handsome sort, with black hair streaked with golden highlights. Venda was being held prisoner as part of a harem in a castle in northern U-Lyshak because her crimson hair and lithe form caught the eye of a local lord. She managed to kill her guard with one of her veils, and was waiting to kill the lord of the castle when he arrived for his evening visit. Instead, she almost killed her husband-to-be as he fled into the room pursued by guards. She slew the guards and they made their escape together. They opened this tavern, with her as barmaid and he as barkeep, but have long since moved away and sold the business.

Now, Englick owns The Lady and pays Pith Elbon to run it with the help of the barmaid, Dehl. The infamy of the tale of the Red Headed Lady brings in good business, and the customers never get stale or watered drinks. Because of its location near the tip of Spheari Isle, caravan teams wishing to purchase "one for the road" often stop and drink, while the designated caravan driver waits with the animals. A giant sign over the bar states the following message in several languages: "Rumors are frowned upon in this establishment, but tell us anyway!" Pith instituted the policy of rumormongering when he discovered that tips tend to multiply if one can serve more

than just drinks. Pith tries to maintain a good-natured air while in the company of paying customers, but a dark cloud seems to gather about him as soon as he lowers his guard. His eyes are dark and sunken into his prominent brow. Dehl tries her best to keep him happy, telling jokes and swishing about the bar in minimal clothing. Her dazzling smile only seems to bring him pain, however, so she is at a loss what to do to help him.

7. Theater/Shop ("The Hammering Dulcimer Extravaganza and Music Supply"). A sign above the door shows a Hammer Dulcimer, with the words "The Hammering Dulcimer Extravaganza and Music Supply" written in bold script on the arch above the door. Grimes Jex is the owner of the Hammering Dulcimer, and has been known to make an occasional appearance on the stage, but generally stays in the back office and has little contact with the public. Grimes is a talented actor and musician, but has a tragically disfigured face. He tries to make light of the accident which ended his career, but his bitterness often shows itself in drink. His speech is awkward but can be understood with a little effort.

The theater stays open around the clock. A store adjoins the theater in which one can buy musical instruments, masks, disguises, make-up, and costumes. The store is open during regular daylight hours.

8. Shrine to Shaal. Plain stone walls form this small building. Large pots and tanks line the exterior walls, however, allowing fish and seaplants to decorate its otherwise bland facade. This small devotional shrine to the God of Sea, Shaal, attracts many visitors, though he is not the main god of any but a few of the people of Norek. The dependence Norek has on the trade routes of the Bay, and the fact that their city is surrounded by rivers convinces some people to make a small donation to the god when they pass his shrine. The interior of the shrine flickers with an eerie blue glow, and the air is slightly heavier and wetter than outside. A small offering bowl lies at the foot of an enormous aquarium covering the entire western wall. The bowl usually contains several coppers, no more. At all times an acolyte of Shaal is within the shrine, ready to give advice and blessing to those about to travel by sea.

9. Money Handlers ("The Coin Shop"). A sign above the door of this building shows a large stack of coins. Iron bars an inch in diameter bar all the windows into the building, and a heavy knocker is the only

protrusion on an otherwise blemishless iron door. Should the characters step into the ten foot by ten foot alcove and knock on the door, a small panel will open in the door, so that they may be inspected. If satisfied with the group's appearance, a gruff voice will inform the characters that only one customer may enter the building at a time. If the PCs agree, the one that plans to enter must leave his weapons outside the building (in the alcove, or with the other PCs). An iron grate will lower, closing the alcove off from the rest of the group, and the iron door will open to allow the single character to enter.



Three elderly brothers own this money shop: Hurve, Reece, and Dulgram Unly. Though it is obvious that they were once tall men, all three are now stooped and bent like wrinkled question marks. They are willing to engage in any activity associated with money handling, including loans, conversions, storage, notes of worth, and limited pawning and appraisal. It is possible to get a loan with little collateral for up to 100 gp, and several people may apply for a group loan for up to 150 gp per individual on the contract. The interest rate varies according to the whim of the old coots, but generally ranges from 10% per day on dangerous ventures to 1% per month for those that carry a special letter of recommendation from the Council. The fee for storage of precious items or money is usually 2% per month of the value of the stored items.

The Coin Shop has gotten a reputation as being theft-proof, though no one can be sure of the defenses that protect it. Magical wards and spells of non-detection are a part of the defenses, as are three Changramai warriors and a Basilisk owned by Hurve Unly, who has been blind since an accident when he was fifteen. They have a special loan collection department, but no one will mention it under any circumstances. In the event the PCs are fool enough to try a theft, the following is within the building: 17000gp, 53000sp, 97000cp, jewelry valued at 120000gp, magic items valued at 45000gp, and gems and stones worth 62000gp. This is the amassed wealth of much of Norek, including the nobles and a large portion of the city treasury. Fortunately, the Coin Shop has thus far lived up to its reputation for impregnability.

GM Note: *If the characters begin to miss payments on a loan, send them a nasty note from the brothers Unly. If this doesn't suffice, send something really terrible to bring the characters back to the shop for a meeting. If this fails to bring payment in full, the brothers have almost limitless wealth at their disposal to insure payment, no matter how many creatures, bounty hunters, Wizards, etc., they must hire. In the case of a bad loan, money is no object to their collection; rather, it is the principle (or better, the principal) of the thing.*

10. Woodworker ("The Lathe"). A wooden sign beside the door to this shop reads "The Lathe," carved in intricate lettering. Inside, sawdust covers the floor in a thick carpet, and nearly a dozen men are toiling at some piece of woodwork. Wite will approach the PCs and inquire into helping them find what they are after. He is broad-shouldered, with forearms the size of a man's thighs. His hands are gnarled and ugly, with big scars marking places where the tools of his trade bit deeply into his hands. His bunched muscles will swing his battered finger in a sweep around the room as he offers his wares for sale.

Only a small selection of finished pieces are available, however, as it is Wite's custom to take an order before beginning work, so as to avoid unpurchased products cluttering his limited space. Not only does his shop turn out furniture and other common articles, but also bowsprits and ready-for-imbedding wands, staffs, and rods. His prices are high (10sp for a table and four chairs), and the wait for the completed order may be lengthy, but he is one of the few woodworkers in Norek with the facilities or ability to work magical woods, or to prepare woods for later enchantment. Also, the work he turns out is always beautiful, leading people to comment that "if you want something functional fast, don't take it to Wite, but if you want a piece of art almost too pretty to use, he's the right man." Wite removes all money from the business as it comes in, leaving only a few copper pieces in the bottom of his tool box.

11. Inquisitor. The sign beside the door merely says "Enter." Inside is a simple living room from which Greely Streve hears and reviews cases. He will sit on a decidedly flattened sofa with his fat head resting on his mottled fists, and listen intently to any problem brought to his attention, then decide if the case requires his unique brand of investigation. His enormous bulk makes his movements slow and deliberate, though he tries to claim that his size is due to muscle rather than excess flesh. It is his practice to review any case thoroughly before he accepts it, due to early experience with being suckered into working for the bad guys by some sad story. If he accepts a case he will expect a retainer of at least five gp, with the remainder of his fees calculated based on risk to himself, value of the case, wealth of the employer, etc.

12. Pawnshop ("Gark's Gunk"). A sign above the door says "Gark's Gunk," and the dimly lit interior does little to dissuade the theory that there is little of value within this store. The owner of the store is a tall, gaunt man named Benner. He has been collecting and trading things from a very early age, so has cultivated a nose for quality products. Mixed in with the piles of dented armor might be a +30 to OB bracer, or tied to a rusted grappling hook with one tine missing might be a ten foot length of rope that magically lengthens in ten foot increments to a total length of three hundred feet. Benner is a shrewd businessman, willing to take advantage of any opportunity to buy cheap and sell expensive. (Treat all prices as twice those listed in Section VIII unless haggling reduces the final price). He can find almost anything that can be bought, sold, or traded somewhere in the shadows of his shop, or he can acquire it in just a few days.

13. Smith. Garg the Dwarf owns and operates this open-air smithy. Because of the noise and heat produced by a smithy, the Council bowed to pressure from the Trade Guild and relegated all smithies to the northern tip of Small Flint, hoping to confine their cacophonous hammering to a single area. Fire consumed Garg's original shop, so his new shop employs a safer design, with all the actual work taking place out in the open. Garg can work most non-enchanted metals and a few enchanted ores; he asks a fair price for his service.

14. Arms and Armor ("Rall's Armory"). A sign above the door shows a picture of a warrior in banded mail, carrying a broad sword, with the words: "Rall's Armory." Inside the shop are several suits of every style armor available, as well as replacement padding, and an assortment of common weapons. Leather armor in a variety of styles and thicknesses is available as well. (The cost of armor from this shop should only be 75% that listed in Section VIII. Repair of armor should cost 15% of the price of new armor.)

Rall and his staff are experts in the repair and cleaning of armor and weapons, but do not have the facilities or the expertise necessary to create either. on his hip.

15. Council Hall. The Council Hall is unjustly named, because only a small portion of the building has anything to do with the Council, except indirectly. The three story building was designed as a fortress for guarding the harbor, with heavy stone walls set firmly on the solid bedrock island. Two basements were carved into the rock below the Council Hall, but these have not lessened the strength of the foundation. Most of the Council Hall serves as the base for military activities, especially the guarding of the harbor and the city. To this end, huge ballistae and catapults are mounted on the roof and in several windows and balconies around the tower. A great deal of governmental activity goes on within the Council Hall that is nominally supervised by the Council, but generally runs on tradition and a cumbersome hierarchy of officials. The Council Members like to think of themselves as running the city of Norek, and therefore easily reached by any of the city's people, but neither view is in keeping with the facts. The Council only wields real power in the direction it is currently looking, with a horde of lesser officials throwing their weight around just out of sight. The people of Norek must slip through the ranks of clerks and officials in order to catch the eye of the Council, or have other means of reaching the Council's ear.

16. Sentinel Post. Each Sentinel post is manned by a leader and ten warriors. A small row of jail cells is part of the contents of all the posts.

17. Arcanus. This two story building houses the extensive library of the Arcanus, as well as the meeting hall, laboratories and study rooms for research, and housing for a limited number of guests. Innumerable magical wards and traps guard the building. There is talk among the members that safety requires some of the magical defenses released, and more mundane methods relied on, before the focus of such powerful magic within the mansion causes instability in the dimensional fabric or fluctuations in the Essence Flow.

18. Tailor ("Finton's Fine Wearables"). A sign above the door reads "Finton's Fine Wearables." Finton has a booming business, if one judges strictly by the number of people that pass through his doors on a daily basis. (The Thieves Guild occupies the underground region below Finton's shop and can be entered through several secret passages within the shop.) There are passages leading to other shops and outlets on Big Bering Isle, but this is the main entrance, and most commonly used.

In fact, there is no such person as Finton. Several different thieves have found it necessary to pose as Finton, giving rise to a variety of descriptions. Most of the clothes sold through Finton's shop are stolen, so prices are suspiciously low. (Treat as half the cost listed in Section VIII.)

19. Healer. Four practitioners of the art of healing work within this building, as well as three Healers and one Lay Healer. There are twenty beds available for recovering patients, with supervision around the clock. It is possible to heal at twice the normal rate if admitted into the care of this clinic, but it is a very expensive stay. Treatments are given to people with minor wounds for little or no money, unless the wounds require herbs or medicines, in which case prices are high but fair. (Treat as twice the normal rate in a city.) The clinic is adverse to selling any healing drugs to the general population, but would be willing to supply herbs, etc., to any member of the healing profession that could prove he is a responsible practitioner.

20. Trade Guild. The Trade Guild conducts all its business within this building. In order to find out about current jobs in the city, one need only talk to the clerk just within the front door.

21. Food Market. This food market is inhabited by several food merchants. Their booths are clean, and the food they sell is fresh. Prices are fair, and by wandering the small plaza it is possible to do all one's shopping in a single area. Smaller markets of a similar type can be found, but their selections do not compare favorably.

22. Pottery and Stonework ("Pottery Barn"). A sign showing a clay vase hangs beside the door, and a collection of pottery and stone wares line the wall outside the shop. Trask is the owner of the "Pottery Barn," though he would like to sell the business to the right buyers. He opened the shop because of his hobby of stone work, but soon found that the pressure of business drained all the fun out of his work. The pieces of pottery and stonework he creates are rough and ugly, but functional. His prices are extraordinarily low, as he hopes to go out of business soon. Trask speaks slowly, seeming to deliberate over every word he utters. His golden hair has grown dull with age, and a thick moustache serves to hide his thin lips. Green eyes dominate his face, and seem to tug at the eyes of those who meet his gaze.

23. Stable. Four men guard this stable at all times. One may have his own horse stabled and taken care of, or may buy or sell horses. The animals kept here are given excellent care, with regular exercise, and good grooming. A limited number of pack animals and wagons are also available. Stabling a horse for a day costs a copper piece.

24. Residence. This is the small home of Humar Winnoy, the Military Councilor. He lives alone in his home, and owns nothing he considers worth stealing. The small savings he has accumulated over the years is safely in the keeping of the Unly Brothers, as are the few heirlooms he considers precious. His magical armor and sword are with him always, except his morning run, when he leaves them at the Council Hall.

25. Library. Though not of the size of the library on Nomikos, the library of Norek compares favorably with the Royal Library of Cynar, which was the most complete library in U-Lyshak prior to its destruction in 6210 SE. There is little doubt that the best library in U-Lyshak is Norek's, but most outsiders are as unaware of that fact as they are of Norek in general. The library requires a fee to use certain sections of the collection. (See Section VIII).

26. Residence. Guthrin lives in this sprawling estate on the east bank. A high stone wall surrounds the grounds of his home, and guard dogs continuously prowl the perimeter. A force of sixteen mercenaries live in a barracks separate from his mansion, and a second group of six elite guards lives within the house as private bodyguards. Guthrin tends toward the extravagant in all things, and is more likely to buy a platinum hair brush than a silver one just because the platinum cost more. Of exceptional value are his rhemuz and diamond studded Mithril-and-silver chess set (worth 3000gp), his collection of essays written by Thornus the Sage (worth 1200gp), his collection of antique juggling knives (worth 980gp), and a suit of enchanted plate armor and an Eog Irgaak (worth 23000) on display in his library. Almost everything in Guthrin's home is worth a small fortune, including the personal notes in his well-guarded second floor study that could shed poor light on him and half of the "upper" class of Norek.

27. Residence. Nusmoy lives in this tiny home on the bank of the Scribe's Line. She is almost never home, except to sleep, preferring to spend all her time in the temple devoted to Eissa or at the Council Hall. Anyone who violates the home of a high Cleric of Eissa should expect painful and swift retribution. Though she has not vowed to live in poverty, Nusmoy comes very close to doing so. She only accepts enough money from the Temple of Eissa and the Council to pay for a meager existence. Nusmoy is so busy that she does not need or miss the "finer things in life." Her religion is the only treasure she holds dear.

28. Residence. Dunna Revin lives alone in this small upstairs chamber. She is part owner of the magic potion and spell shop below, but she sees very little profit from the enterprise. A back staircase allows her to come and go without traveling through the shop. She always keeps her door locked and has her apartment guarded with several illusions, as well as a large lynx named Cynder. Hidden in a secret panel in her closet are a collection of notes on sorcery and black magic, and handwritten plans for endearing herself to her "Lord Lorgalis." Dunna owns the following items of value: a rocking chair crafted by an Erlini woodworker (value: 30gp), a crystal and platinum mirror worth 300gp, a black Eog figurine of a Lynx (worth 75gp), and a silver and steel brazier (worth 45gp).

29. Residence. Mazba Olinher lives in this large villa near the East Gate. He despises the expense and arrogance of such a house, but in order to please the Elven King Liras, the Council has provided the house for him. He uses only three small rooms of the house, leaving the rest to gather dust until he is aware that guests are arriving. Mazba has set aside a few rooms for entertaining, for those times when he feels that it is absolutely necessary to have a party, but he is loathe to do so as it is the least enjoyable aspect of being a diplomat. He adores the lavish garden in the back, spending most of his time cultivating the tonal quality of the spring that babbles through the gravel beds of the garden. He has only two servants, both Elves, who are attending to various interests in Norek. Because he is able to visit his family in the Remiriath with relative frequency, all his possessions of value are there. It would not be proper to have humans touching and gawking at his prized belongings, after all.

30. Residence. The captain of the Falcon Sentinels, Jacon, resides in this dark little home on the west side of Spheari. He is married to Juzlin Benwe, but the neighbors claim to rarely see her, and have noticed that the house stands deserted for several days at a time in some instances. No incriminating evidence about Jacon or his wife will be found anywhere in this house. All their valuables are either in his cave or her underground complex. (See the Adventures in Part VII for details).

31. Residence. The residence of Englick is small but ostentatious, with beautiful draperies visible through the iron-barred windows, and a large glass sculpture of a wolf (worth 105gp) sitting on the front porch. The inside of his home is equally regal, with rich furnishings and elegant decoration. Because of the entertaining he does as a merchant and businessman, Englick prefers to purchase things that seem more valuable than they are, thus impressing guests but saving money. Also, guests with light fingers are not so much a worry to him. For instance, the value of his entire collection of "silver" and "crystal" tableware is only 25gp. The valuable tapestries throughout the house sum up to only 30gp total. Most of his money supports two failing shops, with the remainder going toward operating his successful businesses.

32. The Orb. Here rests an Orb of Rebirth, forged by Oyan, cousin of Utha, a dark black sphere atop a mithril tripod. Beneath the tripod is a tube of black Eog jutting from the ground. The opening in the tube is just six inches across, so most small objects could fit within. If a PC drops anything into the tube, he will not hear it touch any surface. Anyone reaching in to the tube will find that he cannot feel anything within, not even the walls of the tube. It is impossible to light the interior of the tube, as all lights magical or non magical will be extinguished as they pass below the lip of the tube. No part of this structure may be moved by any method known to Kultheans.

SECTION VII

ADVENTURES

The first four adventures are designed as introductions to adventuring in the vicinity around Norek. For this reason and to provide entertainment as well as edification, some of the encounters and scenarios are lighthearted. If your players are not beginners, or they are likely to be offended by whimsy, by all means feel free to alter or skip over any adventures that might disappoint or enrage them, unless that is your desire. Fear not: the middle and high level adventures contained herein are not humorous in the slightest, and the danger they present is very real, as are the rewards.

GM Note: Game statistics for all NPCs mentioned in the following adventures appear in Part VIII.

1 THE HUNT FOR GUFF

THE TALE

Guff is a wandering man, the kind of person everyone has seen but no one knows. He has walked hundreds of miles of Jaiman, passing through Ly-Aran and the Zor Wastes. On a recent trip in the Brank Mountains, Guff found a lump of strange metal and kept it as a good luck charm. He was in need of money on his way through Norek, so sold the odd metal to Wezmer. Wezmer gave Guff a few silver pieces for the rock, thinking that he was doing the crazy wanderer a favor. A few weeks later a metal smith noticed the metal sample and asked that he might study it. The smith returned the news that the metal was Rularon, a Mentalism-inhibiting ore worth a fortune. Wezmer wants desperately to find Guff and discover where he found the ore.

When Guff left Wezmer's Trade Emporium he went to the Red Headed Lady, where he spent the entire afternoon in the company of Dehl, the barmaid. He left that evening and began traveling north, up the Alunn River. After noon on the second day of his journey, he got into a fight with a belligerent fisherman (who accused Guff of frightening the fish away with his "ugly face"), each taking a few bruises before going their separate ways. On the evening of the third night Guff smelled smoke, and followed his nose to the campsite of a band of ornery adventurers, who immediately put him to work as their cook. One week later the adventurers and Guff were arrested as thieves in a small town fifty miles south of Cynar and put to work in a lumber camp.

THE NPCS

WEZMER

Owner of Wezmer's Trade Emporium, a knickknack shop, he is too heavy for the air of regality he tries to assume, and much too friendly and eager to assist. He usually wears robes and always wears a sparse goatee. He tends to spend a lot of his time worrying about how he appears in the eyes of others and goes to great lengths to maintain a "good image."



GUFF AT LOGGING CAMP

GUFF

Described variously as a wandering fool, a traveling scholar, and a ne'er-do-well, Guff roams the continent of Jaiman in an endless circuit. Once a woodworker of mediocre quality, Guff spurned the love of a young woman who had powerful friends and was cursed to wander the Land of Twilight until he dies.

CODDOT LANIAL

Forced to serve as a mercenary, guard, and warrior to support himself and his little brother after his parents died in a fire, Coddot learned responsibility and toughness at a young age. Now his brother is old enough to support himself, so Coddot has had the leisure to focus on learning useful skills. To that end he took an apprenticeship with a local Bounty Hunter, taking small jobs under his tutelage. His brother is a "soft young dandy, with a way with the ladies and a love of the bottle." Questioning him further about his brother will only draw an icy stare.

ZIMMONS

A cantankerous old man who believes the entire Alunn River is his private fishing stream, Zimmons will charge into confrontations with anyone who has the audacity to disturb him.

THE LIZARDMEN TRIBE

Having been outcast from their home to wander the seas without a home, these Sohleugir (or "Kileine") are content to remain deeply hidden in the swamp near Ulor Bay. They have a large community near the center of the swamp; PCs should not be allowed to travel that far into their territory. The Lizardmen's desire for solitude has not lessened their passion for combat, so they will not remain passive and hidden while the PCs stomp around the outskirts of "their" swamp.

THE TASK

PCs must track Guff to his current location, where he labors as a prisoner in a logging camp. The mayor of Tharp will admit having him arrested. He will agree to allow the PCs to take Guff from the Logging Camp on the condition that they first join the Loggermen Guild, and then travel to Yusthin Swamp to investigate his advisor's "visions" of a powerful obelisk. When they return with information, the mayor will allow the characters to pay a 5gp fine and go to the Logging Camp to free Guff. Once free, the grateful Guff will give the desired information to the characters.

STARTING THE PLAYERS

Inquiry for work at the Trade Guild will result in the characters being given directions to Wezmer's Trade Emporium. Wezmer will be very happy that someone finally answered his notice, because so many days have passed since he saw Guff. He will hire the characters for 20 gp per person to find Guff and to learn from him where he found the ore sample. Wezmer will agree to pay one-quarter of the fee to the characters when they start, and the remainder when they return successful.

AIDS

Optionally, Wezmer hires a Bounty Hunter to go with the PCs to aid in following Guff. Wezmer remembers that Guff planned to go to the Red Headed Lady for a nip of ale before leaving Norek. He will suggest that the PCs begin their search there.

OBSTACLES

The major obstacle to finding Guff will be trying to discover Guff's whereabouts from the city employees within the Justice Hall of Tharp.

REWARDS

In addition to the 20 gp, the only useful (to the PCs) outcome will be their introduction to the Council of Norek (or at least, to one of its members), an outgrowth of the successful completion of their mission to find and quiz Guff.

SUGGESTED ENCOUNTERS

Encounter 1: Known for its good service and fair prices, the Red Headed Lady is one of the most popular taverns in Norek. When the characters arrive, Dehl will be taking orders at a table of scraggly adventurous men. Pith Elbon will take the characters to a table and tell them that Dehl will be over to take their orders in a moment. If asked about Guff, he will remember that Guff spent several hours in the tavern about two weeks ago, and that he spent most of his time chatting with Dehl because business was slow.

Encounter 2: Late in the evening of the third day, Coddot will again claim that Guff left the river to go into the woods. It is soon too dark to follow his trail very far into the woods. A group of Pixies will come and play games and pranks on the PCs throughout the night. One lady Pixie will take a liking to Coddot or a male PC with an Appearance over 85. She will leave her people to follow her loved one at a distance. The characters may get a feeling on several occasions that someone is following or watching them, but they will be unable to spot the amorous Pixie. She will remain in hiding until she can prove her worth to the one she loves, at which time she will come daringly to the rescue. (Her name is Sisifa Purinn.)

After traveling a short distance the next morning, Coddot will find the remains of a camp 10 days old. He will claim that no one left the camp on foot, so Guff must be on horseback, presumably with the people who occupied the camp.

Encounter 3: Near noon of the sixth day, the tracks join with the Alunn Road. Because of heavy traffic, it will be impossible to track Guff, or the horses, any farther. From here on the characters must rely on their interrogation and investigation skills to remain on the trail.

Encounter 4: In the next four days the characters will pass through a series of small towns. Investigation will reveal that a man matching Guff's description continued traveling east with a group of adventurers. The GM is free to expand on the investigation and the difficulties that might be encountered. (Perhaps the adventurers with Guff are criminals who fear that the PCs will bring the law down on themselves.)

In the village of Tharp, the characters will discover that Guff and his friends were arrested for theft (a lie) and for crossing the street in front of the mayor's carriage, causing the mayor to be jostled (a fact). The locals will be unable to say where Guff and his friends were taken, but they recommend asking someone at the Justice Hall.

LAYOUT: JUSTICE HALL OF THARP

FIRST FLOOR

1. Entrance. An inspiring example of stonework and architecture at its best, the Justice Hall is an imposing edifice, seemingly carved from a single block of pure white marble. Majestic doors, carved with the scene of a great hero being trampled beneath the boots of thousands of Lugröki, and bound with iron bands, seal the entrance. When the characters enter the building a nice old gentleman will direct them to Room (2).

2. Logging Office. A large wooden "2" is on the door of this room. Inside are three men, standing around a map of the region surrounding Tharp. Logging camps show at several points on the map; it is to one of these that the Mayor sent Guff and his friend. If the PCs ask permission to join the Loggermen, the magistrates will consent. A signed document will be given to the PCs to take to the Militia Recruiters.

3. Room of Questioning. Inside is a small Dragon that a powerful wizard captured 499 years ago and forced to do five hundred years of community service for the people of Tharp. Before he will give any information, he will inquire if the characters have broken any laws or any of the Justice Codes. If the characters admit to any violations, the Dragon will sorrowfully state that it is his duty to eat them all. If the characters act quickly, they will be able to convince him to spare their lives for information. If the PCs do not admit any violations, he will agree to give them any information he has, but will ask that they tell him something important in return.

4. Militia Recruiting Chamber. Uniforms fill the shelves that cover the north and west walls. A counter runs along the southern section of the east wall, and three large books with signatures filling the pages stand open. To join the Loggermen one needs special permission from the Logging Magistrates in Room 2.



THE JUSTICE HALL OF THARP

5. Scribe's Chamber. Old tomes and scrolls that serve as the documentation for every official action in Tharp fill hundreds of racks and shelves. All births, deaths, arrests, etc., are recorded in this room. A very old woman wearing a tattered and musty shawl is the custodian of the city records. She will look at the PCs through foggy little eyes and require they repeat themselves numerous times in order for her to understand them. She cannot release the whereabouts of Guff until she has permission from the mayor. If the PCs can produce a document signed by the mayor (or a great facsimile), the scribe will reveal Guff's location at the Logging Camp.

6. Meditation Chamber. Thick and billowing smoke fills the meditation chamber, accompanied by muffled chanting.

A cleric will invite the characters into the room to have all their questions answered in mystic communion. He will claim that the mists allow the people in the room to link with a miraculous source of knowledge, and that joining them in meditation will bring the answer to any question. If the characters agree, the cleric will charge each PC 5 sp and lead them to a place within the room where they can kneel and meditate. Any person who goes through this process will be in a deep trance for two hours, unable to be "awakened" by any means (magic or otherwise), and finally come to his senses with the distinct impression that he is "the Chosen Protector of Kulthea," though who chose him remains a mystery. From this point on, the character(s) so affected will be watched over by a cosmic energy intelligence, and this attention will be subtly felt in the form of a "guardian angel." In extreme cases this being will slightly warp reality in the character's favor.

GM Note: Feel free to ignore this optional energy being. It serves only as a way to twist the character's destiny without being a soft-hearted, heavy-handed GM. In other words, it lends a certain authority to the coincidences and bizarre occurrences that seem to happen to PCs.

7. Sheriff's Chambers. The Sheriff sits behind his desk looking guilty and foolish, for he is both. When the characters enter, he will behave flustered and disturbed, but he will admit arresting Guff and the adventurers, though he is unable to tell where he sent them. He will suggest the characters go to the scribe's chamber and ask the lady there.

8. Assistant's Chamber. A gruff, elderly gentleman will glare at the PCs menacingly as soon as they enter the room. He will not allow anyone to see the mayor, under any circumstances, unless they are members of his militia or the Loggemen. The room is appointed with only the single table at which the mayor's assistant sits, with no furniture provided for those wishing to wait to see the mayor. Around his neck is a gold whistle (worth 2gp) that can be used to summon the small Dragon from Room (3). If summoned, the small Dragon will arrive in three rounds.

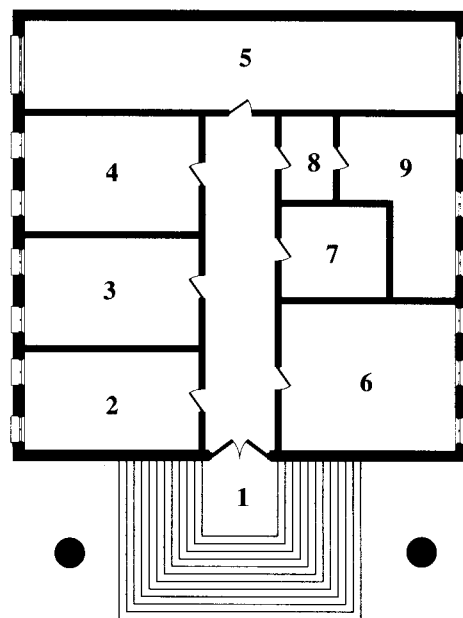
9. Mayor's Chamber. The mayor of Tharp will only see the PCs if they are members of the Loggemen or his Militia. If the PCs discuss their desire to free Guff, Mayor Tints will be happy to sign his release papers if the PCs first do a favor for him. He will explain that his advisor has had visions of a great black finger pushing its way out of Yusthin Swamp. He wants the PCs to explore the southern edge of the swamp to discover if the visions are true, and if so, to give a full description and report. If the PCs accept, each will be given rations sufficient for two weeks.

If the PCs return (with any "reasonable" report), Mayor Tints will ask a 5gp "Mayoral Privy" fee before he signs Guff's release papers. Mayor Tints will urge the characters to transfer to the Loggemen if they are in the Militia, because only Loggemen complete assignments outside the city.

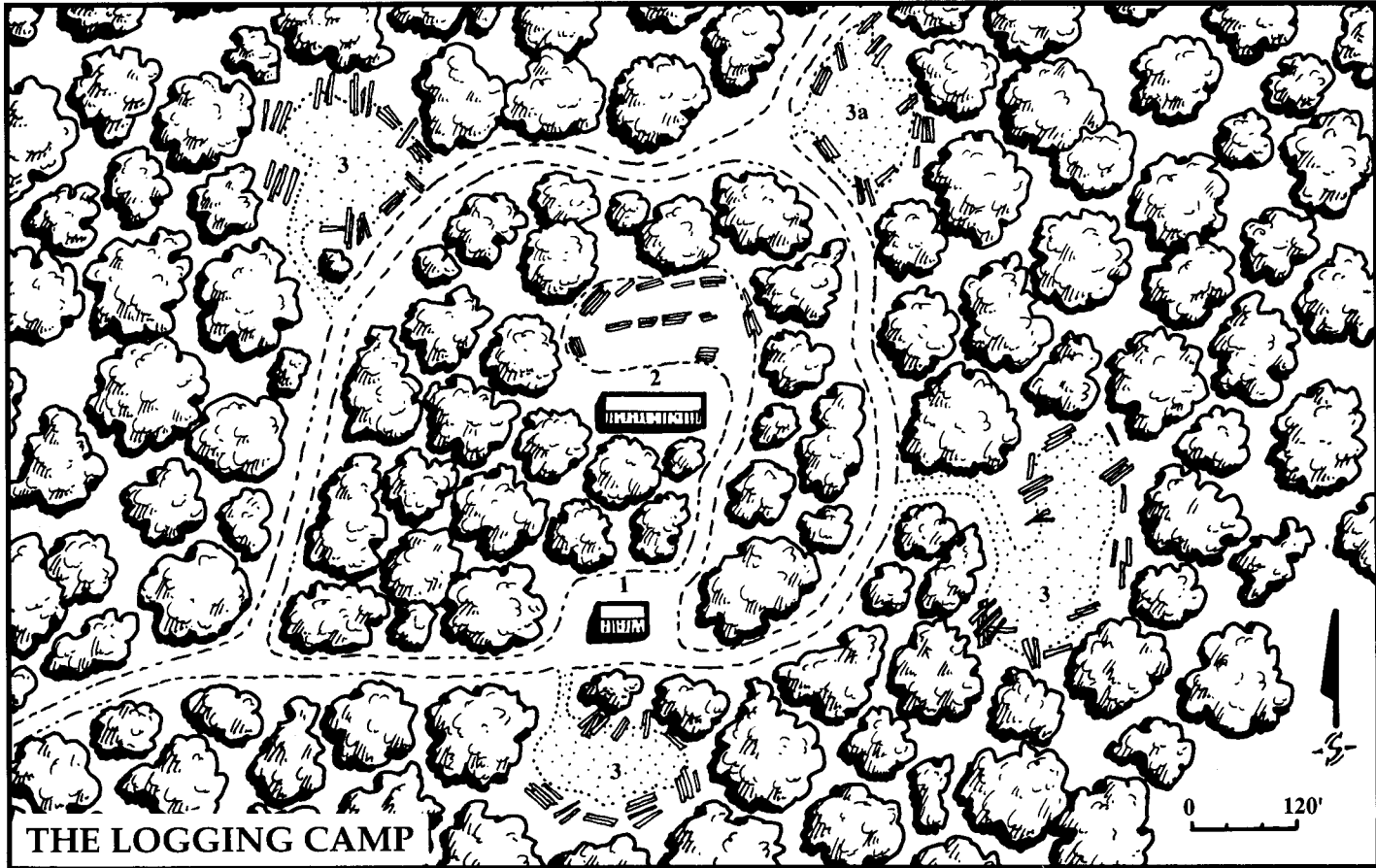
SUGGESTED SWAMP ENCOUNTERS (NOT SHOWN ON MAPS)

1. Night Camp. During their first night in Yusthin Swamp, PCs will be attacked by seven Lizardmen. Once the PCs kill or run off these seven, the remainder of the night will pass quietly.

JUSTICE HALL OF THARP



0 12.5' 25'



2. Dark Obelisk. Standing fifteen feet tall, this black obelisk rises from the muck of the swamp like the tip of a dark spear. On close examination, one can see runes and symbols etched into the smooth surfaces of the obelisk. The symbols and runes are too faded to read or copy without special efforts (GM discretion). A low pitched hum seems to be felt more than heard, and those sensitive to magic will feel a prickling sensation on their skin as they approach the artifact. There are magic runes scribed onto the obelisk, but they cannot be detected with the naked eye. Contact with the obelisk will deliver 2 hits of damage per round, with no Resistance Roll applicable.

3. Lizardman Watchpost. As the PCs leave the area of the obelisk, they will pass an outpost manned by six Lizardmen. A PC must roll a successful *Extremely Hard* Perception roll to notice the hidden watchpoint. If no one detects the outpost, the PCs will be attacked by 12 Lizardmen before leaving the swamp.

LOGGING CAMP

The characters can approach this scenario in a number of ways. If they twisted through the Justice Hall maze, it is likely that they are newly recruited Loggemen and thus could enter camp posing as new additions to the work force. A stealthy kidnapping of Guff might also succeed.

GM Note: The characters only have a rough description of Guff to go by, so finding him among the other thirty prisoners might be a challenge.

LAYOUT: THE LOGGING CAMP

1. Office. This is the main office of the logging camp, from which all the order flows, and past which all new recruits and prisoners must pass. Inside are seven Loggemen, all busy with the organizational turmoil that surrounds a logging camp. They do not like new people coming into their camp, as it usually means more paperwork, but they are reasonable people if approached with reasonable requests.

2. Barracks. The Loggemen and prisoners all sleep in this large building. At night there are twenty Loggemen asleep within, as well as six Loggemen on guard duty and thirty sleeping prisoners.

3. Worksight. Each worksight is manned by seven Loggemen and ten prisoners. (Guff is working in the sight labeled 3a on the map.) Guff will not divulge any information until the PCs deliver him many miles from the logging camp.

Interlude #1: While the characters were tracking down Guff, an unsettling turn of events has taken place in Norek. Wezmer made the mistake of mentioning the ore he received from Guff to Nitire in his disguise as a local merchant. Nitire, in turn, told the Chancellor of Magic of the possible discovery of a source of Rularon. Dunna took matters into her own hands and threatened Wezmer (through an intermediary) to remain silent about the entire matter and to refuse to do any business with the PCs. She plans to gain a source of Rularon for Lorgalis so that he may have protection from the Mentalist power of the Sea-Drake Crown. If everything goes as she hopes, the PCs will return with a sample of the ore, a description of the source of the Rularon (no one knows that there is a mine), and a map to the area.

RUMORS AND NEWS

- A man named Henry Lanial was arrested for drunken loitering on the Narrows Bridge.
- The Shardu Lounge has hired a dancer from another continent to entertain customers. She is fur-covered and easily insulted.
- Sentinels found Remin Erutan dead in his home near the Slice Bridge, apparently mauled by a wild animal. The exotic dancer from the Shardu Lounge was supposedly seen with him the night before.
- Brigands attacked a caravan while only three miles from the city. The last time brigands dared to approach this close to the home of the Norinth was six months ago.

2 THE OGRE'S LAIR

THE TALE

Assuming that the PCs were able to track down Guff and learn from him the approximate location of the Mentalism-dampening ore, Rularon, they will return to Wezmer to report their findings. He will refuse to talk to them because he has received a threat that his business will be ruined and his family killed if he pursues the matter any further. Wezmer will not explain that he has been threatened, however. He will simply refuse to pay the remainder of the amount he owes the PCs and order them to leave his store. Should a fight break out, the characters will be approached by the city Sentinels within a few minutes. If the characters leave peacefully, they will be surrounded by six Sentinels and ten of the Norinth a few minutes after leaving the store. These men will order the characters to follow them, but will not give any indication where they are leading the PCs. If the group resists, the PCs will be branded outlaws in Norek and exiled or jailed.

The characters will be led to an audience chamber within the Hall of Law, where they will be met by Dunna Revin. She will apologize to the characters for the rough treatment they received at the hands of the soldiers, explaining that she merely said to bring them in, and the soldiers acted in an overzealous manner. If the PCs stand before charged with disrupting the peace, she will try to draw from them the story of the ore and will not mention that the Sentinels were on the way to pick up the PCs when the fight broke out. She will then attempt to hire the PCs to go to the place indicated by Guff and bring back samples of the ore, discover where the ore originated, and draw a map of the area. If the PCs mention that they did not receive the remainder of the fee that Wezmer promised them, she will agree to pay that amount in addition to an additional 10 gp per person if the PCs find the ore. (Dunna will offer to pay as much high as 20gp per person.) If the characters ask for a share of the mining profits, Dunna will refuse.



OGRES IN THE MINE

Should the PCs refuse the job, she will make their time in Norek very difficult. Her power within the Council gives her the ability to harass the PCs in a variety of ways, such as taxing, Sentinel harassment, arrest and detention for minor infractions, difficulty in finding work, etc. Dunna will remind the PCs that this job involves secrecy and that they should not discuss it with anyone but herself.

GM Note: The ore that has been taken from the mine is a medium quality copper that is difficult to remove from the earth because of the presence of a soft lead-like material that slows the progress of picks and shovels. The mine's previous owner considered the material worthless, so threw it down the mountainside into the forest below. It is in fact Rularon, a metal capable of inhibiting spells of Mentalism. A successful Mining, Metal Evaluation or Metal Lore roll will allow characters a chance to recognize the incredibly valuable material [+15 pts. Mental Defense].

THE NPCs

WEZMER

See the first adventure, "The Search for Guff," for a description.

DUNNA REVIN

See "The Council of Norek" in Part V for a description of Dunna.

FRAM

A surveyor and mineral specialist, he consults with clients about the quality of mines, location of property, ownership rights, etc. Fram is a slim, desk-bound Norek official who loathes the thought of leaving the city gates and would prefer never to have to leave the "civilized islands." When traveling with the PCs, he will act as if he is the leader of the expedition, but will inevitably lead from behind. He is fearful of all things natural, with bugs and strange noises at the top of the list.

THE OGRES

A slow-witted (compared to stones) but peaceful family, the Ogres inhabiting the mine are willing to deal peacefully with anyone who doesn't try to bully them. Going into their home with a Hack n' Slash attitude will derive Hack n' Slash results. They will not give up their home without a fight.

THE GREMLINS

Trickery and chicanery are the main weapons of these warped Fairies, though poisoned arrows and short swords come in a close second. The Gremlins hiding in the loading area of the mine want to take possession of the caves, but have been brutally held off by the Ogre's clubs. Now their scheming minds have turned to luring Mannish warriors in to slaughter the Ogres, thus clearing the mine for their own occupation. They will attempt to enrage the PCs and the Ogres, then disappear while the two forces clash and return to conquer (with poison) any weary souls left standing.

THE TASK

STARTING THE PLAYERS

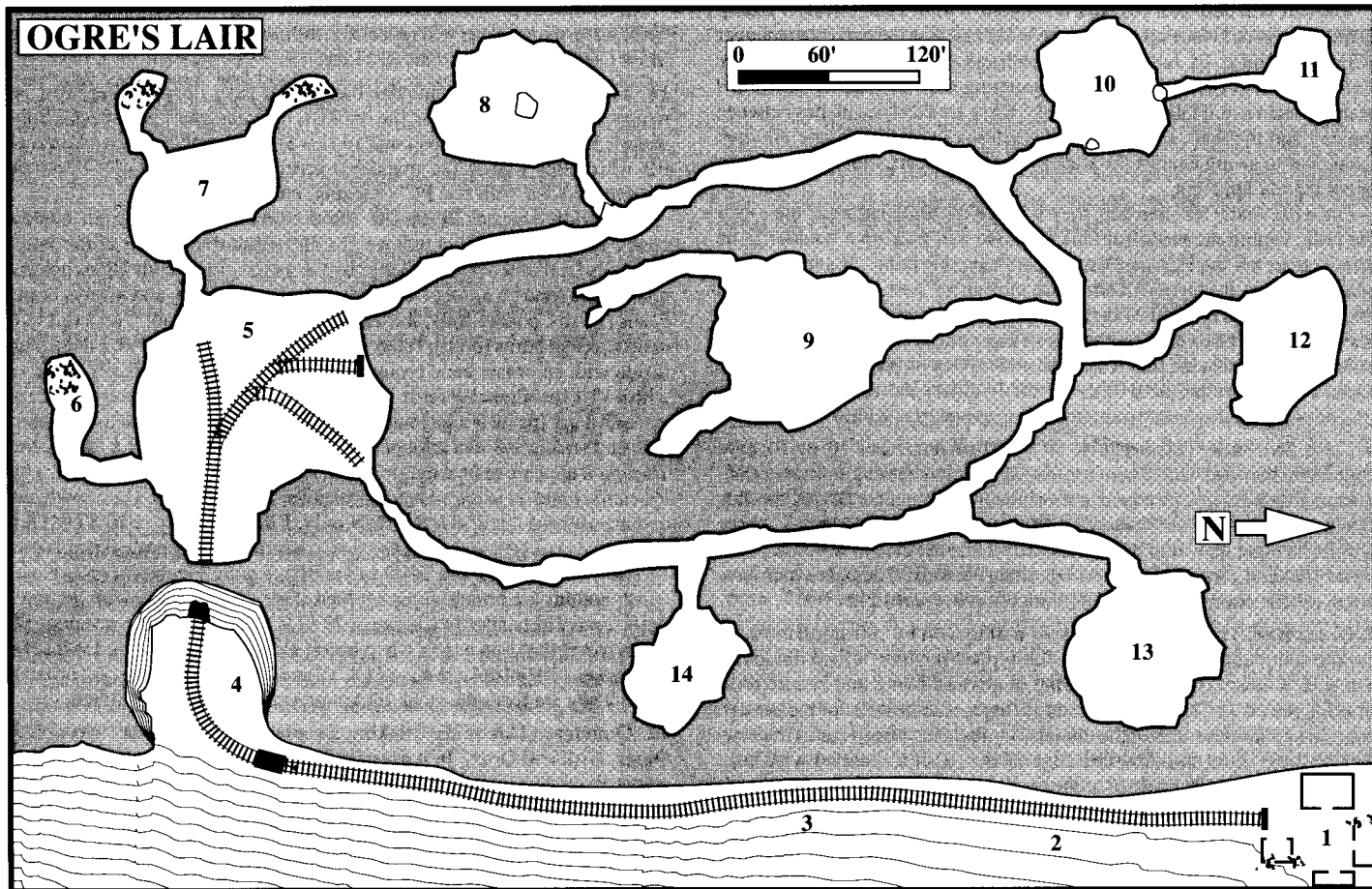
Once the PCs learn the approximate location of the mine, they must travel there, find the mine, and defeat, negotiate with, or run off the Ogres. When they return to Norek with the needed information they will be hired to return to the mine again. (See Interlude #2 below, after the Layout of the Ogres' Lair.)

AIDS

The characters must have learned the approximate location of the spot where Guff found the ore and have some skill in wilderness survival. Beyond that, it would be very helpful if the PCs have some skill in Mining or Evaluation. Also, the ability to speak Brugrim (the language of southern Mountain Ogres) would most probably remove the need to fight the Ogres, as they are willing to come to an agreement.

OBSTACLES

The Ogres are an obstacle only in that they inhabit the mine Dunna hired the PCs to find and map. The Gremlins at the mine may prove to be a difficulty, setting off traps and attacking the characters should they succeed in killing or coming to an agreement with the Ogres.



REWARDS

The money from the Council is part of the reward, as well as avoiding the ill will of Dunna Revin and possibly getting on her mediocre side (she only pretends to have a good side).

ENCOUNTERS

Encounter 1: The Inquisitor Greely Streve will pass the PCs before they leave town. He will eye them in a suspicious manner and then walk over and introduce himself. He will ask to examine the most extraordinary weapon the PCs have not hidden. He will comment on its exceptional balance and weight then return it and thank the PC for indulging his whim. If the PCs treat him civilly, they will gain a possible ally.

Encounter 2: The second night after leaving Norek a beautiful woman runs in to the PCs' camp. Her clothing is torn and disheveled, and she is scratched and bloody as if ravaged by a wild animal. She will never be able to recall anything about her life previous to the night she arrived in their camp, though she will remember that her name is Twily. The characters will be able to tell from her speech and her bearing that she was a noble woman. The characters will hear the howling of wolves and scurrying in the darkness around the camp. If PCs enter the woods they will be unable to find the wolves, or any wolf tracks.

THE LAYOUT OF THE OGRE'S LAIR

1. Clearing. The overgrown forest trail on which the PCs are traveling finally opens into a large clearing. A trail with two parallel metal bars running down its center leaves the far side of the clearing and ascends the mountain. The bars are the tracks upon which a cart used to run, bearing copper down the mountain to the waiting wagons. At the bottom is a large wooden bumper covered in rotted moss and brush. Moldering ruins show the site of structures that have collapsed under the weight of time. With successful tracking or perception rolls of *Medium* difficulty, a PC might notice Ogre tracks in the soil.

2. Cliff Face. An eight foot wide path slopes gently in toward the wall and has parallel metal bars running along it. At this point the path is thirty feet above the ground; a slim trip wire stretches across the rails and runs up the cliff face. Characters have a +10% to a *Light* detection roll because of inferior quality. If the PCs trigger the trap, an avalanche will tumble down the face of the hillside to the west, doing a 50 HCr against all characters within twenty feet who fail to avoid it by successfully rolling a *Medium* maneuver.

If the PCs do not set off the trap, the Gremlins will sneak up the hill behind them and trip the wire. PCs will be hindered by the pile of rubble, should they attempt to leave. This would take a successful roll of *Medium* maneuver to succeed in the effort to climb over the rubble. A few Gremlins will hide behind the settled rubble to shoot at any characters who attempt to retreat.

3. Middle Cliff. The PCs are now 65' above the ground. The scent of wet animal pelts and rotted flesh is in the breeze. A trip wire stretched across the path at this point is *Routine* to be found by the PCs, but inspection will reveal that it is almost impossible to disarm because of the tension on the line. A roll of *Absurd* difficulty will succeed in disarming the trap.

At the edge of the plateau a large ore cart, 5' wide and 6' long, sits filled with boulders. A small stick has been rigged to release the cart when the trip wire at #3 is struck. As the PCs round the last bend and can see the cart, they will hear a loud bellowing from the cave area where a Gremlin has been inside pestering the Ogre family into a rage. The PCs will notice two Gremlins climbing the stick supporting the cart, and a third come running across the plateau and onto the trail. When the third Gremlin reaches the front of the cart he will accidentally knock away the stick supporting the cart, instantly smashing one of the Gremlins beneath the wheels. The Gremlin on top of the cart will fire arrows at the PCs as soon as they are within range, while the Gremlin on the rail in front of the cart runs toward the PCs yelling at the top of his lungs, the cart hot on his heels. The Ogre will reach the edge of the path in time to catch the show, and his booming laughter will fill the air.

The cart will deliver a 100HBa on anyone it hits [12d6 Physical Blast]. Climbing the cliff face upward to avoid the cart is a *Very Hard* maneuver [Climbing Roll at -2]. Jumping off the path and grabbing the edge is a *Sheer Folly* maneuver [DEX roll at -2]. Outrunning the cart requires two *Hard* maneuvers to avoid falling. Fortunately, there are eighteen inches between the cart and the wall, so that lithe characters can make a single *Medium* maneuver to swing against the wall and avoid the cart, though this option is not readily apparent.

Once the characters regroup, they will see the Ogre sitting at the top of the rails, wiping the tears from his eyes. He will pick up a boulder as he stands, then tell the PCs (in Brugrim) to leave his home. If someone can speak Brugrim, the Ogre will introduce himself as "Jost," and will talk with the PCs for several minutes before attacking. He cannot be convinced to leave his home, but will accept someone else coming into his home to work as long as they provide him with food and money on a regular basis. If no terms can be reached he will throw his boulder, and continue to throw boulders every other round, until the group leaves or is within melee range.

4. Cave Entrance. This irregular 50' by 70' plateau has a 10' by 20' cave opening in the west wall. There is a disgusting odor coming from the cookpot hanging from a large tripod to the right of the entrance. During the day, it will be too dark in the interior of the cave for the PC's to be able to see within. At night, they will be able to dimly make out the interior of the cave by the flickering and guttering torches along the walls. The rails which have come up the slope pass into the entrance and beyond sight.

5. Great Hall. This oval room runs 90' east to west by 100' north to south. On the south edge of the room is a flat-topped boulder, which obviously serves as a table. There is a scattering of gnawed bones and broken tools littering the table. The ceiling here is 15' high, and the rails for the ore cart continue to the entrances of the tunnels. Timbers in various states of decay lie about the room in piles. The edge of the room is studded with huge boulders, and tunnels lead out of the west, south, northeast, and northwest walls. A puddle near the table outlines the shape of an Ogre. In fact, it is where the female Ogre, Gur, splashed a bucket of water on her youngest son, Dril, in order to awaken him after the poisoned arrows of the Gremlins put him to sleep.

6. Copper Mine One. Mining tools sit in rusted heaps.

7. Mining Area Two. The scattered mining equipment serves to indicate that the previous owner left in a hurry.

8. Cold Room. As soon as the heavy door sealing this room opens, a wash of cold air comes out. In the center of this 60' diameter circular room is a glowing white stone from which the cold seems to originate. Spread around the room are corpses of animals, monsters, and humans so well preserved that you can still see the horror in their eyes. This stone has the permanent effect of a *Magician Chill Solid* spell on it. Anyone within five feet (5') of the stone must make a RR at +20 v.s. Attack Level 10 or suffer the effects of a Cold Ball [8d6 EB (Cold) (AA: Radius — 1'')].

The stone has been here for longer than anyone can remember. The original owners of the mine used it in the complicated process of purifying the Rularon a preparing it for spell imbedding. Who these people were is lost to time.

9. Chamber. A clutter of junk from which nightmares of filth are spawned. The room is roughly 30' by 40' with two passages leading to the south.. Rags and scraps and unusable crates are everywhere. In the stuffing of a destroyed loveseat is a necklace worth 15 gp. The initials L.Z. are etched into the back of it. (It belongs to Lollie Zilbar from the city of Norek.) Her family will pay 2-5 gp for its return, and Lollie will throw herself at any available PC and be an awful pest.

10. Chamber. Gur will direct her daughter, Nisk, to keep a lookout for the direction from which the characters are approaching. Once Nisk returns with the information, Gur will carry her sleeping child and run around the loop in the opposite direction, hoping to escape. If the characters split up and come up both sides of the loop, she will charge the smaller group with the single-minded intention of getting through and away. If necessary, Nisk will sacrifice her life to allow her mother and brother to escape.

An enormous pile of moss fills the entire eastern side of this 40' by 40' cave. A *Hard* maneuver will reveal that the mossy bed is a mound of Bebble Moss (see description in Part II, Flora).

11. Treasure Room. A boulder blocks this cave opening and must be removed. In order to remove the boulder, the character must successfully make a *Sheer Folly* maneuver and add his Strength bonus. Each additional PC who helps makes the maneuver easier; i.e., *Sheer Folly* becomes *Extremely Hard* with two PC's tugging, etc.

This oddly-shaped 20' by 30' room contains: a set of high quality cookware (a magic skillet that weighs 40% of normal is part of the set; it has Daily III *Warm Metal* activated by the word "grub," adds 20 to cookery rolls, burns food on a roll of 1-20 when the spell is used, and always burns beans [+4 to Cookery rolls, warms on command of "Grub!"; on a roll of 6 or less, skillet burns food]); fifteen iron bars (12'); a coffin with a dead man inside with an ornate band around his head (the band is actually a bracer with +15% for adrenal defense [+2 to Dodge rolls]); an ivory case (the case is worth 1 gp. Inside is a rod eighteen inches long and one inch in diameter. One end terminates in a knobbed tip, the other is capped by a large gem. Though it appears to be a magic wand, it is actually a back-scratcher with *Vibrations* and *Telekinesis* each imbedded as a Daily IV spell, with the command word "itch." [1d6 STUN only; EB (Vibratory), +10 STR TK]. The initials L.Z. are etched in the side.); a scroll tube (empty, but acts as a +1 spell adder [+10 Extra END to Spells]); a gem 5 inches across (glass, worth nothing); a broadsword; a folded sheet of rune paper with the spell *Telekinesis I* imbedded [1 Charge of 20 STR TK]); a chest (containing 500 bp); a barrel (holding wine); a bamboo stick with six arrows tied to it (The arrows are +10 [+1d6k DMG, +2 OCV] and inscribed with an "A" on each shaft. They are from the stock of Amus Agroth, Norek's Fletcher.

12. Quarters. This is the stinking sleeping quarters of the two young Ogres, Nisk and Drux. In it are pelts and broken casks of ale. There is a suit of chain mail in the corner of the room they use for bathroom activities. It adds +20 to DB and will fit body size 297 exactly [+7 PP, +7ED Chainmail Armor to all but areas 6 and 17-18; w/o cleaning, can cause 1d6 CON Drain (ACT 8-)]. If it is worn without thorough cleaning it will have a 30% chance of inflicting a random disease every time the PC takes damage.

13. Quarters. This cavern is the home of Brutz, the oldest son of Jost. Next to the rat-infested sleeping straw are a pipe stand and six pipes. The ends of the pipes are splintered and broken. There is a large pouch of ill-smelling weed barely visible behind the pipe stand. In it is a fortune in Gorthops, a primary ingredient in many high level Seer incantations. The total value of Gorthops is dependent on the buyer, but the minimum price should be near 1000 gp for the quantity in the pouch (2 lbs.). The chance for a non-Seer or non-Alchemist to recognize Gorthops is *Sheer Folly*, unless a successful Herb or Plant recognition roll is made.

14. Chamber. There are gouges in the floor that look remarkably similar to what a low-level character might take for Dragon claw-marks. The walls are burnt and charred, adding to the general feeling of being in a Dragon's lair. An odd musty smell permeates every inch of this room, and one could almost picture the great serpent body from which such a smell might come. There is no Dragon for miles around, but that isn't something the PCs need to know. The marks, burns, and smell are the results of a horrific Rularon smelting device used in this chamber.

The Gremlins will attack as soon as the situation would be to their advantage. Ten Gremlins will attack, but killing five will cause the remaining five will run away.

Interlude #2: When the characters return to Norek with the information that the Rularon comes from a mine in the Brank Mountains, Dunna will attempt to hire the characters at the same wages as before to return to the mine with a Norek official (Fram) who will survey the mine, assess its quality and register it to Dunna personally. She will ask that the characters again maintain absolute secrecy.

While they are out of town the second time, Wezmer will go to the Trade Guild and claim that he was threatened with death if he continued to pursue locating the rare and valuable ore. This threat will alert Nitire that Wezmer has talked, and Guthrin (Commerce Councilor) that there is something strange going on in Norek. Guthrin will investigate the matter fully and find that Dunna is now trying to claim the mine. By the time the PCs return to Norek, the entire Council will be aware of the mine, and there will be no suspicion of wrongful behavior on Dunna's part.

NEWS AND RUMORS

- The Leader of the Arcanus died recently, of old age. Procedures for selecting a new Leader are proceeding smoothly.
- The Elven King Liras Alinar is considering allowing limited entry to his realm by special permission. The rumor is treated with skepticism by those who know the Erlini.

3·A MATTER OF LOYALTY

THE TALE

The secret assassin Nitire is suspicious of the PCs and their motives. To determine their loyalties, Nitire has arranged a little diversion. If the PCs are unwilling to walk the path of the Unlife, Nitire plans to send them into an ambush. He will approach the PCs while in the disguise of Mintle, a Sentinel captain, offering them a job assaulting the Thieves' Guild. If they accept, Nitire will approach a thief disguised as an informant and warn him of the impending attack. (Nitire has encouraged power struggles with the Abominations, so any losses they suffer while eliminating the PCs are "sugar on the berries.")

THE NPCS

MILICENT JENT

Disguised as a ravishing young woman, Nitire attempts to appeal to the "baser" instincts of the PCs. This goes far beyond mere seductiveness; Nitire will argue in favor of power and greed, taunting the moral code of society and displaying an arrogant disregard for life.

MINTLE

Though Mintle is usually the leader of the Lamprey Sentinels, the "Mintle" that approaches the PCs in this adventure will be Nitire disguised as Mintle. He has studied Mintle carefully and can mimic his personality and appearance perfectly. Mintle is middle-aged and has shoulder-length grey hair.

THE TASK

The PCs will be asked to sneak into a thieves' outpost and hold it until reinforcements arrive. Because this is actually an ambush arranged by Nitire, no reinforcements will arrive, and the PCs must decide how long to maintain a losing position before attempting to retreat.

STARTING THE PLAYERS

This adventure assumes that the PCs are wandering about town, looking for jobs after completing their investigation of the Ogre's Lair. They will encounter several individuals on the streets of Norek, then be approached by Nitire in his disguise as the Sentinel captain, Mintle. Mintle will provide information about the thieves and try to employ the PCs to assault the Thieves' Guild.

AIDS

A way to detect the various disguises of the Thev O'Erin Ni would be of great help. Also, a way to detect lies would prevent the PCs from being suckered into the thieves' outpost by Mintle.

GM Note: Allow characters to become aware of Nitire's manipulations at your own discretion and against our better judgment.

OBSTACLES

The main obstacle to this scenario is going to be surviving the ambush in the thieves' outpost.

REWARDS

Nitire, in his disguise as Mintle, will pay the characters 20gp each in advance. He will explain that it is necessary for Sentinel jobs to pay in advance because of the hazards to which Sentinels expose themselves, and that the Council arranged a similar courtesy for the PCs, since they are working with the Sentinels on this assault.

ENCOUNTERS

Encounter 1: The Loremaster Ren Thraysk will approach the PCs disguised as Anton. He will mention that his Order is often helpful to those seeking aid, information, or solace. He will direct the characters to contact Humar, the Military Councilor, if they need to get into touch with the Order.

Encounter 2: Nitire, disguised as a beautiful woman, will ride up to the characters on horseback, flushed with exertion. She introduces herself as Milicent Jent, her master's chief assassin, and says that after having her watch the characters for the last few weeks, her master decided to try to convert them to a more profitable, less dangerous, but sadly illegal occupation. If they choose to accept the offer, the first job they will be assigned is the murder of Wezmer, the owner of Wezmer's Trade Emporium. Their next targets will be (in order), Amus Agroth (Norek's best fletcher), Nurim Hoscan (Wizard), Humar Winnoy, and last, Anton. The targets will be revealed one at a time. Payment will 100gp for the first two targets, 1000gp for the second two, and 10000gp for the last target.

Encounter 3: Juzlin Benwe will approach the characters as they walk the streets of Norek. She will ask if they can help her acquire some old tomes that are rumored to exist in a fortress to the north. She will explain that she has no money, but that she will get funding from the Master Librarian if the PCs agree to travel with her to meet the fortress' owner. If the PCs agree, Juzlin will stride off with a smile and a wave.



MINTLE

Encounter 4: Nitire will approach the PCs disguised as the Sentinel Captain Mintle. He will explain to the characters that an informant has given the Sentinels the location of a secret entrance into the thieves' den. Nitire will claim that he needs the characters to enter through the secret entrance and then follow a map to a guard post, which they must take. He goes on to say that a large group could not hope to sneak into the position required, so the PCs must arrive ahead of his troops. His men will show up within three hours to flood the guild.

Captain Mintle will stress that the characters need only hold this one outpost until he and his men can pass through into the main complex, "a very simple job." If the PCs agree to take the guardpost, Nitire will pay them each 20gp in advance. He will ask to meet the PCs under the bridge crossing from Small Flint to Big Bering Island, at dusk, on the Big Bering side. When the PCs arrive he will give them digging tools, explaining that the secret entrance was sealed with rock long ago, and is undefended. He estimates that breaking through the wall should only take twenty minutes. As the PCs take the tools and start down the darkened tunnel, Mintle will leave to "go prepare his men for the attack in two hours." Actually, he will inform the thieves of the PC's entry and then leave the two groups to destroy one another.

LAYOUT: NOREK THIEVES' GUILD

1. Entry Tunnel. Beginning in the shadows beneath the Leg Bridge, a tunnel extends into the island 200 feet. The tunnel is only five feet high at the highest, and often dips down to three feet. The angle of descent is steep. After the passage drops to 80 feet below the surface it levels, then ends at (2) below.

2. Blocked Passage. A wall of rubble seals the passage. It is impossible to determine the thickness of the wall simply by tapping on it, but a successful *Routine* General Perception will reveal that the wall is over a foot thick. It will take ten minutes of determined digging for two PCs to chip a wide hole through the wall. For every two minutes of digging the PCs will have to return to the surface for air, however; the air in the tunnel is still and stale, quickly filling with dust from the character's digging. The dust will settle sufficiently in three to five minutes for the PCs to make another assault on the wall. If the PCs have an alternative method of breathing it will take less time. Luckily, the section of the caverns on the far side of the blockage has long since been abandoned, so the banging caused by the PCs will slip by unnoticed.

GM Note: *Hard-headed players tend to think that because they state their characters will stay and breathe dust the character can suddenly survive choking air. In such a case, force the character to flee gasping for open air.*

3. Hidden Chamber. In the back of this small cavern is a trap door hidden in the sandy floor, requiring a successful *Very Hard* General Perception to discover. Once discovered and opened, a small room will be revealed at the bottom of a ten foot ladder. A *Routine* observation roll reveals that the ladder has rotted.



THE THIEVE'S GUILD TUNNEL

Glass beakers line the walls, each filled with a glowing liquid in a variety of colors. These beakers were crafted as protective missiles for the Nore to hurl if their underground complex was attacked in this area. As tribute to their incredible abilities, the beakers still retain a good portion of their potency as weapons. The following items are available:

- (5) green potions which create a noxious gas on impact in a 15 foot radius, causing stomach cramps and gagging. Treat as an 8th level Conversion poison [3d6 NND (AA Radius) (vs/LS:Self-contained, or not having to breath.) (Nausea Gas)].
- (4) red potions which explode fire in a ten foot radius, causing "A" Fire criticals to everyone in range [2d6 RKA Explosion].
- (12) amber potions which create a thick mist on impact, filling a 20 foot

radius with paralyzing mist. Treat as a 12th level Nerve poison [3d6 NND (AA Radius) (vs/LS: Self-contained Breathing); "Paralysis Gas," ingesting causes 1d6 Body Drain; potions are destroyed in sunlight.]

Taking these potions into sunlight will destroy them. Ingesting any of these potions is 75% likely to cause death within 3 rounds. The terrible smells which emanate from a bottle if it is unstoppered should be sufficient warning that the liquid inside is inedible. Unstopping a potion will render it inert within five rounds.

4. Guardpost. Six thieves are on guard in this cavern at the time the PCs arrive. They are very inattentive, however, making it possible to gain one round of surprise on them while they prepare for combat. One hour after the PCs attack this guardpost, the word of their entry to the guild will bring a counterattack. Seven thieves will enter Room (4) from the north, while a similar number attack from the south. Twenty minutes after the fourteen thieves attack a large group of men will be heard loudly approaching from the northern halls, and flickering torchlight will fill the northern tunnels. Should the PCs remain in Room (4), they will encounter 25 thieves from the guild, coming to search the defensive maze.

5. Passageway. This intersection will be deserted when the PCs first pass through to reach the guardpost. If the PCs return through this area in retreat from Room (4), they can attempt a *Routine* General Perception Roll [Base Per roll] to detect the sound of voices coming from the eastern fork. If the PCs linger, torchlight will flicker into view in the distance. Six thieves are scouring the tunnels to the east (Group A).

6. Passageway. A successful *Very Hard* Perception Roll will reveal the slight softness of the ground before a PC treads into it, leaving inch deep footprints. The intersection is empty when the PCs first pass through. As they approach the intersection on the retreat from Room (4), there will be voices clearly audible coming from the area of Room (10), and voices approaching from Room (7). Because the men in Room (10) (Group B) are busy searching, PCs may hide in the hall between Room (10) and (6) to allow the guards from area (7) (Group C) to pass by. If the PCs attempt to hide there, Group C will yell to Group B (who will yell a return greeting) before continuing toward Room (5). Group B is composed of 4 thieves, while Group C is made up of 14 thieves.

7. Passageway. When the PCs pass through on the way to Room (4), this area will be deserted. On the trip back to the entrance, four torches will have been planted around the intersection to aid in finding the intruders.

8. Passageway. The passage to the west out of this intersection is not immediately obvious. A rock sits several feet in front of the tunnel, but effectively blocks sight of the narrow crawlway that descends steeply out of the room. When the PCs pass through this region the first time it will be empty. On the return trip it will be lit with torches, as in (7) above. As the first PC crawls through the narrow western entrance, the trio of thieves who make up Group D will come into the edge of the torchlight to the east.

9. Passageway. This area will be empty on the first pass through. On the PCs' retreat to the exit, they will hear shouting and sounds of searching.

10. Skeleton Cavern. The remains of many victims lie about this cave.

11. Passageway. Covered by moss, the floor is slippery and requires a *Hard* maneuver to cross quickly and safely in the dark.

INTERLUDE

While the characters are out of Norek, a group of seven Dwarves requests audience with the Council. The Dwarves are representatives of the Dwarven King in the Brank Mountains, who, they claim, is outraged at the people of Norek for repeatedly violating the borders of his Kingdom. The Dwarves will also claim that they alone have rights to the mine that Norek opened in their hills, and that if the humans do not leave the area immediately and forever, "There will be war!"

A quick review by the Council will show that the claims of the Dwarves are correct and that Norek has no right to the mine. Mazba Olinher will arrange a trade with the Dwarves, allowing them to operate the mine and sell the Rularon to Norek in return for Jussi stones.

NEWS AND RUMORS

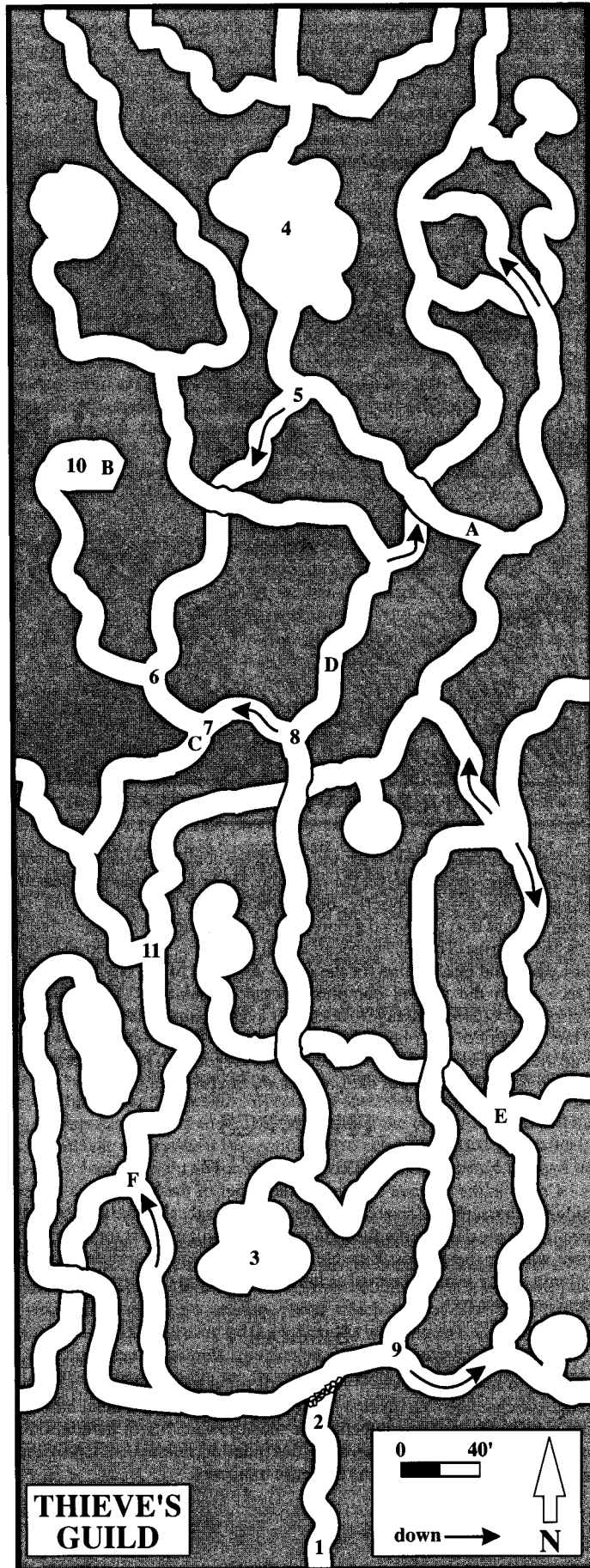
- A child was kidnapped from the field behind Yuth Aron's home in the Bindwater Province. Greely Streve, a local inquisitor, found the child and received a reward.
- Grimes Erutan arrived in town last week looking for his long-lost brother, Tilkso. He plans to search the area for several weeks and can be contacted at the Capstone Sleepery if anyone has information about his brother. A reward is offered.
- King Liras Alinar was dismayed by the unauthorized arrival of several "guests" on the western border of his kingdom and dismissed them curtly. (Elven longbows are very persuasive.)

4 THE JEWELS OF CRUMP'S MOUND

THE TALE

In the second millennium of the Second Era, a mining complex was opened in Crump's Mound, fifty miles west of the Grey Mountains. The mine was a rich source of rare crystals and gems, worked by a group of Talath under the control of a mysterious Mannish lord. Seven hundred years after the opening of the mine, a team of workers discovered a great crystal in the surrounding rock. Meticulous work revealed that the crystal was the tip of a huge spire, reaching deep into the earth. The rock was cut from around the crystal, leaving it free standing in the room, like the tip of a giant crystal sword thrust up through the floor. Deaths seemed to occur more frequently after that. Two hundred years later the mine was sealed and abandoned with the remaining men trapped inside because of the fear that there was a plague infecting the complex.

It was not a plague, however, that was killing the men. The great crystal they had unearthed was slowly warping a minor Essence Flow, causing a Minor Focus of Essence to form within the crystal. This Essence was converted and released from the crystal in a form of radiation. The radiation is not instantly dangerous, but can affect certain individuals radically, and can cause severe mutations in children of parents exposed for long durations.





A NEREYS VILLAGE SCENE

Seven thousand years later, the seal on the complex weakened enough for a passing Mage to detect the radiation. He broke through the seal and explored the complex briefly, but found nothing of value to him. The complex was host to several groups of beasts and men after that, including the Nereys tribe. The Nereys became well known for a short period of time in Lethys and Haalkitaine for the gems they sold to the city gemsmiths. Once again the mining complex changed inhabitants, when a small earthquake caused a passage to open to a cavern connected to a Lugrōki lair. Thus, the fame of the tribe ended quickly because the gems stopped flowing into the cities, and the Nereys were quickly forgotten. They continue to try to recover their home, but the Lugrōki always prove too strong.

THE NPCs

CHIEF GU AR'LIZ

Crafty in the ways of the world, the Chief of the Nereys is a shrewd judge of character and an able barterer. He knows that he holds the stronger position in the deal for the Jussi stones, and he will use that for leverage to gain what he can for his tribe. He is slow to anger, but will take private offense at any insults directed at his tribe, exacting compensation in any deal he agrees to.

SHAMAN

The spokesman for the "spirit" of the Nereys tribe is a reasonable old man set in his ways. Dressed in standard tribal regalia, he will instantly judge the characters on his first impression and council the chief based on the "impressions of our fathers." He tends toward fits of meditation or chanting in the middle of other activities (hunting, talking, etc.), providing a disconcerting distraction during tense moments.

LUGROKI

One hundred and twelve years ago a massive purge of idiotic Lugrōki during a great multi-tribe gathering resulted in one hundred of the lowest of the low being outcast. They wandered in subterranean darkness until an earthquake opened a back entrance into the mining complex in which the Nereys resided. By sheer force of numbers, they ran the Nereys away and have lived incompetently ever after.

MARIN KYM

A personal friend of Mazba Olinher, Marin is often chosen to go on diplomatic missions that are particularly touchy. He seems on the exterior to be very arrogant, especially toward females, but on the interior he is twice as arrogant. He has only encountered a handful of beings that he did not scorn as "lesser creatures," and not a single one of those was a lady. When in a diplomatic situation, his air of indignation completely fades and he becomes very warm and chummy, only to comment once out of earshot how "disgusting it is to have to associate with such creatures." Unspoken but obvious is the hint that he will say the same thing when he leaves the presence of the current listener.

THE TASK

The Dwarves require Jussi stones in trade for the Rularon, so it is up to the PCs to find out where there is a source of Jussi stones, travel there, and get some. Research in Norek will turn up a lead to the gemsmiths in Rhakhaan. If the GM wishes, he can require that the PCs go to Lethys or Haalkitaine personally to learn of the Nereys tribe, or he can have gossips in Norek give a general location of the tribe. Once the characters find the tribe, the Nereys Chief will be willing to trade but will require that the characters rid his "traditional home" of the Lugrōki. Once the complex is clear, the Nereys will resume trade with Norek and other major cities.

STARTING THE PLAYERS

When the PCs return from their swamp expedition, they will be summoned to appear before the Council. Mazba Olinher will tell the PCs that he desperately needs a source of Jussi stones, offering to hire the characters for 200gp per person to find and deliver the stones. A merchant (Marin Kym) trained by Mazba for diplomatic situations will accompany the characters on the trip to meet the tribe.

AIDS

The merchant advisor will be of help to the characters, as he will take care of the tricky negotiations. Also, strong horses for the ride to the Grey Mountains, and strong arms for the Lugroki encountered once there would be handy.

Lugrōki are the most obvious obstacle to the success of this mission. Crump's Mound lies several hundred miles east of Norek, requiring travel across regions that might not greet a group of strange people with open arms. Also, a small group hired by Guthrin will follow the characters at a distance to find the location of the Nereys tribe, so that Guthrin can set up a personal trade for the valuable gems. If the PCs spot this group (at the GM's discretion) they may have an encounter with them, possibly leading to evidence of Guthrin's plans (which though not illegal, would certainly make him look bad).

REWARDS

Crafty characters might be able to set up a trade deal with the Nereys that will make the PCs rich. The money from the Council would be pocket change in comparison, but such a deal would also earn the characters everlasting animosity from the Council.

ENCOUNTERS

Encounter 1: A merchant wagon will pass the characters soon after they leave Norek. The wagon is driven by a dark-haired man, and in the back are five large leather sacks. As the characters watch, the sacks will jump and jostle around with the motion of the wagon. A mile up the road the characters will find a large leather sack that looks like one of the ones from the wagon. If they open it they will find it contains six dozen amulets (one will allow the wearer to resist heat once per day for one hour as the spell *Resist Heat* (Elemental Shields, Open Essence) [3/4 Damage Reduction (RES) vs. ED (Heat and Fire only); 1 charge/day; 1 hour duration];

the other amulets are worth 2sp each.), one hundred blank documents signed by the various Council members of Norek (all are forgeries, but might be useful to fool some of the people some of the time if properly filled out), thirteen pocket knives (each worth 1cp), and a small packet of business papers, notes, maps, etc. About an hour later, a group of dangerous looking fellows will ride past and inquire after the wagon that they saw pass. The men will ride after the wagon, leaving the PCs in a cloud of dust.

GM Note: *If you have time to spare, you can roll up the wag-on driver as an NPC and have him find the characters at a later date to recover his lost papers. They could incriminate him, or contain clues to the whereabouts of an ancient artifact, etc.*

Encounter 2: The PCs approach a junction not mentioned by the Council — a surprising situation, because the directions they were given were accurate and complete until now.

An unremarkable brown-haired man in a rich red travelling cloak sits on a stump beside the fork in the road, whistling to himself and carving a piece of wood. He will seem to be totally engrossed in his work and not even notice the characters, no matter how noisy their approach. If anyone speaks directly to him, he will hold up his hand to indicate that he wishes silence for a few more minutes. If the PCs wait, he will finally look up and introduce himself as Minolus. He will then name each of the characters by name and say that he has a wager on the rest of their lives so they had better not let him down. He will only chat for a minute or two and give elusive answers about who he is, how he knows them, where the right hand fork in the road leads, etc.

Finally Minolus will announce that if the group intends to kick a little Unlife trash around any time soon they had better get back to the business at hand. With that he will turn and walk down the right hand trail. After two dozen steps he will turn and toss the figurine he just carved on to the ground in front of the party, and then walk away.

The figurine looks like an armor plated warrior carved from a dull silver wood and bears the following inscription:

*In all the worlds that spin and all the time that goes
This warrior will be ever near to rid your life of woes;
Call him but once in a single month and faithfully he'll serve
Call him more if truly in need, but only if you have the nerve.
He can do most anything that you will ever desire
Thus, use him in health until you die —
(But remember that he fears the fire.)*

If the PCs continue to pester Minolus while he is carving, or if they pick a fight with him, he will disappear along with the figurine and the right fork of the road. The party will be at a -25 to all activities for the following twenty-four hours [-3 to all rolls for 24 hours]. (A description of the figurine's powers can be found in the Magic Item Appendix in Part VIII under "God Construct.")

If the PCs take the right hand path, they will begin to get hot after 50 paces. After another 50 paces, trees will burst into flame. Charred bodies litter the trail. If the characters continue, they will begin to encounter one Undead per round until they retreat to the junction. Once the PCs reach the main road again, the right fork will disappear.

THE NEREYS VILLAGE

The Nereys village is composed of about fifteen huts arranged in circles surrounding the chief's hut, the shaman's hut, and the temple. There are 23 warriors within the village, as well as 36 women, 20 children, a host of livestock, and a cage with one Lugrok within.

As the PCs enter the village they will be approached by the Shaman and the chief, guarded by eight warriors. After several tense minutes pass (as Marin Kym explains their presence), the group will be invited to spend the night while the chief, Marin and Shaman consult.

The next morning the chief will announce that the tribe is willing to provide rough gems to the city of Norek on the terms laid out in a private meeting, but a service must be performed before closing the deal. He explains that it is the custom of the tribe not to give any member of the tribe any rights within the tribe until they prove their worth. In a similar vein, he asks that the group go into Crump's Mound and destroy all the creatures like the foul-smelling, drooling Lugeröki in the cage.

Though quite a distance from cities, the Nereys tribe is surprisingly adept at trade. The shrewd chief will fail to mention that his tribe controlled Crump's Mound (and mine within) over fifty years ago, and that until the mine is cleared of danger, he has no access to the Jussi stones he has promised to sell. The chief is willing to set up a more permanent trade agreement and may suggest that one be arranged, but Marin Kym will claim not to have the authorization to agree to such a deal. (If the GM wishes, he can let the PCs overhear this conversation and decide if they wish to gather and sell the rare gems.)

If and when the characters leave the complex and all the Lugeröki are gone, the chief will give the characters fifty pounds of Jussi stones to take to Norek. (Each pound of stones is worth 100 gp, roughly.)

THE NEREYS MINE

1. Hidden Entrance. Lugeröki have blocked the entrance to the mound to prevent sunshine from entering, and to discourage intruders. A group of twenty Lesser Great Spiders moved into the brush and Entry Hall. The Spiders created a tunnel five feet high through the brush to lure prey into their lair. The brush is several feet thick and secured by ropes tied to a large log wedged into the doorway of room (3).

Once the PCs enter area (2), the spiders will seal off both ends of the tunnel and trap the characters. The Lugeröki are afraid of the Spiders so do not chase them away. Burning the brush will not kill any Spiders, nor will it destroy the webs in area two (2), but it will enrage the Spiders.

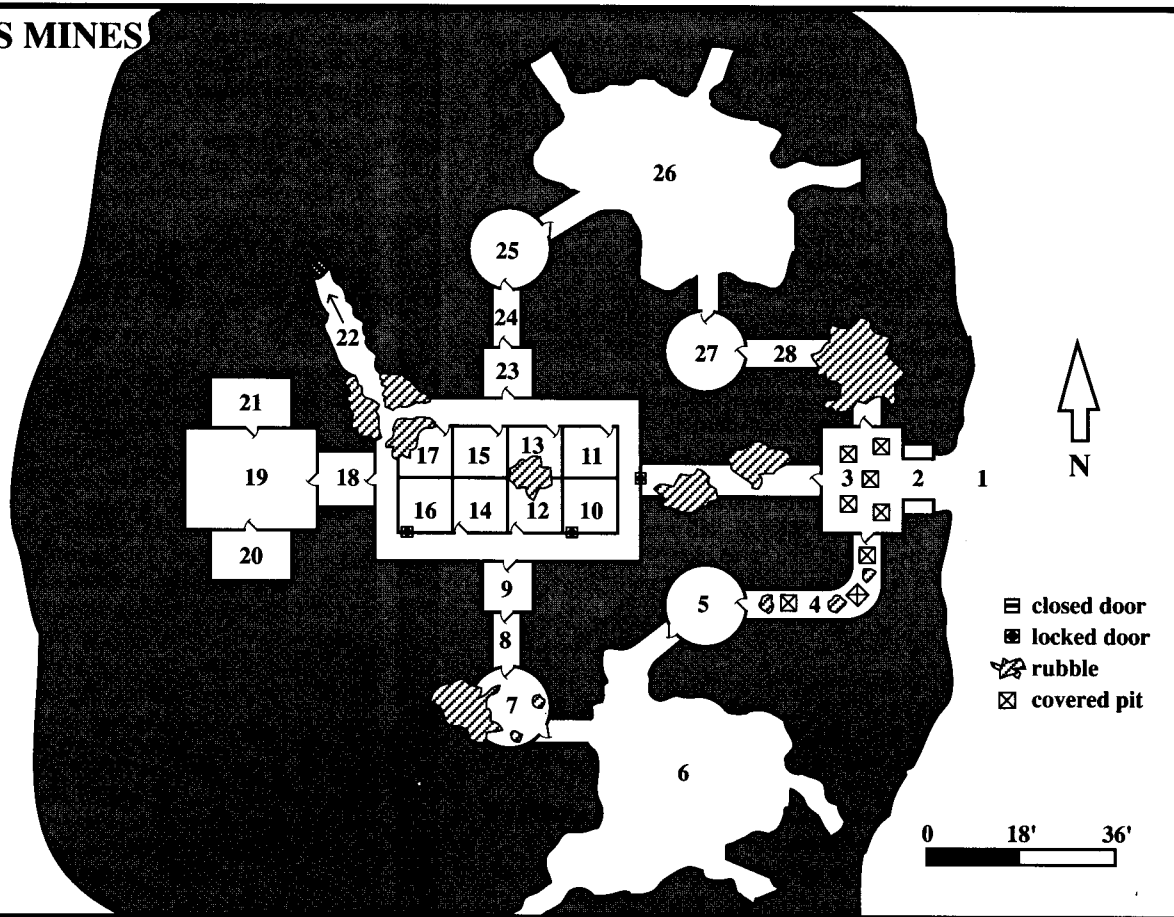
2. Entry Hall. This area is clogged by thick spider webbing except for a narrow tunnel five feet high running down the center of the webs. When most of the PCs enter this area, the Spiders will attack. If the characters burn the webs the Spiders will flee into area three (3) and wait for the characters. The weight of the Spiders is insufficient to collapse a pit trap, though a very observant PC might (an *Extremely Hard* Perception) notice a slight sagging as the Spiders run across a pit. The Spiders will skitter around room (3) instead of fighting, unless they are trapped. This racing around might lure several characters into pits, so watch where the PCs walk while chasing the Spiders. If the fight goes badly for the Spiders they will flee into area (3) and behave as above.

3. Pit Room. Lugeröki dug five pits into the floor of this room after removing all the tiles that previously covered it. The pits are five foot square, ten foot deep, and covered by animal hides and a layer of dirt. The tiles removed from the floor are stacked in broken piles behind the northern door. In various places around the room are skulls sitting beneath rocks. There is writing covering the walls, and great pictures whose meaning is obvious: "Keep out or get your head mashed under a rock." The writing is indecipherable unless someone has at least 4 levels of Writing Skill in Lugeröki.

4. Trapped Tunnel. There are three pits in this hall, prepared in the same manner as those in room (3), with the addition of large boulders on the far side of each pit. There is a guard sleeping on the boulder closest to room 5. His snoring echoes throughout the hall and is loud enough to be coming from a beast ten times his size. Because of darkness and his dark clothes the characters are unlikely to realize that he is on the boulder and not behind it. It will take a *Very Hard* Perception roll to notice the guard, even after he group is looking right at him. A loud argument can be heard through the door.

5. Guard Room. Four Lugeröki guards are on-duty in this circular room, playing a game of "Plomin," in which each player hits the others in the middle of their foreheads with a small wooden mallet. One guard is sprawled across the floor with an enormous bump swelling his whole face. Two of the guards are arguing about which one of them laid out the unfortunate. The fourth guard is working his way into an impressive drunk. These creatures are stupid, intoxicated, and sport large knots between the eyes. If required to fight, the fourth guard will rage into battle without a weapon. The guard holding the mallet will charge into battle with the tiny thing (treat as a club -200B) [1 BODY HKA]. The third guard will escape from the room (automatically) to collapse a few feet beyond the door.

THE NEREYS MINES



6. Training Chamber. This large cavern was originally the entrance into a set of mining tunnels, but now houses a Lugroki training area. Three tunnels to the south and east dead-end after forty feet, so serve as excellent crossbow firing ranges. In the room are two Greater and eight Lesser Lugrôki. Three are being used as targets in the crossbow ranges because of their transgressions of Lugrôki law (playing Blamsh). Three of the Lesser Lugrôki are armed with crossbows (with knobbed bolts so all crits are Krushing) and will turn and fire as soon as the characters appear. The other two are in combat with one another. They will run into combat with the characters, but are at half their total Concussion Hits.

GM Note: Any crossbow shot that misses the PCs should be rerolled to see if it hit one of the Lugrôki in melee. After eight rounds, the "target Lugrôki" will enter into the battle and attack by kicking the characters.

7. Chamber. Filled with skins stretched over wooden frames, this empty round room smells like the place where dead animals go to stink.

8. Passageway. This hallway is filled with nuggets and chunks of rock. If the characters spend one minute searching, they will find a rock that seems (a *Hard* Perception roll) too heavy for its size. This is a rough "Jussi" gem. There are a total of four in this hall, with each having a value of 100gp, once polished.

9. Chamber. Boards line the tunnel to keep the trash from flooding inward and closing off the walkway. Braces keep the boards from moving, but anyone walking through the tunnel must roll a *Medium* Maneuver to avoid bumping one of the braces and releasing the mountain of trash. Only one such roll is necessary per person per trip across the room. If anyone fails he will be smashed between the two retaining boards and get a *Medium* Crush attack with +20 to the roll [8d6 Normal Physical Attack]. All the PCs north of the failed roll will be swept against the north door and into the corridor.

The character hitting the door will also take a *Medium* Crush with +30 to the roll. Those to the south of the failed roll will be caught in a wave of garbage and bashed into the southern door. Because it opens inward, the first character to hit the door will receive a *Large* Crush at +50 to the roll [10d6 Normal Physical Attack], and then be propelled into room 7. Once all the motion ceases, the room will be hip deep in trash, with the character who set the garbage in motion trapped standing in the center of the room between two boards, and the other PCs spilled amongst the garbage.

10. Nereys Quarters. The Lugrôki never got around to breaking down this door, which is locked and *Hard* to pick. Inside are the remnants of a tribe who previously lived here.

11. Chamber. Sitting around a small cookfire are three Greater Lugoiki. Their door is wide open, and they can be seen beating on the meat hanging above the fire. If there is loud noise in the hall or in rooms 10-16, they will come to investigate, though the sound of the children in room 12 screaming will not bring them running, nor will anything less noisy than the smithing in room 23. If encountered in their room they will charge into battle after three rounds, during which time they will run around gathering their weapons.

12. Chamber. This room is knee-deep in the foulest, most putrid mass of trash and wastes imaginable.

13. Chamber. Two Lesser Lugrôki lie inert in this room.

14. Chamber. The door to this room is wide open. As the characters approach from either direction they will hear the slamming of a large object against another (wham!), followed by giggling and swearing. After several repeats of the same sounds, the "wham" will be followed by a loud shout, whimpering, and great bellows of laughter. If the characters peek through the door they will not be noticed by the Lesser Lugoiki gambling within.

The characters will see two Lugrôki toss a copper piece onto a small pile and then one will place his hands on a heavy wooden tabletop while the other hoists a great warhammer. This is the sister game to Plomin, called "Blamsh." The object is for the guy with the hammer to mash the "hands" of the other fellow. The first to give up losses everything he has placed in the pot, leaving the other the winner.

Also in this room are two sleeping Lesser Lugrôki and two others sitting around a fire pit and smoking small lizards rolled in animal skins. It will take two rounds of fighting before the sleeping Lugrôki awaken, and three more rounds before they enter battle. The lizard smokers will attack with incredible ferocity, doing double damage and having an additional +40 to their Defensive Bonus [+3 to dodge rolls, +1d6k or +3d6 Normal to all Attacks].

Both Blamsh players will fumble their weapons on any roll of less than twenty (20).

15. Room. In the room are 7 straw pallets and a small cookpit filled with barely glowing coals.

16. Ancient Chamber. This room is entered through a heavy iron door which is locked (*Very Hard* to Pick). It has not been opened since the complex was sealed several thousand years ago. Inside are the skeletons of three seven foot tall men, lying in four inches of dust. The dust in the room cloaks the contents like a deep grey snow. Three stools can be made out sitting near a work bench jutting from the northern wall. It is impossible to see the objects on the workbench without dusting.

On the bench is a diary of a long-dead owner, describing the slow death that the workers within the mine complex experienced because of some unidentifiable "plague." They wanted to leave, of course, but could not because of the risk of contaminating others. He writes that once the mine was sealed with his people inside, the crystal began to glow with an evil light, and his family got terribly ill, fast. Their skin began to burn when they entered the "Stone Charging Room," so they sealed themselves in their rooms to await death. (The diary cannot be read by anyone without extensive knowledge of ancient languages.)

Also on the bench is a stone working tool six inches long and a quarter-inch diameter solid metal rod. It cuts stone when the pointed tip comes into contact with a stone surface. It can cut up to six inches deep, for a total length of 10 feet per day. When the rounded tip touches stone, it will join any two pieces over which it passes [4d6 Transformation (Usable on stone only)]. This process can join even unlike rock types, with the joint invisible and as strong as if the pieces were never two. This tool will not effect even the thinnest materials that are not mineral in nature, but it will affect creatures that are primarily mineral in composition.

17. Chamber. The roof in this room will collapse at the slightest provocation, as the crushed Lugrôki within the rubble mutely attests. While the characters are in this room, there is a 10% chance per round that a small collapse will occur. (If the roll is a 01, a major collapse occurs.) Treat the small collapse as a Small Crush with +30 to the roll [(ACT 14-), 10d6 Normal Attack, Physical] and the large collapse as a Large Crush with +50 to the roll [(ACT 11-), 15d6 Normal Attack, Physical].

If a collapse occurs, roll once on the Crush table for each character in the room. If a critical is indicated and the critical determination roll exceeds 75, the character is pinned by rubble.

18. Guard Room. Five Lesser Lugrôki warriors are on attentive guard duty in this room; i.e., only two of them have fallen asleep, and the rest are only slightly intoxicated.

When the characters enter and awaken or disturb the Lugrôki (a 90% chance), the warriors will leap to their feet and charge to deal death. The two that were asleep will have stiff necks; subtract 25 from their OB and 15 from their DB. The other three will find that their legs and backsides are fast asleep; subtract 30 from their DB [-3 OCV, -2 DCV].

19. Crystal Chamber. The first sight that greets the characters as they enter this room is the enormous crystal formation in the center of the west wall. Then, in a nasty sort of way, it will slowly dawn on the characters that there is a very large, deformed Lugrôki sitting on the crystals as if they were a great throne. The king is horribly mutated because of the hours he spends sitting on the crystal. Surrounding him is his honor guard of four Greater Lugrôki, who will charge the characters to defend their king.

Along the walls are great items of battle regalia: broken swords, severed bones, dented shields, abused armor, crushed helms, tattered robes, and shredded tribal emblems. A cage fills the southeast corner of the room, and held within are three Nereys, and a young female Elf. Each will be willing to fight to the death to escape the mound. Filling the western floor are two piles, each eight feet high, filled with hundreds of pieces and chunks of rock. Most of these are of little value, but determined searching (over 20 minutes) can uncover several rough gems (worth 50gp currently, 200gp polished and cut). However, it would take someone with *Stone Evaluation (RMCI)* or a similar skill to pick out the valuable from the worthless [Trading Skill]. Alternatively, a PC can cast *Stone Lore* (5th level, Open Channeling, Nature's Way and 7th level, Open Mentalism, Delving).

20. Chamber. There is a fire roaring in a firepit, with an appetizing stew brewing within. The room is empty.

21. King's Chambers. Huge boulders pack the room so tightly that one cannot see the ceiling, with space enough to climb among them. How were these enormous rocks squeezed through the small doorway? To move more than three feet into the room, one must make a *Hard* Climbing roll, and one must continue to make such rolls or slip during the clamber among the boulders. If such a slip occurs, roll one ten sided die to determine the distance of the fall (in feet) to the boulder. It takes five successful rolls moving upward to reach the top of the boulder pile. [5 Climbing Rolls in succession to reach the top; GM's discretion elsewhere. Failure means a 2d6 roll to show how far in feet the PC falls.]

Once there, one can see that the ceiling was apparently caved in and all the rubble removed before the boulders were brought in, because the top of the pile juts into a rough cavern several feet above the previous ceiling's height. To find the King's treasure it will be necessary to make an *Extremely Hard* Perception roll. Allow each character to roll for movement and then roll for Perception each round that he searches.

Within a crevice between two boulders are the following: 6 gold necklaces (worth 25gp each), 126gp, thirteen pretty rocks (no value) and 12 pretty rocks (worth 50sp each), a stone vase filled with a thick liquid and stoppered (see "Vase of Stone" in the Magic Items Appendix in Part VIII), and a leather bag filled with hundreds of teeth (worth 38gp to an Alchemist.)

22. Entry Tunnel. Minor instability in the mines below the complex has, over the years, caused collapses in the walls and ceiling. If the PCs follow this tunnel they will encounter cave ins, mazes, and terrible monsters. The GM is free to develop this area, or just make it so inhospitable that the PCs leave.

23. Smith. Anyone within 100 feet (not through walls, but as sound carries) will be able to hear the pounding of metal behind this door. Two Greater Lugrôki pound on red hot metal while four Lesser Lugrôki pump bellows and stir the hot fire.

24. Chamber. In this small hall are the finished products of room 23. These weapons all have brightly gleaming blades and well-shaped handles. There are 15 broadswords, 20 longswords, 6 spears, and 30 daggers.

25. Shrine of Skoger. This holy room is filled with hundreds of Lugroki idols, icons and figures of worship. The air in this room is completely unbreathable (as one lungful will show) because of the smoldering piles of moss, fungus, dung, and hides filling the hazy room.

On the walls are splashed and drawn strange runes utterly lacking in significance. One of the idols is a rough-cut diamond the size of a dagger (worth 1500gp); it will take an *Absurd* Perception roll to find it the first round, a *Sheer Folly* Perception roll in the second round, etc., due to the vast number of statues around it and the smoke in the room. If the PCs find it and remove it from the shrine, a Servant of Skoger will find the PCs several months from now and ask for the return of the idol. If the characters cannot produce it immediately, the Servant will attack.

GM Note: *The PCs must hold their breaths from the time they open the door into room (25) until they leave room (25) into room (26) and shut the door. It will be a Hard Perception roll to see the door into room (26) from the doorway on the southern wall. Also, note that room (24) will quickly fill with smoke if the door into room (25) remains open.*

26. Meeting Hall. In this room are three acolytes of the Great Skohegan, Son of Skoger. They have no magical power of any kind, but that will not prevent them from chanting and calling up the wrath of their god. Once the PCs get within melee range, the acolytes will scatter and run for safety.

27. Shaman's Chambers. The Shaman of the tribe once lived in this now-unoccupied circular room littered with smashed idols.

28. Choked Passage. There is a hole through the rubble in this tunnel, but to climb up to it requires 2 *Hard Climbing* rolls, and to navigate the narrow tunnel requires one roll to determine if the ceiling collapses (same chance as in room 17), and two *Hard Maneuvers* to maintain balance on the descending slope.

INTERLUDE

When the PCs return with the Jussi stones, the Council of Norek will congratulate the characters on a job well done. Because the PCs have successfully completed their mission, the Council will pay the remainder of the money owed to the characters (if any), and tell them that they appreciate the service rendered for Norek.

GM Note: *This ends the current adventure (scenarios 1 through 4), and completes the low-level adventures in this module. Middle-level adventuring begins below, with Adventure 5, "The Treachery of Ton Bron."*

There are terrible rivalries afoot in the town of Norek. Businessmen are going to whatever means are necessary to get the upper hand, and twisted plans are being forged. Trade seems the same as it ever was, but beneath the calm surface lies a seething cauldron of lies. A network of criminal activity has taken root in Norek, threatening to overwhelm the city if nothing is done to stop it.

NEWS AND RUMORS

- Three caravans have been destroyed in the last month. Never has brigand activity reached such a level.
- The Priests of Yarthraak are looking for converts and offering substantial benefits to anyone willing to serve them. They are very powerful in Cynar and rule in the monarch's stead until the Prince Kier returns. They are currently bartering for permission to erect a temple within Norek and have inspired devotion with their healings and learned instruction.
- Humar Winnoy, Norek's Military Councilor, was seen leaving the city gates with Dunna Revin, Norek's Chancellor of Magic, on his arm. Tongues will wag!

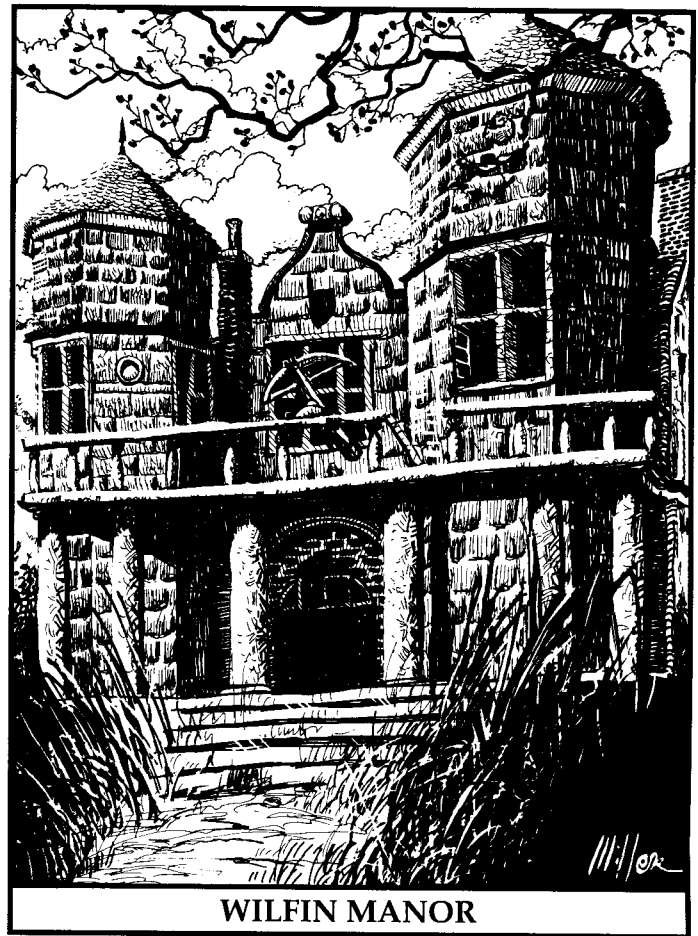
5 THE TREACHERY OF TON BRON

THE TALE

Over the past few months, a band of brigands has been attacking caravans with greater and greater frequency. They seem to know exactly where and when to strike, thwarting every move the Norek City Guard makes to stop them. Though it is rumored that the thieves and scoundrels have a great Seer to aid their endeavors, nothing could be further from the truth.

Nitire controls the brigands, though he does so wearing the guise of an old Rogue he met ten years before. He began the operation to maintain his disguise as a merchant. He reasoned that the brigands could accumulate enough stolen property to allow him to run a small business in certain items (food, pelts, etc.), while the brigands kept the majority of the booty for themselves. As time elapsed, Nitire realized that he could significantly control the merchants of Norek using his brigands, but that to do so he would need to expand his operation.

Nitire, using the alias "Ton Bron," contacted two men that he knew to be partners in criminal activities in Norek: one is a leader of a squad of Sentinels (Jacon Benwe), and the other a respected businessman (Englick). Englick gives information on other caravans coming to and leaving the Norek region. As compensation, he receives part of the stolen merchandise and a small bounty. Jacon need only fail to notice or prosecute certain activities in his jurisdiction and warn the brigands of upcoming raids to earn a significant income from Ton Bron.



WILFIN MANOR

Nitire soon gained such an abundance of loot that he acquired controlling interests in some businesses based in Norek, and he added to the wealth of Jacon, Englick, and himself. Unfortunately, Nitire feels that his schemes and alliances have become too twisted to manage, and that he is stretching his abilities to the point where he might begin to make mistakes. Thus, the wise assassin and agent of the Unlife plan to terminate his current operations and begin again in a more reserved (but still very profitable) fashion.

Nitire has ordered his brigands to attack the previously protected caravans of Englick. Such unprecedented attacks will precipitate a series of events that will eliminate all his present connections and leave him free to disappear and begin anew. When Englick comes to him with the news of the attack, Nitire will feign ignorance and dismay, claiming that the brigands acted against his direct orders. He will recommend that Englick kill the offending brigands for their insubordination.

THE NPCs

For Englick, Jacon Benwe, Dunor Wilfin, Lano and Verlist, see the listings of Major NPCs in Section VIII.

THE TASK

The PCs would be wise to follow the directions Jacon Benwe gives to the approximate location of the Brigands' hideout. Once they find the mansion in which the brigands have taken up residence, PCs must enter and capture or slay the dastardly lot.

STARTING THE PLAYERS

Jacon Benwe will approach the PCs at a most inopportune time (when gambling, drinking, brawling, etc.) and request that they follow him. He will take them to a private meeting with Englick, during which Englick will complain to the PCs about the hazards and difficulties of being an honest businessman. He will eventually come to the point and offer the characters 50gp per person to find and eradicate the brigands who have been destroying local trade. Englick will explain that he represents the Trade Guild in this matter, and that the money the characters receive is a collection from all the members.

If the PCs agree, Jacou will provide a rough description of the area in which the brigands are thought to reside. Jacou will remain hooded and in the shadows as much as possible, and will not admit that he is the head of the Falcon Sentinels.

AIDS

The brigands feel very safe under the protection of Ton Bron, so will not be expecting any trouble. They will be incautious and unprepared for an attack.

OBSTACLES

Who needs other obstacles when you've just been hired to kill and maim a large group of very nasty men?

REWARDS

Aside from the 50gp per person, the characters might be able to take a large portion of the stolen booty and sell it at some risk (and large profit), or return it to its owners for a small (10% of value) reward. The businesses of Norek will honor the PCs with a "courtesy discount" if they are successful.

ENCOUNTERS

Encounter 1: The PCs notice a shrine off in the woods to the left of the trail. If they approach it, they will find an engraved stone is clearly visible under the mantle. On closer examination it will be found that a square piece of marble was set into the natural rock and then inscribed with runes. Though the rest of the rock is covered with moss, the plaque is untouched by moss or age. The plaque reads as follows:

*Shrine to the Friend of all Men
To the guardian of the Planet
To the Elvin Lord above all others:
We mourn the day that you left us
And swear to do your work;
We await your prophesied return
Sweet Paladin Innlotu Gerar Pahal.*

Encounter 2: A Spellcaster will appear in the air a few feet above the ground, thirty feet in front of the party. He will fall to the ground, then pick himself up, dust himself off, and pull a small scroll from his robes, oblivious to the gaping PCs.

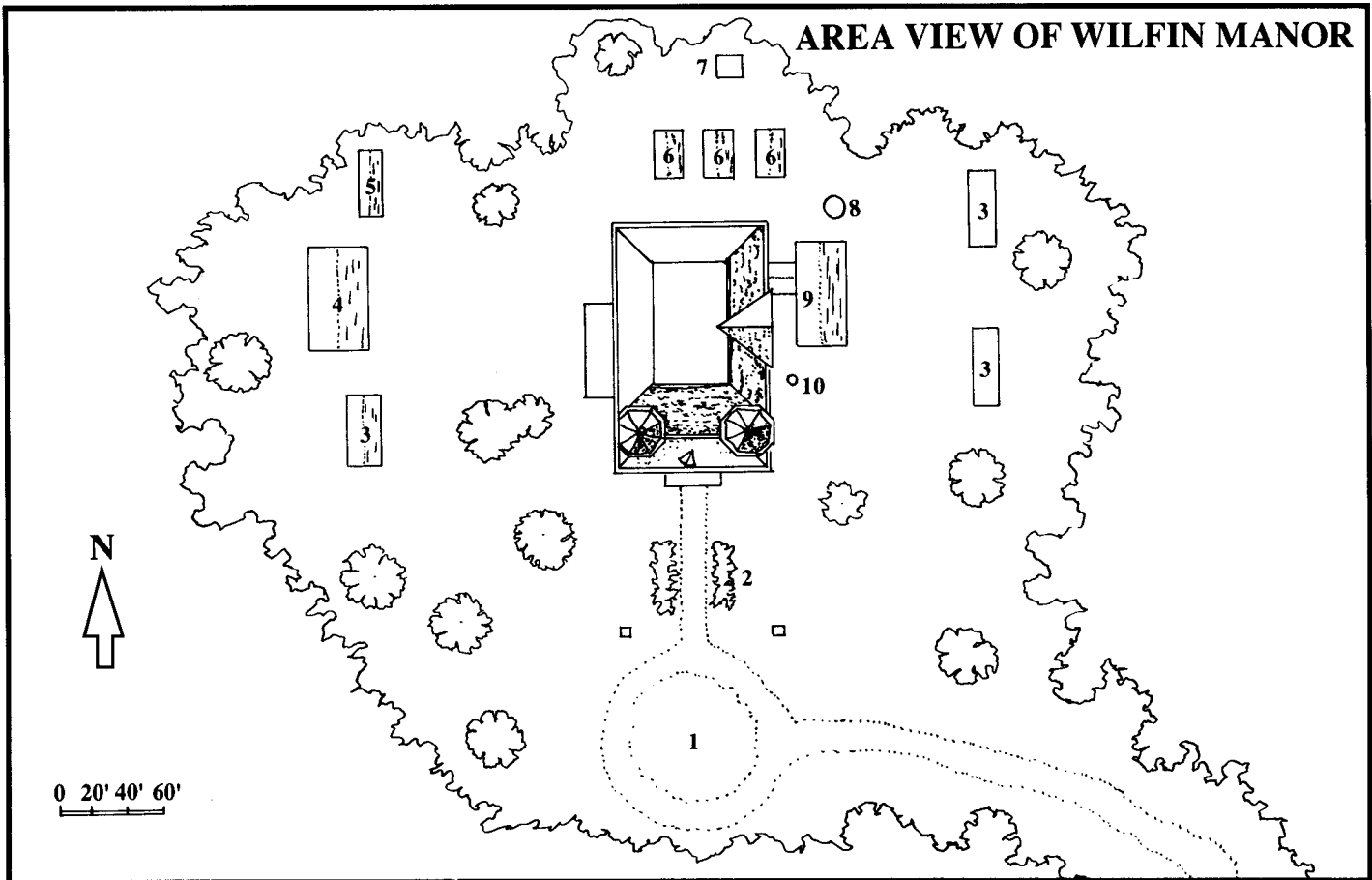
The errant spellcaster will gladly explain that he teleported out of an ambush, but misspoke his spell and has no idea where he landed. He will trade a Potion of Healing (1-50) [AID, 1d6 BODY] for information about his location.

THE LAYOUT: WILFIN MANOR

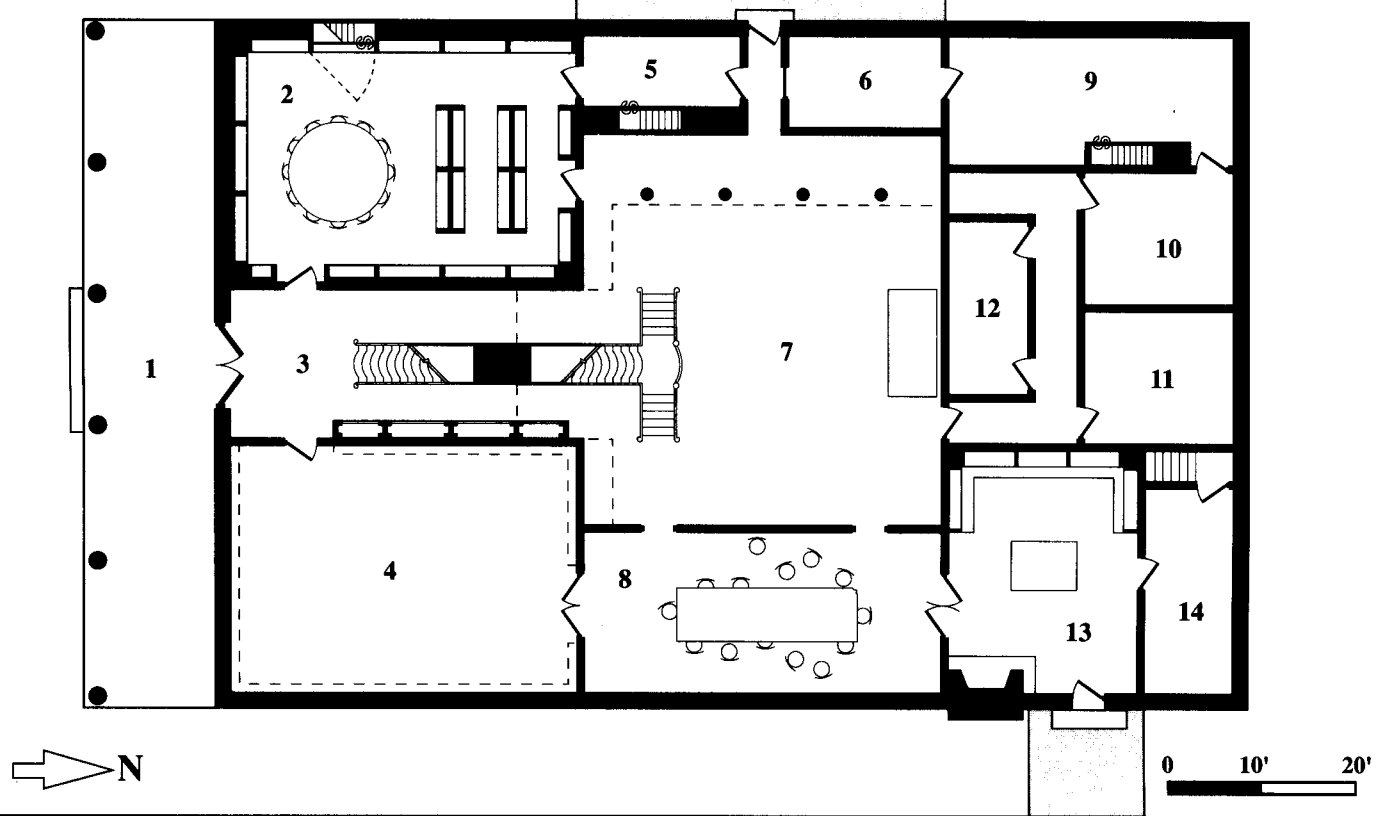
This manor has been in the Wilfin family for two generations, but has fallen into neglect and disrepair under the care of Dunor Wilfin. He and his looting friends have taken up residence in the home which he inherited from his ailing mother when she finally moved back to Lethys.

MANOR EXTERIOR

1. **Carriage Path.** An overgrown trail leads to a wide meadow around which the trail loops. On the northern edge of the loop a stone path extends through the weeds toward an old manor home.
2. **Manor Entrance.** A stone path, overgrown with weeds, leads between large bushes to a flight of stone steps. A thin moss covers the steps, giving evidence that they have not been recently used.
3. **Barracks.** This is a newer building, built to house newcomers to the brigand's group. Ten brigands live in this barracks.
4. **Barn.** Leaning as if caught in a high wind, this barn seems on the verge of collapse. Trees have been propped against its leeward side to help support the wall.
5. **Shed.** An old shed has smoke rising from a jagged hole cut in the roof. Ten men have taken this building as their quarters and have chopped an air hole in the roof for the fires they build in the center of the stone floor. (Two members of the Norinth are undercover within the brigand camp, and this is their quarters. If a fight breaks out they will kill other brigands if there are not likely to be any surviving brigand witnesses; otherwise, they will flee. They are trying to track the goods going to Lorgalis, so they can disable the route at its heart, in the province of Ly-Aran.)



WILFIN MANOR FIRST FLOOR



6. Buildings. Now used as storage for large items or those things Dunor will not allow within his home, these used to be the servants quarters for Wilfin Manor.

7. Outbuilding. Enough said.

8. Cistern. A water collection cistern is mounted on stilts at the northeast corner of the house. A valve controls the water release. Buckets lie on the ground nearby.

9. Smokehouse. Connected to the mansion by a stone walk, this building was used for smoking and preserving meats. It is now used for storage.

10. Well. A dried-up well, covered by boards and planks and overgrown with weeds. If a character walks across it, the boards will collapse, leaving the characters to plummet 30' to the dry bottom [5" fall, 5d6 Normal].

LAYOUT: THE MANOR'S FIRST FLOOR

1. Front Porch. A cobblestone walk connects the front porch of the house with the dock. On each side of the path are hedges and bushes that seem to have been trained and clipped in the past, but now grow wild.

2. Grand Room. Every foot of the wall has shelves covering it from ceiling to floor. The shelves, in turn, are filled with books stacked in disarray. A ten foot diameter meeting table sits off center in the room, surrounded by twelve chairs of modest design. Lying in the middle of the table is a map of the region between Norek and Cynar, held in place at the four corners by an ale flagon, a leather boot, a short dagger, and a stack of books. Around the room are fine goblets filled with spoiled wine, and moldering casks that smell of soured ale.

Two brigands will be in the room playing darts the first time the characters enter. They will throw the darts (+5 OB) at the characters before drawing their weapons if a fight should develop. They are mildly intoxicated, so will not find it unreasonable if the characters state that they are looking for jobs (or some such). They are quick to anger, so if the PCs do not act quickly to calm their passions or confuse them (Duping skill at +20 due to drunkenness) [Persuasion skills get +2 to rolls], they will attack in a rage.

A secret door is hidden in the northwest wall as a section of the bookcase. Finding the opening is a *Medium* Maneuver, but locating the correct book to trigger the door is a *Sheer Folly* Maneuver unless the PCs wreck the entire section of the bookcase. The secret door leads to a 3' wide stair ascending to the second floor. At the top of the stairs is another secret door.

3. Entry Hall. A long trophy case lines the east wall of this grandiose entry way. The floor is composed of chips of stone inlaid to form a mosaic stretching the length of the hall.

Anyone familiar with Lethys will recognize the city in the mosaic instantly as the grand seaport. An ornate staircase, once resplendent in its twisting brass rails (now tarnished) and polished steps (now smudged), ascends to the second floor from this hall. Inspection of the door will reveal that it is possible to both lock and bar it from within; a *Routine* Perception roll reveals the fact that persons on the porch can be observed through peep holes on either side of the door.

The trophy case is bare of everything except a "Symbol of Cheer," and a thick layer of dust. When viewed, it will cause the viewer to be lighthearted for one hour per 10% failure of the RR. PCs so effected will be loathe to take offensive action, unless it is forced on them, in which case they will kill and/or die with a broad smile and a childish giggle. Additionally, they are almost immune to weariness or exhaustion for the same duration, but must sleep for at least eight hours after the effect wears off. (Exhaustion point requirements are one-quarter of normal.) Trying to resist the urge to sleep will result in falling asleep at a very inopportune moment (at the GM's discretion). [AID, 2d6 to EGO, PRE and END; Side Effect is 4d6 STUN Drain.]

4. Chamber. Brigands have attached iron cradles to the wall around the doors so that they can bar "house guests" into this room. It requires a successful *Hard* maneuver roll to raise the bar on either door from within the room. At the height of six foot, a narrow shelf encircles the room. The shelf was intended for tasteful knickknacks, but now only holds men's dirty clothing.

5. Study. A rough map of Jaiman dominates the western wall, while an overturned desk leans against the east wall. There are ropes, pieces of timber, nails, and other common building supplies. (The brigands are unaware of the secret door in the wall behind the desk. It is *Hard* to find from within the room, and *Very Hard* to open from inside the secret passage, which leads down to the cellar, #31, for the desk blocks it.)

6. Supply Room. The southern door into this room is locked and barred from the inside. All the items Verlist requires for his experiments are kept in vials and retorts around the perimeter of this room. The northern door is locked (*Medium* to pick); Verlist carries the only key.

7. Ballroom. When the PCs enter this room they will be able to hear the conversation of the brigands in the dining room (8). A staircase descends from the upper floor to a landing and then continues to the floor of this room. There is a skylight in the roof, and a balcony rings the second floor to allow a view of the ballroom below.

Crates fill most of the room. A number of them are empty, the goods already removed and sold to buyers who do not ask too many questions. Piecing together several boards will reveal the names of some of the caravans from which the brigands have taken booty. The total value of the booty in this room is perhaps as much as 1,000gp, but it is of little value if the PCs cannot find the right buyers. The authorities in Norek will be willing to pay 100gp for the entire collection of stolen goods. If the PCs start going through the crates to look for valuables, roll on the Accessory Price Chart (pg 24 of *ChL*) to determine the contents.

8. Dining Room. Six brigands are sitting around the table enjoying a meal. (There is only a 10% chance of them reacting to normal noises.) A banquet-length table fills most of the room. The double doors into the kitchen swing in either direction.

9. Verlist's Laboratory. The door into this room is locked (*Hard* to pick); Verlist carries the only key. Filled with prisms and stones, beakers and vials, this room serves as the testing ground for Verlist's magical skills. The secret door into the cellar has been carelessly left open. On each shrine is a magic item which Verlist uses as a focus for his concentration:

- **Whistle of Walls (Air).** The first time the whistle is blown by someone other than its owner, an Air Guardian will appear and explain that they must defeat him in order to gain the power of the whistle, an *Airwall* (Wind Law, Magician). Defeating the Guardian makes the summoner the new owner, so that he may whistle up an *Airwall* once per day. [1st Ude summons 200 pt. Air Guardian; PC must defeat Guardian to use Main Power. Main Power=+20 PD, +20 ED Force Wall (1 charge/day).]
- **Knot of Command (Earth).** This bit of knotted twine has two powers. It allows any rope it is held against to perform as an *Enchanted Rope* (Earth Law, Magician), and allows the bearer to *Study I* (Lore, Bard), each power usable once/day. [Cramming Talent, 20 STR TK usable on ropes only.]
- **Inpaelia's Everburning Spark (Fire).** A 4" long rod of faceted yellow stone, it holds an everburning flame at one end. [Change Environment (Light) (AA-Radius=16"), 8d6 EB (No Range).]
- **Sponge of Drawing (Water).** This enchanted sea sponge will draw up to thirty gallons of water from the surrounding environment by speaking the command "Draw X" (X is the stated amount of water to be absorbed). The water can then be released using the command "Release X" (X is the amount of water to be released). [GM's Discretion.] This power can be dangerous, as the sponge will draw the specified amount of water from the easiest to drain environment first, and if not finished, will draw from the next easiest environment, until the correct amount of water has been collected. Thus, it will draw rain before fog, and standing water before air moisture. However, it is only able to draw water from a maximum distance of forty feet. If the holder were to try to Draw thirty gallons on a very foggy night, he would clear a forty foot radius spot in the fog (and fill the sponge 5 gallons), then parch the soil for forty feet (and get 15 more gallons), then empty the surrounding waterskins (and get 5 more gallons), then the surrounding party members or plants might be drained for the final five gallons. The sponge can be used any number of times, up to a total of thirty gallons per week. It can release its stored water in any increments, but any amount stored will disappear after one week within the sponge. The sponge will only draw water, but it can draw the water from other liquids.

10. Bath.

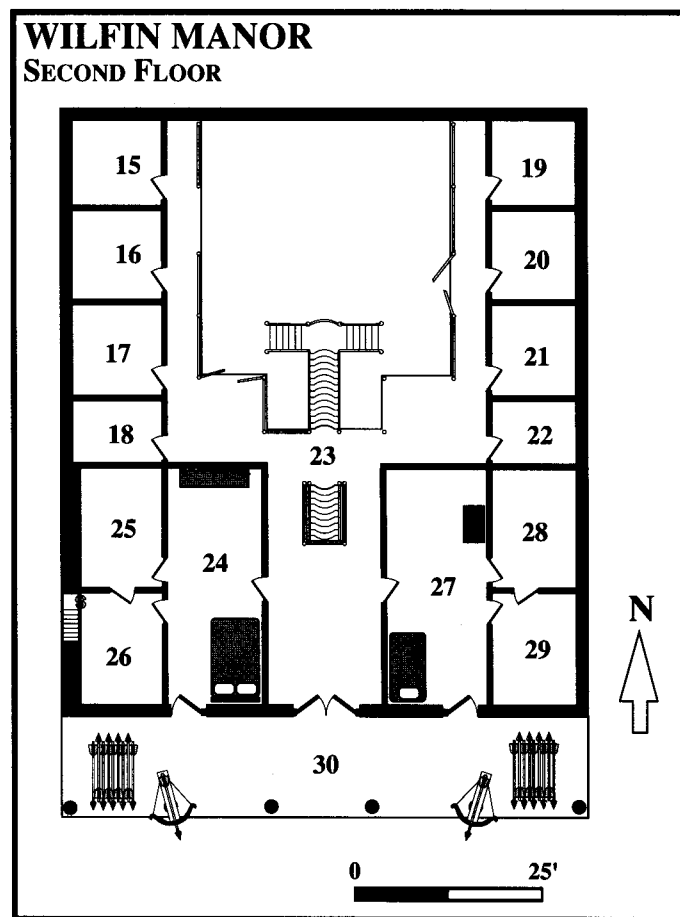
11. Privy. The door is barred from the outside, and the message, "Do not enter on peril of your life!" is painted on the door. Three women are held in this dirty room while they await the ransom that will free them. . If the PCs make the slightest noise in this room, Lano will come running. Each PC moving into the room must make a Light Stalking maneuver each round, to avoid Lano hearing them. If the women are moved or released, there is a chance that each one will make a noise to alert Lano — 15% if conscious, 5% if unconscious [GM's discretion].

12. Lano's Chamber. Lano took this room so that he could be close to the kitchen. Now that there are women in the room across the hall, Lano is supposed to keep an eye on them.

A small fortune in treasure (200gp) sits in pretty stacks around Lano's room. If PCs do not alert Lano to their presence, he will be in his room writing in a journal. He will reveal that he is a poet at heart, but his great size and temper have betrayed him repeatedly. He will claim to be trying to harness his anger, but he seems to have a difficult time doing so with all the fighting and looting required of him. PCs might be able to help this poor fellow out and have a true friend for life, or they might set off his temper and suffer the consequences.

13. Kitchen. Ten gallon soup pots and 20 inch skillets lie in a disorderly stacks within an open cupboard. There are a few small crates of food around the door into the storage room (14). In each is a delicacy (eagle eggs, great shrimp, etc.) taken from a shipment headed to Cynar or Norek, but the brigands refuse to eat them because they taste strange. Now they taste rancid.

14. Pantry. This room is filled with broken jars of preserved fruits and vegetables. The stairs lead to the cellar.



LAYOUT: THE MANOR'S SECOND FLOOR

15-22. Bed Chambers. Each of these rooms holds two bunks and the personal belongings of two men. In each room are coins worth about 20gp, but they are guarded by a variety of locks and traps, not to mention a snake (chest in room 15), spider (sack in room 19), and scorpion (jar in room 20). Rooms 15, 21, and 22 all have two men in them. Rooms 16 and 18 have a single brigand in them; rooms 17, 19, and 20 are empty.

23. Balcony. A balcony overlooks the first floor Ballroom. A wooden handrail, broken in spots, runs around the entire balcony.

24. Dunor's Room. The master of the Wilfin Manor, Dunor has claimed his rightful place in the master bedroom. A carefully made bed is in the south corner, with a intricately carved head board depicting a great dragon at sea. All of Dunor's treasure (50gp) rests at the bottom of a fish tank, in plain sight, and is guarded by nothing more dangerous than a few ugly goldfish.

25. Privy.

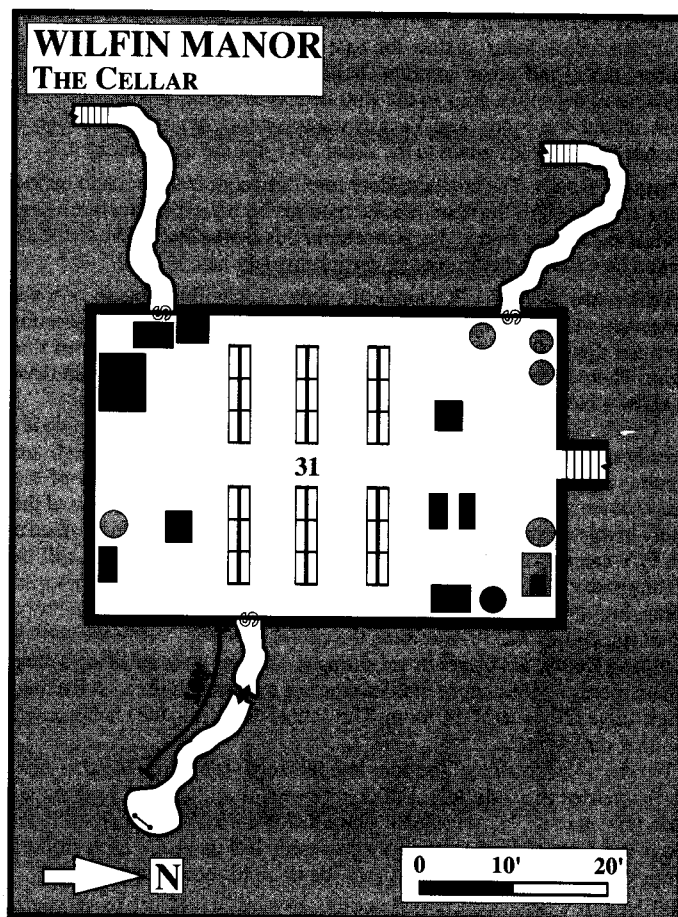
26. Study. A desk on the southern wall is covered with tiny scraps of wood and small pots of adhesive. Homemade tools for detail work are arranged in a tool tray mounted beside the desk. A secret door (*Hard* to detect) is hidden in the west wall. If the PCs open it from either side, the ships on the shelves attached to that wall are 90% likely to fall to the floor and break.

Dunor will be in this room putting the finishing touches on a tiny schooner. When the PCs enter he will very slowly turn around, his eyes will widen in shock, then he will very slowly rise from the table and motion for the characters to follow him into the next room. Once into the bedroom he will order them to leave his home at once. He will break down in tears after a few seconds, however, and tell the characters that he is an unhappy man, tired of having his home abused by strangers, and ready to make amends for his crimes. In order to prove his willingness to start over, Dunor will give the characters information on the exact caravans he was not allowed to attack, the region of the city in which he was told the Sentinel chief was paid off, and information on the man who organized the whole scheme. Of course, the information he gives about Nitire will really be about his disguise as Ton Bron. The information about the caravans and the Sentinel chief will be sufficient to clearly implicate Jacou and Englick in the criminal troubles of Norek, but insufficient to warrant immediate arrest. If the characters kill Dunor before he communicates this information, they will find the same testimony in a personal diary lying on his work table.

27. Verlist's Chamber. On the featherbed in the north corner of the room is a carefully folded pair of pants and shirt. On the floor is a pair of soft leather boots, and resting on the dresser is a wand, necklace and three rings. A man's voice can be heard singing from room 14, as the door is partially open. The wand is a x3 multiplier for Magicians [300 Pt. END Reserve w/ 10 REC], the necklace has a 10% chance of deflecting any missile attack [Missile Deflection (All Ranged) (ACT-8-)], and the three rings are just fancy jewelry worth 5sp each.

28. Magician's Bath. Verlist is in the bathtub singing as the PCs enter; he will scream and try to hide under water. After a few seconds beneath the water he will turn Invisible (*Unseen I*, Closed Essence) [Invisibility vs. Normal Sight w/Fringe] and try to remain very still. If the characters wait long enough he will surface, panting but invisible, and beg for mercy.

29. Closet. Verlist owns almost no clothing, and what he does own is in the dresser in the bedroom. If Verlist is alive he will squirm away from anyone holding him (remember, he is probably still wet from the tub) and will instantly cast a *Wall of Stone*, which will have the unfortunate effect of collapsing a 20' section of floor. The stone wall, the floor, and anyone in the collapsing area will plummet into the living room below. Treat this as a 15 foot fall [+15 PD, +15 ED Force Wall].



When the dust settles, Verlist may be almost unharmed by the fall so will throw up a *Wall of Fire* [+15 PD, +15 ED Force Wall w/8d6 EB Damage Shield (no Range)] to cover his escape. This will burn the mansion down, unless the characters are able to control its spread. Until the PCs stop the magical flames (e.g., use water or deoxygenation spells, *Dispel* spells, *Cancel* spells, etc.), there is a 10% chance each round that a real (non-spell) fire will start and spread; the chance increases by 5% each round that the *Wall of Fire* continues. Once a real fire starts, only water and other similar spells will affect the fire. Each round in a smoke-filled room requires a RR vs. a 3rd level respiratory poison or the PC loses consciousness [3D6 NND]. The fire will gain 2' in diameter every round and spread upwards as well.

30. Outdoor Balcony. Two armed ballistae are mounted on the rail of the porch. A pile of ten missiles sits beside each of the ballistae, ready for loading.

LAYOUT: THE MANOR CELLAR

31. Cellar. Besides the steps into the cellar from the kitchen, there are three other routes for entry into this gloomy storage room. The secret door coming from the study (room 5) is covered by crates and is thus unusable unless some time is spent rearranging the crates. The secret door to Verlist's lab is of *Medium* difficulty to find, but *Hard* to open; it requires that the barrel between the four southern shelves must be removed from a pressure plate on which it sits. The secret door in the southeastern corner of the cellar leads to a passage 120' long that ends in an iron ladder. This ladder leads to a trap door in the floor of the stablehand's quarters (see the Manor exterior map, building 12). The crates in the cellar are filled with goods too recently stolen to be safe for sale.

INTERLUDE

NEWS AND RUMORS

- A force of Lugrôki just miles outside the walls of Norek were decimated by a group of seven Norin.
- The Council approved the erection of a temple for the Priests of Yarthraak within the walls of Norek; building the elaborate stone structure should take 4-6 months.
- A merchant from Haalkitaine is offering Jussi gems for sale at the cost of 1000 gp per glimmer (jeweler's measure).

6 'WHERE THERE'S A WOLF

THE TALE

The brigand leader, Dunor Wilfin, has implicated Jacon Benwe and Englick in a ring of crime. If the PCs take the information to the Council, Nitire will learn of it through Dunna Revin. Nitire will warn Jacon and Englick to watch their step, and urge them to "take care of" the PCs as soon as possible because his hands are tied. Nitire will then leave town for several days. Within a few days Pith Elbon will approach to the PCs and tell them that he knows about a secret hideout that Jacon and Englick share, because he once had to deliver some goods to them. He will agree to lead the characters to the caves in order to be a "good citizen."

Englick, Jacon, and their friend, Tilkso, are under the sway of a dark curse that brings out the worst in them with the waxing of each full moon. To that end they have created a cavern complex outside of Norek where they act out their depravities.

Pith is manservant to the three men that live in the caves to which he leads the PCs. Pith despises his employers and prays for the day that someone he lures to the cave kills all three. He usually lures adventurers to the caves with a tale of a terrible beast that killed his family, but the PCs have earned a special invitation to an unscheduled "evil party."

GM Note: If the PCs do not have the information incriminating Jacon and Englick, or if the Council is unaware of their activities, the GM must set the adventure back on the right trail by dropping hints or giving away necessary information.

THE NPCs

For information about Pith Elbon, Jacon Benwe, Englick and Tilkso, see the Major NPCs listed in Section VIII.

THE TASK

The PCs must follow Pith to the hideout of the two men and find incriminating evidence. If they find such evidence, they are to locate the men and bring them to Norek for trial.

STARTING THE PLAYERS

A note will be slipped into the hand of one of the PCs as they walk down the street in Norek. Trying to catch the person who handed the note will lead to a *Very Difficult* chase, and will only uncover a young boy sent to deliver the note by his mother at the Red Headed Lady. The note will state that the bartender at the Red Headed Lady has information that would be helpful to the player characters.

When they arrive at the Red Headed Lady, Pith will introduce himself and offer his help to bring Jacon and Englick to justice. If the Council has any knowledge of the matter, the PCs will be strongly encouraged to follow up on this lead.

AIDS

If the characters do not have magic or silver weapons by this time, it might be time to give the poor devils a break. After all, Werewolves are hard to kill.

OBSTACLES

The fact that Englick and Jacon are both Werewolves ought to take a little wind out of the PCs' sails. The presence of a third Werewolf only makes the task of bringing Englick and Jacon to justice that much more challenging.

REWARDS

Englick has several businesses that he has willed to the person who manages to slay him. Also, there is a nice collection of treasure and magic items in the caves.

ENCOUNTERS

GM Note: The woman that ran into the PC's camp on the third night of their trip to the Ogre's Lair was a fortunate victim who managed to escape the Werewolves' Hold.

Encounter 1: On the first night out of Norek, your guide Pith will sleep restlessly for a few hours, then awaken and pace around the camp. If there is anyone on watch, Pith will chat with them about the horror of the creature they are going to meet.

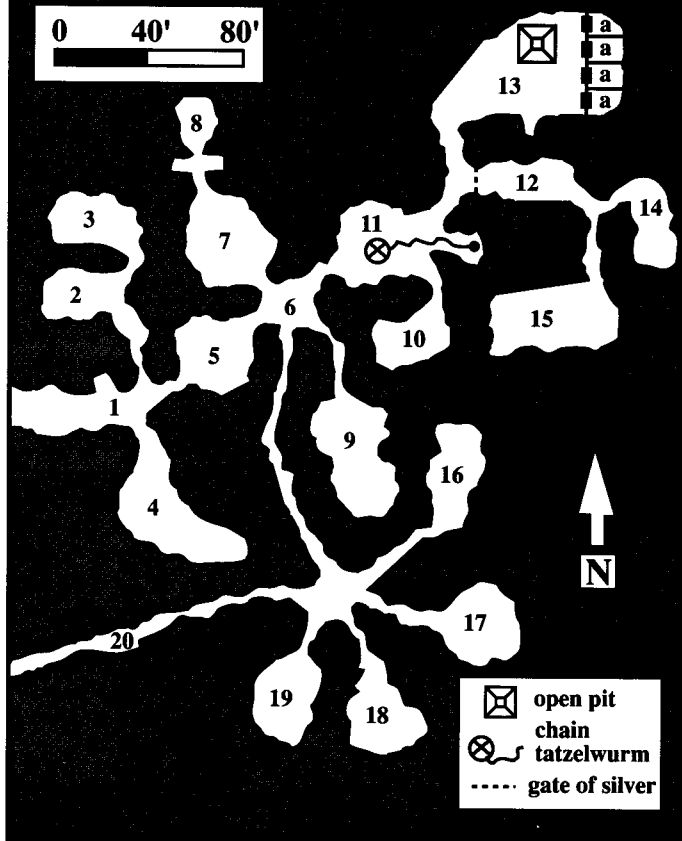
Encounter 2: The PCs spy a family having trouble getting a wheel back onto their wagon. A young child will pull one of the PCs aside and try to tell him to be careful of the dangerous beasts that live in the woods. He will claim that his father stabbed one in the chest with a pitchfork, and it ran away. His mother will grab him by the ear and throw him into the wagon.

Encounter 3: A massive dark black cloud rolls down the trail toward the PCs at high speed. Stopping just short of engulfing them, the cloud coalesces into a smoky humanoid shape twenty feet tall. The form reaches a stubby "arm" into its own smoky trunk and pulls out a sheet of the purest white paper, which it hands to the nearest PC. The form then disappears, leaving only the paper behind. The message was sent by Ren Thraysk (the famed Monk/Loremaster) as an aid to the PCs.



A WEREWOLF IN ACTION

THE WEREWOLF LAIR



The paper details an herbal potion, a resistance enhancer to fight Lycanthropic poisoning, though the instructions give no hint as to what its purpose or effects are. The top of the paper clearly states that one must “brew the herbs and ingest the mixture prior to infection and then brew a double batch after possible infection, half for drinking and the other half for rubbing in all wounds.” The herbs mentioned are all common. If properly applied, the herbal remedy will reduce chance of infection to 1% per blow or bite received [GM’s discretion].

LAYOUT OF THE WEREWOLF LAIR

1. Entrance Hall. By the dim light from the entrance it is possible to make out the tracks of many different beasts and men in the sandy soil of this dark cavern. Down the passage from (2) comes a terrible stench. Pith will wander over to the alcove and let out a cry of fright. (Actually, this is the method he has devised to warn his employers that the evening meal approaches.) Pith will apologize profusely for screaming and suggest that he might be less trouble if he were not wandering around.

2. Soiled Area. A beast’s lair must have some wastes.

3. Refuse Tunnel. In keeping with the “beast’s lair charade” used to lure adventurers, the brigands have filled this room with old bones from various animals, shredded pelts, and armor.

4. False Lair. This area is filled with gnawed bones, prints from a large animal, and a freshly-killed rabbit. Close inspection of the rabbit (*Hard Perception* roll or a *Medium* roll on any other appropriate skill, at the GM’s discretion) will reveal that it was trapped, not killed by a beast.

5. Chamber. As the PCs get half way across this room their lights will show two great furry beasts, crouched and ready to spring. A deep growl will rumble from their chests. Pith will run toward the exit from room 5, at which point a loud voice will come from deep within in the darkness of room 6.

The speaker will step forward into the light as he speaks, thus: “Hold, good Pith! These fools who accompany you cause us trouble in Norek. They are also the creatures that took a woman from us.”

Finished speaking, Jacon will then turn into Werewolf form, and the three Werewolves (Jacon, Englick and Tilkso) will attack in unison.

GM Note: Werewolves are hard to kill and can infect characters with lycanthropy. In the interest of keeping friends and PCs, it might be wise to allow the PCs to escape even though the Werewolves have the upper paw, so to speak. Besides, the Werewolves would then get to chase the PCs across country for the next few hours, until dawn. When the Werewolves are killed, they will return to human form, and the PCs will recognize the slain Jacon and Englick. Alternatively, the lycanthropic trio can go on a quest to be “cured” of their malady, with the assistance of the PCs.

6. Chamber. A formal living room, with plush sofas and chairs fills the entire cavern. A beautiful woven carpet covers the stone floor. Mounted on the wall are fine crystal oil lamps. Two end tables made of a golden Ash hold a small collection of famous G’tal literature.

A great bronze tea table dominates the center of the living room. Engraved in its polished surface are pictures of castles, gardens, and courtly ladies. A glass trophy case sits along each wall leading into room 11. The left hand case contains a small coffer in which there is an old parchment (It seems to be a treasure map, but in reality marks the resting spot of Jacon’s infector. Within the burial mound the characters might find a nasty surprise.), a glowing silver sword with the message, “Don’t pick up this sword until you know the word!” (It cannot be removed from the case without reciting a verse stored within the chest in room 13. The sword is detailed as “Wolfsbane” in the Magic Items Appendix. If the sword is lifted without the verse, it will remain, but the PCs will all teleport 100 miles in a random direction. They will all arrive in the same place, with their possessions, armor, etc. but the items will not function until they return to the Lair.) [w/o proper sequence, PCs will teleport 100 miles randomly directed], three locks of hair (all female), a cloak with runes embroidered (the runes are the markings of a hereditary Werewolf clan. Wearing this in most towns will get you lynched before you can take it off and hide it.), and an hourglass, tongs, and tiara (all part of a ritual of invocation. Any Animist or Druid would be deeply in debt for the return of these items, for they are sacred and should not be in the possession of those untutored in the sacred arts. If the PCs deliver these items into the proper hands, they may be requested to help find the original owner, and/or deliver it to that person. The case on the right a walking stick made from a living Miran tree (enchanted with abilities as described in the magic item appendix under “Forest Cane”), two pair of dress gloves (enchanted to allow incredible dancing (+25) skill) [+4 to PS: Dancer Skills], and a luxurious fur stole (actually a Rumtiful in a stasis field released by the opening of the glass case.). A sign on this case reads, “Please open the chest in the play room before disturbing these items.” Anyone reaching into the cabinet will take a *Lightning Bolt* attack [12d6 Electrical EB] unless the rune is disabled by reciting the phrase within the chest. There is sufficient energy for four attacks per twenty-four hours. The Rumtiful will not attack until all four bolts are expended.

7. Dining Area. A triangular table made of dark Cherry wood is dominated by three silver candelabra, one at each point. Three intricately carved chairs sit around the table, one to each side. The surface of the table sports a mirror finish. An extensive wine collection rests in a wine rack on the west wall.

8. Kitchen. Shining steel pots and pans hang from hooks along the walls of this kitchen. Fine silverware and glass plates sit in cushioned holders beneath a large butcher block. Preserved fruits and vegetables line shelves in the eastern alcove, while a small fireplace fills the tiny western indentation.

9. Library/Study. A tile mosaic covers the floor of this small library. Shelves of books line the walls, and bookcases stand free in the room. Soft cushions are piled in various locations for comfortable reading. Three desks sit before the south wall. Searching through the first desk will reveal: A small key (fits nothing), a packet of papers dealing with purchases for the cavern complex, a ring (worth 78sp) and a manual of bird and fish identification (too general to be of much help).

Searching through the second desk will uncover the heads of three birds and a rather large lizard.

In the third desk stands a stack of neat papers. The papers contain a record of all the transactions between Englick, Dunor, Jacon, and Ton Bron. There are also notes listing all the suspicions and distrust Englick has for Ton Bron. The final pages are the results of research that indicates that a Rogue named Brunton Phibbs is living in a small keep on the southern tip of Nole Knob in the Bindwater Province. Englick's notes state that Brunton has been "retired" for several years, but that it is likely that he is not retired, and is in fact the man with whom they have been dealing all along.

10. Storage Area. The southern edge of this cave is inaccessible by the Tatzelwurm in room (11), so it will not come beyond the mouth of this cave. The southern wall is covered by boxes and crates, some with their lids ajar or lying on the ground. The owners also keep all their treasure in this area, sealed in a packing crate near the bottom of the stack. In the treasure crate is: a platinum figurine (worth 300gp), a cache of rubies (worth 157gp total), a ring set with precious stones (worth 211gp), a silver crown (worth 96gp), and various coins (total value 623gp).

11. Wurm's Lair. A strange-looking, lizard-like beast with a stubby tail and no discernible neck, a 6' long Tatzelwurm lies in the small alcove (11a), doing a very convincing impersonation of a large granite boulder (-75 for detection) [-4 to PER rolls]. Should anyone it doesn't recognize (and that's everybody) enter the cavern (11), it will charge forth in a rage and attack.

The Tatzelwurm will rush out to attack the werewolves (in either form), but will realize its mistake very quickly and return to its alcove. One way to get past the Tatzelwurm without fighting is to carry the bodies of the werewolves across the cavern. The Tatzelwurm will run out and realize to its chagrin that the werewolves are present, then turn tail and run.

A lever is mounted on the north wall of this chamber, seven feet above the ground. Due to a locking device, it requires two hands to operate it. When in the upper position it lowers the silver gate that covers the entrance to chamber 12. When in the lower position it raises the silver gate (worth 160 gp).

12. Storage. The women from the harem come to this room and fix meals for themselves, as well as for the captives in the cages (14). There are basic firemaking materials, and a few crates of dried foods of good quality.

13. Den. Here, one finds torture devices and a pit in which they toy with victims that have nowhere to run. There is a great chest in the southern alcove of this room. On it is written the following message: "To the killers of the werewolves: Please open this chest. It is not trapped. It is locked. We promise you will not be hurt." The note is signed by all three men.

The chest contains three smaller chests. The first chest is that of Tilkso, containing his last will. It explains that he has devoted his entire life to resolving his curse. He is sorry that he has nothing to give to the PCs in return for killing him, but he hopes they will understand. Finally, he mentions the phrase, "All three lie dead."

The second chest is trapped with a poison needle that is *Very Hard* to detect and *Very Hard* to disarm. It will stab as a dagger with +25OB, and inject a 6th level reduction poison [-2 to Security Systems; 1d6-1 HKA w/ 3d6 NND (vs. RES. DEF.)]. Inside the chest is a gas trap *Absurd* to detect and *Absurd* to disarm, which will cause sleep for one day per 10% failure of the RR. The gas cloud covers a 10' radius. [-3 to Security Systems; 3d6 NND (vs. LS:Self-Contained Breathing) (AA — 2" radius)]

After the gas clears a note will be seen that reads as follows: "You have slain me; I go to the grave with the word you need to open the glass case. You will never get my treasure! Jacon."

The third chest contains the will of Englick. It seems that he was a successful owner of several businesses in Norek and that he has left sole ownership to the PCs. The businesses are: the Red Headed Lady and three shipping establishments.

14. Cages. There are six cages in this room, each containing a male captured by the Werewolves for use in later diversions. The captives are all in good shape except for muscle stiffness. The prisoners promise to fight if freed. Each man will willingly take whatever weapon the PCs offer and then run away.

15. Chamber. The entire room is filled with thin veils of material draped from the walls and ceiling. A strong scent of incense taints the air. Fifteen women lounge about the room. Cushions crowd every inch of the floor so it is impossible to walk anywhere in the room without treading over hem. Walking is a *Very Hard* Maneuver every round. Once a character passes through several veils and a harem girl can clearly see that he is not one of the hirsute "gentlemen," she will shriek in delight and charge the PC, intending to smother him in kisses and hugs.

16. Tilkso's Chamber. There is a plush feather bed on the western edge of this room. The rest of the room is filled with books and notes on various issues having to do with lycanthropy. His notes reflect years of personal experiences and tests having to do with lycanthropy. If the characters were to gather these notes and arrange them in an organized manner they might be worth up to 1000 gp if professionally prepared prior to sale) to certain Sages or seekers of knowledge. In total, books of value weigh in excess of 3,000 pounds.

Tilkso's room seems to be almost spartan, aside from the bed. Unknown to the others, Tilkso regularly gave his portion of the treasure to private research and to causes which made him feel less weight on his soul. "Lizla Erutan." Tilkso never forgave himself the death of his wife.

17. Pith Elbon's Chamber. A seeming madhouse clutter of junk, Pith's room is filled with mementoes from the poor souls his employers have slain. Pith's intention is to return to each family a memento of the loved one they lost, and to use some of the gentlemen's vast wealth to compensate for their loss. He has considered never coming back from Norek on several occasions but knows that it would be child's play for the lycanthropic gentlemen to track him down and kill him.

18. Jacon Benwe's Chamber. Jacon revels in being a naughty man. He has carefully sealed jars containing various animal parts on display in his bedroom. Though everything in the room seems to be designed to inflict nausea, the furnishings appeal to Jacon's sense of taste, and in reality, they were very valuable before he converted them to his purposes. His bed is the finest purchasable in Haalkitain, but has been thoroughly smeared with blood. Each bed side table is made of the finest Renalin wood, but marked with deep gouges.

Jacon keeps his personal treasure in a great clear glass vat. The vat stands almost three feet high and is two feet in diameter. The vat holds a 4th level contact poison, a mild acid, a host of diseases, and a glass jar.

Sealed tightly within the jar are: three large emeralds (worth 300gp each); a potion of *Fresh Air* (usable once, when poured it releases a pocket of fresh air that will last one person for one hour.); a whetstone (which confers to a non-magic blade a +5 to the next attack after sharpening, but once used, requires use every day to prevent the weapon becoming dull and having a -5) [Gives 1 +1/2d6 Killing Damage to a Non-Magic Blade for the next Attack; must be used every day or blade loses 1/2d6 of damage.]; a pouch with 1D10 doses of 'Huith' (causes a very realistic dream-vision of six to eight hours' duration. Huith has an Addiction Factor of 80. The GM determines the effects of the visions; we suggest the equivalent of any Dream or Item spell on Holy Vision, the Astrologer base list. There is a 1% chance (per Holy Vision spell level used) that the dreamer will suffer the effects of a Spell failure at the end of a trance. Roll on the "Attack" column of SL Table 15.7, add 5 times the level of the *Holy Vision* spell used, treat results of 101-175 as 100, and the roll is open-ended); and a pudding. Fishing around in the vat with anything but a hand makes it *Very Hard* to find the jar.

Jacon relies on his Werewolf immunities to allow himself to reach within the vat without harm, though a PC is likely to experience acid burns, poison, and random diseases thereafter.

19. Englick's Chamber. Englick neither regrets his curse, nor does he let it overwhelm his life. His room is what someone would expect to find in a nice manor outside of Norek. The room is lit by oil lamps sitting on a long bureau, and a coat holder sits in one corner with a wool coat hanging on it. There is a comfortable chair for reading prior to retiring in the evening, and the headboard on his bed holds a small collection of books on the running of businesses.

In the southwest corner of the room is a small iron chest, with runes and trim in pure silver. No werewolf can open this magically-protected chest barehanded. Englick uses the leather gloves in his coat to allow him entry, and hopes his two associates will not be willing to approach so near to silver whether protected or not. The chest holds a backpack filled with traveling clothes, a small chest made from stained glass (empty), a tiny pink orb (the bearer can sense the closest person to him, which is next to useless in a group), a bag holding three days supply of dried meat and one week supply of Waybread, a sword and dagger set (normal), and a slingshot and stones (normal).

20. Private Exit. This exit is only four feet high and three feet wide. After traveling thirty feet through this passage it becomes choked with stinging roots from the walls and ceiling. Treat these roots as their surface cousin, the Spinewood.

INTERLUDE

NEWS AND RUMORS

- Lord Boshkar of Vorn has joined forces with two provinces bordering Lakyrn. He brags of invading Norek soon.
- The prints of a Dragon were found twenty miles south of Gryphon College.
- A small village southwest of Norek was destroyed by raiders who then fled across the border into Ly-Aran.
- The Priests of Yarthraak have begun building a temple near the northeast gate, within the wall of Norek.

7·THE ROGUE'S RUSE

THE TALE

Nitire has been manipulating businessmen and politicians in Norek through several disguises, particularly in the role of Ton Bron. As Ton Bron, Nitire has encouraged and led several illegal activities. He adopted this disguise using his memory of an old Rogue he met several years before. The old Rogue, Brunton Phibbs, is retired and living in a small holding near the tip of the Knob of Nole in the adjoining province of Bindwater. (Phibbs lives a rich but simple life in his mini-fortress, happy to spend the remaining years of his life in retired bliss.)

THE NPCS

BRUNTON PHIBBS

See the Major NPCs in Section VIII for more about Phibbs.

THE TASK

The Council of Norek asks the PCs to pursue the suspected criminal ringleader back from his lair on the Knob of Nole. The PCs must travel to the Knob and succeed in bringing Brunton Phibbs, the accused, to Norek for trial.

STARTING THE PLAYERS

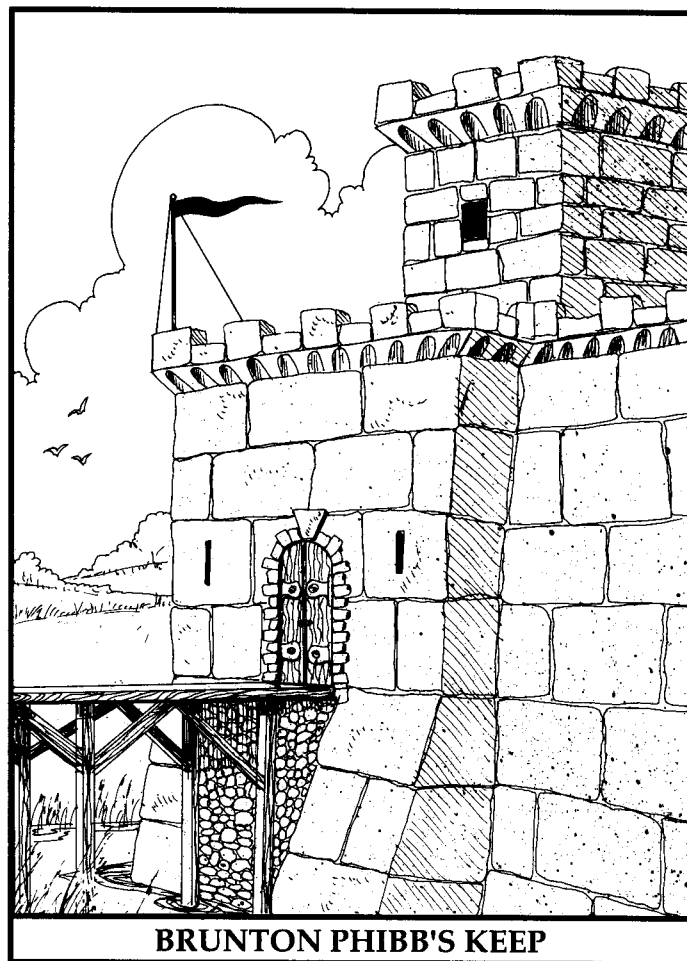
When the PCs return to Norek with the results of their investigation into the corruption of Jacon Benwe, the Council will inquire as to who was in charge of the operation. If the papers pointing toward Brunton Phibbs are made known to the Council, they will hire the PCs to bring him to justice. Should the PCs have missed that clue or be reluctant to reveal it, the Council will soon learn of the existence of Brunton Phibbs through their own investigations and send the PCs to Phibbs Keep fast.

AIDS

A means of sneaking into Brunton Phibbs' Keep without fighting the guards would be an enormous boon, but it would take clever characters to manage such a feat.

OBSTACLES

Brunton is a canny devil, having avoided capture for over thirty years.



BRUNTON PHIBBS' KEEP

REWARDS

The Council offers 200 gp per person to get to Nole's Knob and bring Brunton Phibbs back to Norek alive. There are several magic items and treasures that PCs can filch in Brunton's home, but the Council will ask that they return any such items when it is revealed that Brunton Phibbs is not the criminal mastermind behind the robberies.

ENCOUNTERS

Encounter 1: A large metallic arrow flies out of the woods and pierces a tree beside an Essence spellcaster within the group. No movement will be heard within the woods, nor will any trace be found of the person who fired the shot. If the PCs examine the arrow, it will be obvious that it is highly magical and special; tied around its shaft is a note.

The arrow is *Of Slaying* Essence Spellcasters, and the note is a *Sigil of Pain* (Runemaster Base, Rune Law) [10d6 STUN only, EB Explosion, 1 charge only] which inflicts concussion damage to everyone within 100 feet of the reader who fails to resist against a level 15 spell attack. This damage will be 2 hits per 1% RR failure. The arrow has not discharged its Slaying magic, as the spell imbedded in it requires the touch of an Essence Spell User to activate it. Thus, the power to slay might remain in the arrow indefinitely, until an unsuspecting Essence Spellcaster picks it up by the shaft and is killed. (Note that it is not necessary to shoot the arrow for it to inflict its killing magic.) When the Slaying magic is released it will come in the form of a *Lightning Ball* that will envelop the Spellcaster in electrical energy. Treat this attack as a *Lightning Bolt* with -25 to the RR and a +35 on the attack table. A Slaying critical is also delivered, as well as any damage or criticals the arrow inflicts if fired. [16d6 Electrical EB, AE one hex (only vs. Essence Magicians) w/+5 OCV to Hit, 1 charge only.]

Once a person begins to read the note, he cannot stop reading until the message is finished. The message is as follows: "I grow weary of your interference in things beyond your ken. Do not continue to involve yourselves in matters which are none of your business. Next time, I won't miss. Thev O'Erlin Ni." The note will be destroyed completely by the magic of the Sigil. If the PCs think to have the arrow magically evaluated, they can learn the basics of its nature. With the proper spells they can also learn that the arrow was fired by a darkly shrouded individual with great ties to the Unlife. The vision of the person evaluating the arrow will cloud momentarily, then he will be struck blind and pass into a coma for one day [12d6 STUN only EB, w/linked single target 6d6 Flash, 1 charge only].

Encounter 2: After passing into the Bindwater Province the PCs will be approached by a troop of twenty men, a contingent of the Bindwater Legion, the military enforcement agency of the Bindwater government. The PCs will be questioned as to their business, residence, loyalties, religion, etc. Finally the leader of the troop will announce that the characters must all pay a tax of 20 sp each, and are required to submit to a search. If the PCs submit, they will be thoroughly searched and then told to report to the nearest village for their two week quarantine.

During their trip to the Brunton Phibbs' Keep, they will meet additional troops demanding the same tax, search, and quarantine. Should the PCs fight this group, they will become wanted within the Province of Bindwater. If they are ever caught and brought to trial they will be fined 1000gp and released, due to the inappropriate activity of the men of the Bindwater Legion. From that time on, unofficial harassment by the Legion will be commonplace any time the characters enter Bindwater.

THE LAYOUT OF BRUNTON PHIBBS' KEEP

1. Exterior. The walls of the fort are made of quarried limestone blocks from a coastal limestone pit several miles to the south. Reaching over twice the height of a man, the walls are over 3' thick, with a huge iron bound gate mounted in its northeast corner. A moat surrounds the entire keep, crossed only by a sturdy bridge made of thick oak planks. The bridge is designed to have the 15' section nearest the keep break away and fall into the moat should the guards pull a lever in Room (7C).

Three guards walk along the top of the exterior wall at all times; another guard is posted atop the keep's tower as a lookout. In plots around the large clearing in which the keep sits are vegetable gardens.

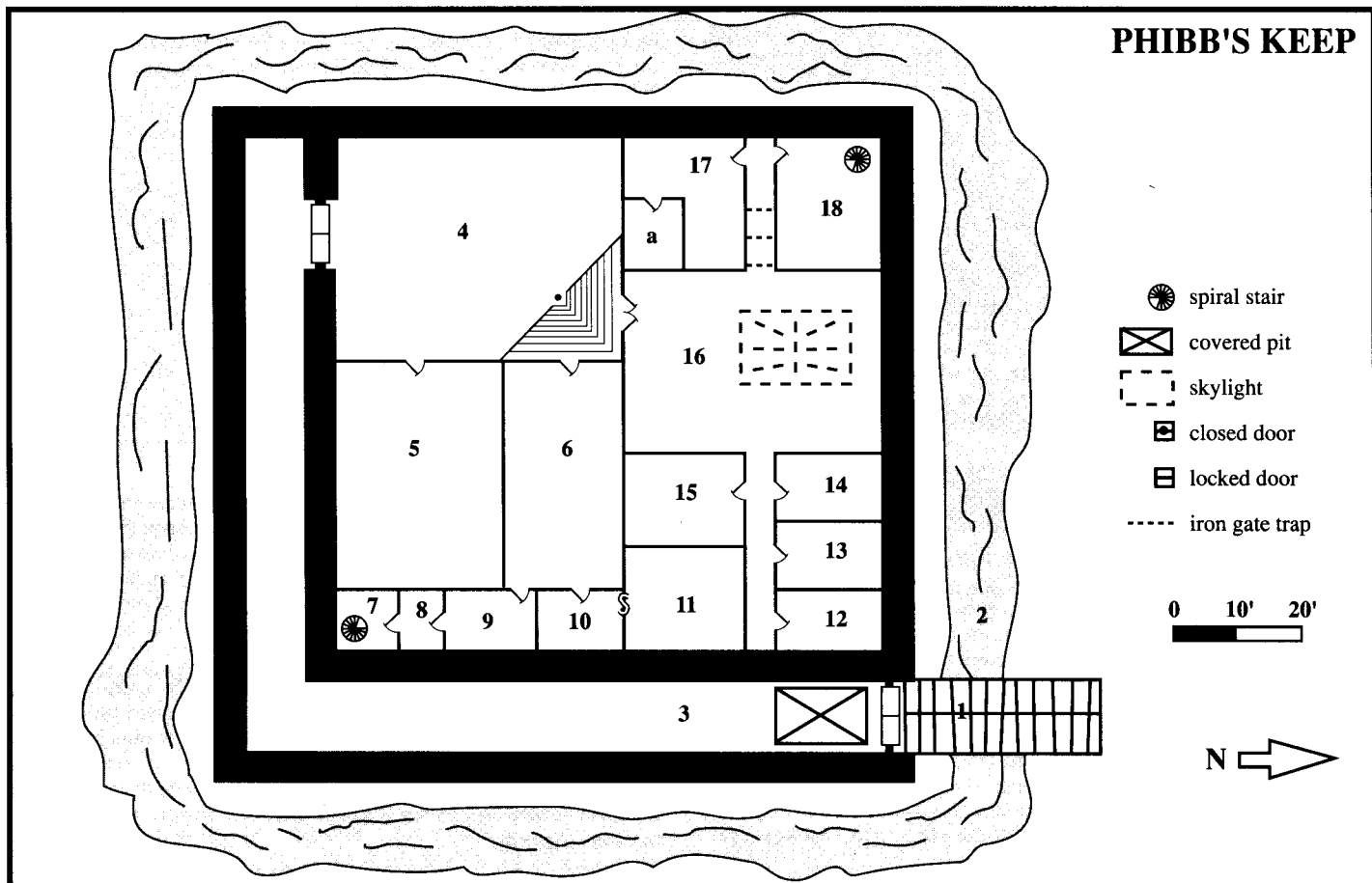
2. Moat. The moat is twenty feet across and ten feet deep. Swimming within the moat are 100 Piranha, and living in a cavern beneath the gate is an Octopus with fifteen foot tentacles. It is released into the moat only to deal with intruders and can reach any point on the bridge above the moat.

3. Alley and Gates. A simple dirt floor, which becomes thick, sucking muck in a little rain, stretches between the outer and inner gates between the outer and inner walls of the keep. The first fifteen feet after the outer gate is a concealed trapdoor which can be triggered to swing open and dump unlucky invaders and unwanted house guests into the Octopus' lair. Each gate is made from tough Ironwood beams, and bound and hinged with iron fittings. They are kept barred at all times, with great chains wrapped around the inner handles and the bar.

4. Courtyard. Choked with lush growth, the courtyard is filled with grassy winding garden paths and beautiful shrubbery. Brunton takes delight in growing and pampering his garden, and will spend hours regaling his rare visitors with a plant by plant tour, usually with complete awareness that they are bored almost to delirium. Should anyone damage the petal on a single flower, he will earn the wrath of Brunton Phibbs.

5. Barracks. A total of twenty five soldiers are on staff at the Keep. There will be at least six in bed, sleeping, any time the characters enter the room. For each sleeping man there is a fifty percent chance of awakening when a person enters the room, modified by the person's Stalk bonus.

6. Museum. Lush furnishings and coveted items from a long and infamous career fill this room with splendor. On the northern wall is a tapestry rumored to have disappeared on the night that King Renua was murdered, thirteen years ago. Anyone who sees the tapestry will recognize it from the great publicity its creation and later disappearance brought about. How it was removed from the interior of the castle without ever being seen is a mystery to this day. Rugs, diadems, rods and weapons are all displayed in a precise manner, as if they occupied the Royal Gallery of Cynar, and not a tiny keep in Bindwater.



A great throne sits in the center of the southern wall, gaudy with gems and jewels, but somewhat out of place in this room. It is another treasure that Brunton managed to swipe in his illustrious career, and it has remained unoccupied since its previous owner breathed his last in its golden seat. Brunton will not allow any guest to touch it, for sitting in it or removing a single gem from it will result in a *Hex* (Revenging Law, Warlock Base) activating on the unlucky victim: i.e., weapons will break, ropes will snap, the character will slip on a dry floor, etc. [1 1/2d6 DEX drain; until hex is removed, Character operates under the disadvantage, 2d6 Unluck].

7. Guard Tower. The bottom floor of this tower serves as the kitchen for the soldiers, with dented and burnt potware piled in a messy stack near a wood-burning stove. Two small tables are the extent of the seating available, so eating is rarely a leisurely or relaxed affair. Three men will be eating their meal when the PCs enter, if the general alarm has not been sounded. If a fight begins, the men in 7a will join the fray in five rounds.

7a. Second Floor. A spiral staircase in the southeastern corner of the room leads upward and downward from here. Benches and chairs sit in scattered groups around the room. Four soldiers will be in this room.

7b. Third Floor. Windows and arrow slits dot the walls of the room. A rack of ten long bows and five heavy crossbows sits in the northwest corner of the chamber, while a cabinet filled with arrows and quarrels sits in the southwestern corner. From this room it is possible to see the entire keep area as well as a large portion of the surrounding land. A heavy oak door in the northern wall allows access to a stone flight of steps which descends ten feet to the roof of the remainder of the keep. The roof is trapped with miniature pit traps and various mechanical traps are regularly serviced by the guards [Require per roll at -2 to locate, act as 1/2d6 SPD drain; 1d6k Killing, to locations 1d6+11].

7c. Lookout. The roof of the tower can be reached through a trap door at the top of the spiral stairs in the ceiling of Room 7b. A battlement surrounds the tower, giving a minimum of a +50 to the OB of any person on the roof being attacked from below. Four large casks of oil are stacked in the center of the floor, but they have long since been covered with a tarp and discounted as almost useless.

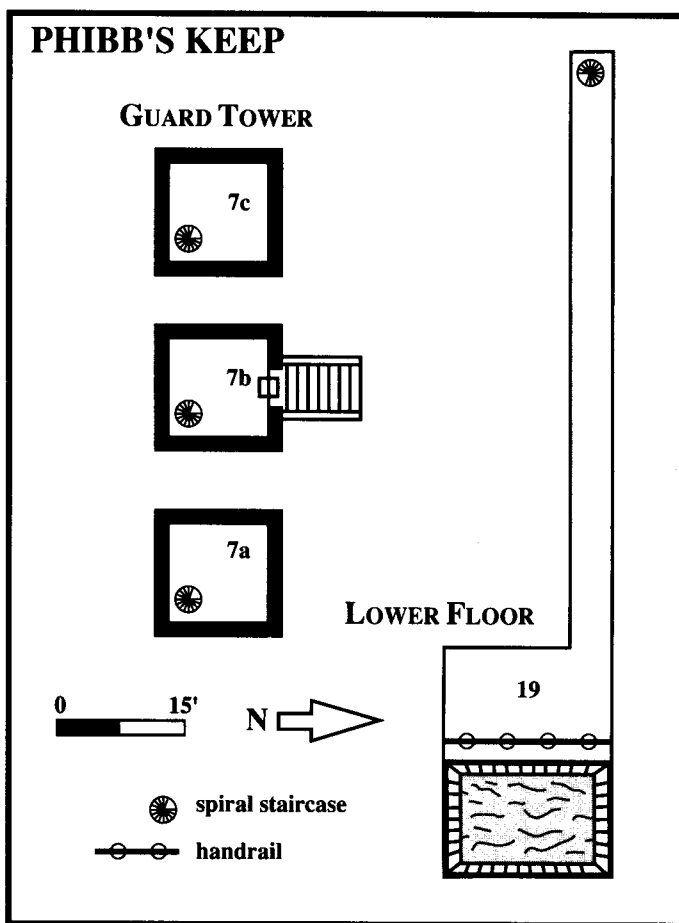
8. Hall. This hall is filled with dried goods. If the tower or barracks have been overrun by invaders, the ceiling can be triggered to collapse, blocking all passage through either door [12d6 Physical blast AA, w/linked 6d6, 6 DEF Entangle].

9. Armory. Weapons fill this room. Though none is special, all are in good repair. Rather than the commonality and limited selection one expects of weapons in an armory, there seems to be at least one of every weapon known to Jaiman.

10. Private Lounge. Guests and friends with whom Brunton maintains contact are brought to this lounge when they visit. The room is furnished in a comforting way, but almost every item in the room has been designed or altered to provide Brunton an edge should a fight break out. Weapons are concealed within books, chairs, and table tops; a pit, which Brunton can trigger from 4 different locations in the room, is concealed under a rug; two books near his chair contain a concoction which induces sleep when sprayed from the hidden reservoir in the binding [4d6 vs. Life Support: Self-contained Breathing, 1 charge, no KB]; and an antique basket with *Paralyze I* (Mind Attack, Mentalist Base) imbedded as a Daily II spell [10d6 Mind Control (causes Paralysis)]. The secret door in the west wall is *Hard* to find and *Medium* to open. If the PCs manage to get into the keep without raising the general alarm, Brunton will be reading in this room.

11. Library. Most of the scrolls in this collection are personal notes kept by Brunton during his years as a mercenary, adventurer, politician, merchant, and gardener. He has information within certain scrolls which would bring great shame and calamity to many of the major political powers within U-Lyshak. The majority of his current income is derived from princes and lords who are willing to pay the nominal amounts Brunton requests for his silence.

Well organized and neatly written, the scrolls reveal directions and maps to rumored treasures, rumors and facts about people and politics throughout Jaiman, a collection of bounty notices on certain outlaws (including himself), and books of plant lore that should only belong in a highly secret Druidical conclave, not in the possession of a botanical hobbyist.



A four drawer desk dominates the western wall of the room. The top left drawer contains three potions (Restoration, Blood Stopping III, and Superior Plant Growth Fertilizer which, if drunk, will cause the tiny organisms within a person to grow in size and power, until they begin to control the behavior of the character, urging him to stand still in the sunshine and drink large quantities of water) [12d6 Mind Control; causes Afflicted to stand in the sunshine and drink copious amounts of water].

In the bottom left drawer are inks, quills, and paper. In the top right drawer is a leather sack containing 4 gems worth 500gp each and a ring with the spell *Teleport I* imbedded for one use per month [20" teleport (1 charge/month)]; and a two foot long stick (Staff of the Yxk: when carried, it makes one invisible upon desire (3x/day) and is silent; the Staff adds +75 to all trap detection perception rolls and has a +20 spike coated with an 8th level nerve poison. [Invisible to normal sight and sound (3 charges/day); Climbing rolls at +4; Security Systems rolls at +4; 1d6 RKA (1 charge) w/linked 3d6 NND vs. Regeneration.])

Written in a code of Brunton's own devising are notes on hidden caches of his money and contingency plans, should he ever be forced to evacuate the keep.

12. Trap Room. Springs, wires, and steel bars fill crates on the northern wall, and traps in various stages of completion lie about on the workbench that rings the room. A pile of scrolls near the door has drawings and notes detailing innovations and inventions in trap-making that Brunton is currently developing. A collection of lockpicking tools and metal-pounding and bending devices are stored in a set of racks mounted on the walls above the workbenches.

13. Poison Laboratory. Retorts and decanters fill the room with light reflected from delicate glassware. A cabinet on the eastern wall is filled with vials and beakers containing ingredients for the creation of poisons. In cages along the western wall are poisonous animals, snakes, birds, insects, and an aquarium of poisonous fish. Poison-extraction devices are in a small padded case on top of a cage that contains what appears to be a miniature Wyvern.

14. Servant's Quarters. A husband and wife serve as the cook and butler. They are quite fond of Phibbs and serve him happily for good wages. If there is any commotion or upheaval within the household, they will run to their room and lock themselves within. Under the lady's nightgowns in her dresser is a small sack of 50gp, the entire life savings of the couple.

15. Training Room. Dummies and mats help to maintain his combat skills, while a balance beam, tightrope, and a pair of stilts are available to practice his gymnastic skills.

16. Green Room. Plants and herbs of a more delicate nature are grown in this wide, naturally lit chamber. A skylight in the ceiling provides ample light for the plants here to flourish. Part of his collection of indoor plants includes a large selection of toxin producing flora, which he uses in his study of poisons.

17. Kitchen. Kitchen supplies fill the cupboard and crates in Room (17a).

18. Phibbs' Bedchamber. Furnished to fit the tastes of a king, Brunton has retired into the lap of luxury, with his bedroom epitomizing the finer things in life. Soft pillows, pastel linens, portraits and pictures of surpassing quality, and delicate vases all speak of the delicate and gentle side of Brunton Phibbs.

A suit of leather mail and a four foot long katana in the southeastern corner serve as a jarring reminder that Brunton Phibbs is also a deadly Rogue, with innumerable exploits in his mysterious past. A fine silver goblet, pitcher and face washing bowl (worth 20 gp) shine.

In the northwest corner of the room is a trapdoor leading to a spiral staircase to the hall below. The trap door has 3 traps: a *Hard* to detect and disarm needle trap that injects a level three circulatory poison [-2 to Security Systems roll, 1/2d6k w/linked 3d6 NND vs. Regeneration, no KB], an *Extremely Hard* to detect and disarm trap that slams locking bolts deep into the sides of the trap door, making it *Impossible* to open without destroying it [-3 to Security Systems roll, +10 DEF to trap door; must destroy], and a *Routine* to detect and *Sheer Folly* to disarm scythe that will cut in two anyone passing through the trapdoor without disarming it first [5d6 HKA, AP, AA-Doorway].

In the center of the southern wall is a lever which will cause three iron portculli to slam down in the hallway outside the room. These grates are designed to be the last defense as Phibbs escapes through the trap door; they cannot be raised again without completely dismantling the entire mechanism, as well as each grate.

19. Region Below. A long, dark hall leads from the spiral staircase to the small room which overlooks the Octopus' lair. It is not safe to enter the room from the hall unless one first stomps his foot three times solidly against the floor at the end of the hall. This signals the Octopus that the person above is allowed to be there, though the training of the Octopus required the use of several charges from a staff of Shockbolts. If more than a single person at a time enters this room, all training will be forgotten, and no matter how much stomping anyone does the Octopus will attack anyone within the room.

Brunton Phibbs has a secret hatch under the spiral staircase that leads to a tunnel burrowing beneath the moat and beyond his gardens. The tunnel is only six inches in diameter, with grates installed at various points along its length to keep vermin from using it. Brunton has a potion of Smokeform hidden in the tunnel mouth, which he can imbibe and then float down the tunnel to freedom.

INTERLUDE

NEWS AND RUMORS

- A group of fifteen men, as black as pitch and riding ebony warhorses, rode across the border of Ly-Aran into U-Lyshak.
- A sea monster attacked a merchant ship near the harbor of Lethys; a warning has been issued to all sailors and navigators in the Bay.

8 THE NECROMANTIC URGE

THE TALE

Juzlin Benwe wants to lure the PCs to her grandfather's complex so that she can "use" them in her studies of Necromancy. Juzlin's grandfather haunts the underground complex as a Specter. He has teamed up with Juzlin and aided her in the study of his books. He can control any Undead within the complex and might appear at any time to attack the PCs.

Unknown to the PCs, Jacou Benwe was Juzlin's husband; she was aware of his Lycanthropy. Their marriage was of convenience rather than love. Now that the PCs have killed him, she is going to make them suffer as her husband suffered.

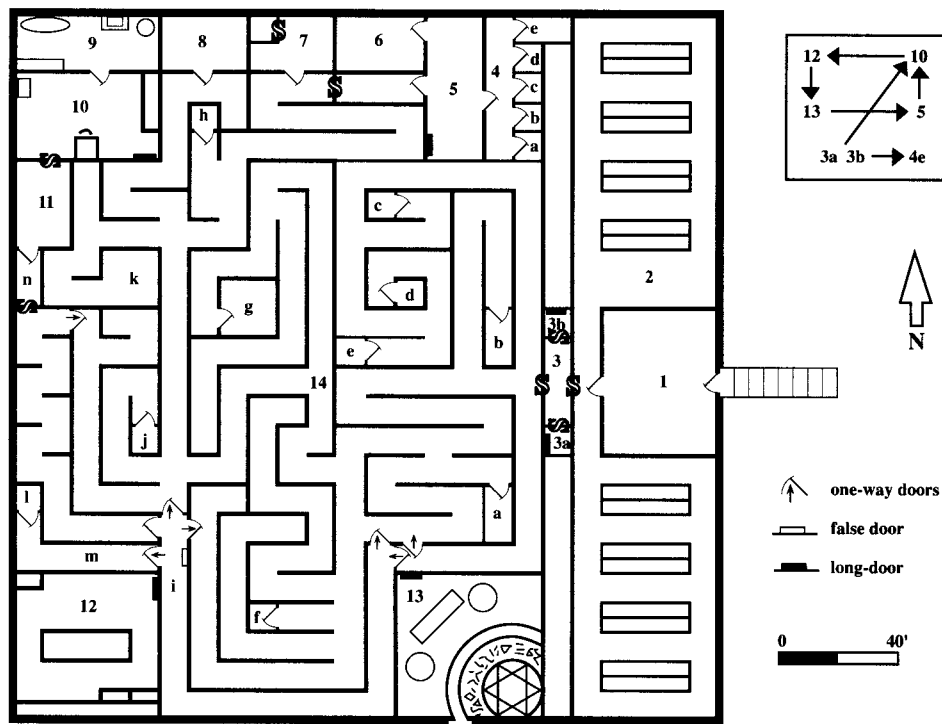
Years of study have allowed Juzlin to create a werewolf serum that greatly increases the chances (10-50%) that anyone bitten by a Lycanthrope will become a Lycanthrope. Even if a PC has already made a successful resistance roll against Lycanthrope, he must again save against this magically enhanced strain.

Because she desperately needs Lycanthropes for her experiment, Juzlin has decided to lure the last enemies of her husband to her underground complex and to infect them.



A FIRE GIANT IN ACTION

BURNT HOMESTEAD



THE NPCs

JUZLIN BENWE

See Major NPC Stats in Part VIII.

THE TASK

PCs must escape the Necromancer's Hold with their brains intact and their blood uncontaminated, no small task.

STARTING THE PLAYERS

Juzlin will approach the PCs in Norek and tell them the following story: "I recently remembered that my childhood belongings were kept in the cellar of my grandfather's house, so I went to see if I could uncover the location of the trap door into the cellar. Downstairs, I found my possessions — and a door that I had never seen before. I looked in and saw a room with gold and another door leading out, but a terrifying spectre appeared. I ran away." She pauses, batting her eyelashes. She can be a fetching woman.

"I surmise that my grandfather hid his treasure and spellbooks in the cellar," Juzlin continues. "They have never been found! As heir to his fortune, I offer you one-half of the treasure you find. Think of the good I could do for the people of Norek! Why, I could expand the library and pay for more employees, and begin a reading academy for youngsters...."

AIDS

A good dose of suspicion could save the PCs' lives in this adventure. A method of dealing with hordes of Undead would be a great aid to PCs battling a Necromancer (obviously), as would some limited knowledge of Demonology and Artificial Beings.

OBSTACLES

Undead! Understanding the *Long Door* spell (Closed Essence, Lofty Bridge) [20" Teleport] and trying to figure out the escape routes will delay the party's progress, Juzlin trusts.

REWARDS

Escaping from Juzlin without having their spirits melded into an Undead beast ought to be enough reward to last a lifetime.

ENCOUNTERS

Encounter 1: A Fire Giant has blocked the road ahead with a large tree. He will stop the PCs when they are 100 feet away. If the party refuses to pay a toll, the Giant will attack. If the PCs ask how much the toll is, the crafty Giant will ask how much money they have. No matter how much the PCs say they have, the Giant will take it and seemingly allow them to pass. Then the 14' tall Giant will attack them as they pass.

Encounter 2: The characters meet Guff (see Adventure #1) walking toward Norek. He will inquire how his friend Dehl from the Red Headed Lady is doing. As he finishes chatting with the PCs and starts to walk away, he will ask if they have any food to spare, as he has been wandering without food for quite awhile.

THE LAYOUT: BURNT HOMESTEAD

Juzlin leads the PCs to the burned-out ruins of her grandfather's home. The walls are broken and dimly outline the form of the old house. Mangled husks of

old beds and smashed tables sit silently. The remains of the chimney point skyward like an accusing finger; Juzlin picks through the debris, whimpering convincingly and picking up objects that bring "fond recollections." She will continue to dawdle until the PCs grow impatient, then she will show them the trap door into the cellar. She will beg them to go first, as her nerves could not handle another glimpse of that "fearsome creature."

1. Main Cellar. The light from upstairs illuminates the bottom of the stairs, so PCs must have a light source with them to continue. Once illuminated, the chamber reveals pots, barrels, bottles and other winemaking apparatus. A row of fermenting vats filled with scum-covered liquid lines the southern wall. On the floor are containers filled with rotted fruit. The door on the western wall has no clasp and double hinges, so it swings either direction with a gentle push.

2. Wine Cellar. Four racks of bottles occupy each half of this room. There are approximately two hundred bottles per rack, each cradled in a cushioned holder. Most bottles contain wines made by Juzlin's grandfather; others contain more potent beverages as well as some rare bottles of wine and spirits bought for his impressive collection. Due to the age and quality of these wines they are worth a small fortune (up to 100gp), especially if sold to merchants in Norek.

Stacked along the eastern wall of each room are crates and boxes filled with personal belongings of Juzlin's family. The truth about her family can be learned by thorough study of the records found here. Many items are worthless, but careful searching will turn up these valuables: a silver serving set (worth 25 gp), a gold brooch and earring set with inset stones (worth 250 gp), a scimitar (+10 enchanted blade, able to speak and translate Gethryn tongue), a Looov crystal (brightens when pointed toward a mysterious power source in central U-Lyshak. Some cultures use them as compasses, though the PCs may not know this), and a carved piece of Besn horn on a leather thong (the scent of this will enrage any Besn within one mile. The PCs will be reported by any merchant to whom they try to sell this item; it is illegal to possess one within the city gates of Norek.)

A door stands cracked in the west wall, across from the swinging door. A torch sits by the door, where Juzlin says she dropped it in terror and ran. Juzlin will separate from the group for a moment on the pretense of examining a crate, but will in reality begin preparation of a *Suddendark* spell (causes 10' R burst of intense darkness; all within are stunned 1rnd/5% failure).

3. Secret Junction. The secret door leading into this room from the wine cellar was left ajar by Juzlin. She stashed a few small bags overflowing with copper pieces and a collection of gold-colored bars (of brass) around the room to fool the PCs. Juzlin will again insist on being the last into the room; as she waits to enter, she will finish preparing the spell *Suddendark* (Necromancer Base, Dark Law) [7" radius Darkness to normal vision]. When she enters the room she will cast the spell on her torch, drop it in the room, scream, open the door into 3b (a *Routine* maneuver because of practice in the dark) and run down the corridor. By the time the PCs can see again, she will have run through cell 4e, locked it behind her, and entered her room to begin preparations. Juzlin leaves the secret door into 3b open.

3a. Tapestry Door. The secret door into this room has a -50 to all detection rolls [-4 to Perception rolls]. Except for a tapestry depicting a flaming pit filled with suffering humans and laughing demons, this room is empty. The tapestry is the entrance to a permanent *Long Door* into room 10. One need only step into the tapestry to enter a ten foot diameter tunnel that leads into room 10. Once in the tunnel, it is impossible to return the opposite direction, for on turning around there is no longer any tunnel behind, just a smooth stone wall. There is no way to communicate with those outside the tunnel, and after leaving the tunnel, there is no trace of its existence.

3b. Cell Trap. The secret door into this room is open after Juzlin escapes through it. A shadowy arch on the northern wall leads into a rounded ten foot diameter tunnel. It is possible to see only thirty feet down the tunnel because of shifting shadows and mists. The arch is the focus for a permanent *Long Door* into the back edge of cell 4e and functions as the *Long Door* in room 3a if PCs are returning in the opposite direction.

4. Holding Cells. Five heavy metal doors line the east wall of this fifty foot corridor. The doors are of *Average* difficulty to pick from the outside, and *Very Hard* to pick from within. Each door has a barred window for feeding and observing the prisoners. Only cells "a" and "e" are locked. On the west wall of the hall is a metal wheel that controls the release of a sleeping gas into the various cells. Five smaller wheels can be turned to regulate the flow of gas into the individual cells. Behind a small metal door in the north wall is the retention niche for the herbs and alchemical preparations which exude the sleeping gas when the large wheel is turned, releasing the catalyst. [Gas is 5d6 NND vs. Life Support: Self-contained breathing, AA-room, no KB.]

4a. Cell. A very poorly created Undead Minotaur is in this cell, one of Juzlin's first attempts at animating a dead monster. She is keeping it around with the plan of reanimating it with a more powerful spell at a later date. If the cell is opened, the Minotaur will attack in a frenzy.

4b. Cell. The cot in this cell is torn into small pieces, and the splintered wood is jammed like stakes through the bars of the window. Stains coat the floor and large areas of the walls. A PC with proper skills and a successful roll can determine that the stains are really a Bloodcrust. In order to determine the exact nature of the stains, the PC must come within range of the Bloodcrust's attack. A successful skill roll will allow the PC a chance to evade its attack [Character must successfully dodge].

4c. Cell. This cell is empty, save for an overturned washing bowl. Hidden under the bowl by some crafty prisoner is a diary containing his name, the location of his home, a treasure map, and a request that anyone reading his words find the treasure and give half to his wife. He also mentions that "old Benthem Meeth really has the towns-folk fooled. None of us knew the evil he practices....I hope I survive long enough to tell someone."

4d. Cell. There are several large mice in this cubicle.

4e. Cell. If everything goes according to Juzlin's plan, at least a few of the PCs will arrive in this empty cell via the *Long Door* in room 3b. Otherwise this cell is empty and locked (*Very Hard* to open).

5. Guard Room. As the PCs enter this room, Level Three Created Undead carrying long carving knives stand by each of the three doors. They will rush to attack anyone entering the room unless Juzlin orders otherwise. The southwest corner of the room is the termination point of a *Long Door* from room 13. Anyone coming through the tunnel from 13 will appear to walk straight through the wall into the room. In the same area, a dark archway pierces the western wall revealing a permanent *Long Door* leading to room 10.

6. Chamber. The smell of dried meat, fish, and fruit will fill the noses of the PCs as soon as they open the door to this twenty foot by thirty foot room. In the southeast corner there is a stack of newer looking crates. The new crates contain a fresh supply of dried foods sufficient to feed one person for four to five weeks. Near the door sit two barrels of fresh water, one with the lid off and a ladle hanging from the inner lip.

7. Chamber. A perfect room for tired characters to hide out in, this room is otherwise empty of everything but a little harmless trash and an Undead trapped behind a secret door. Just after the PCs enter, they will hear soft knocking issuing from room (7a.) If the PCs find the secret door (*Medium* Maneuver) and open it (*Easy* Maneuver), a Minor Wight will attack. If the PCs do not release it, the knocking will continue for days.

The door to the maze can be jammed using trash on a successful *Easy* maneuver. The door is locked from the outside, so if a party can get inside, the Undead in the maze will not find them for the duration of their stay. But Juzlin might....

8. Chamber. Each time the door into this room closes a mist is released from the ceiling. The door is weighted such that it will swing shut very slowly if not held open by some means. There is no way to prevent the release of the mist each time the door closes, as there is a virtually endless supply. The mist effects every person in the room as a *Confusion* spell. A PC can take no action for one minute/1% failure of his RR [1d6 INT drain plus 1d6 EGO drain]. If for any reason the door should be opened and closed again, the effect of the mist on any PCs within the room will be added to any previous effect.

9. Master Bath. A gigantic steel bathtub dominates the northwest corner of this posh bathroom. It is fed by an underground stream when a large crank on the wall is turned. Once the tub is full and the water turned off, the water is heated by using the Daily II spell *Warm Metal* [Change Environment (Heat)] imbedded in the tub. There is an additional area beyond the northern and western walls in which the mechanisms lie that control the flow of the stream, but it is sealed and unenterable.

10. Chamber. Three permanent *Long Door* spells operate in this room. The spell in room 5 terminates in the alcove in the southeast corner, while an arch in the southern wall of the alcove marks the entrance to a *Long Door* into the laboratory (room 12). The third *Long Door* terminates in the center of the room, with people arriving from 3a seeming to appear out of thin air.

A neatly-made bed filling the northwest corner of the room stands in sharp contrast to the clutter of papers and books around the desk on the southern wall. The closet along the eastern wall is filled with ladies clothing, some of it recognizable as Juzlin's. Under the pillow on the bed is a small stick with a Daily III *Darkbolt Imbedded* (Dark Law, Necromancer Base) [10d6 EB]. The activating word is inscribed in the base: "Kalabo."

Study of the clutter around the desk will reveal notes and books about Necromancy. The PCs may also find brief notes about themselves and their possible usefulness in various experiments, if Juzlin can lure them to her laboratory. The notes mention that a prophecy concerning a great hero and limitless treasure, and that Juzlin suspects the time of the hero's reawakening draws near. From the sketchy details, it seems that Juzlin hopes to raise the hero before the prophecy predicts and convert him to her own evil cause using some sort of "binding magic." In a black, leather bound book are found the following journal entries of interest:

Entry 1: My grandfather's underground complex was not destroyed during the attack! He lingers, unable to let go of life. I intend to continue my research into the veil of death.

Entry 58: I met a man named Jacon Benwe earlier this month. We are strongly attracted to one another. I have hired several people to watch him. I suspect he is as evil as I.

Entry 97: Jacon and I are married, and I have begun research on a new branch of Necromancy. I learned that others have had some success binding Lycanthropes, Undead, or Demons into an indestructible composite monster.

Entry 231: Jacon has become a Werewolf and does not suspect that it is my fault. He has agreed to help me in my experiments by infecting my specimens for me.

Entry 276: My allies have discovered a prophecy about a hero. The possibilities are intriguing....

Entry 324: Jacon has been killed by some meddling adventurers. I have hired several spies to watch the adventurers for me. I must lure them here, on the chance that one of them might have been struck by poor Jacon before they killed him. Perhaps I can induce the Lycanthropic change and substitute him into my experiment.

GM Note: Most of the notes are too technical or meaningless to be of any value to the PCs. Because of the number of entries to be culled through to filter out the above information, it is necessary to devote several hours of reading to the journal before anything of interest comes to light.

11. Impoverished Treasure Vault. Guarding this room are two Ghost Wolves, which will attack instantly. Juzlin barely controls them and really doesn't like them, but she has been unable to get rid of them. The vault is specially enchanted to contain one Ghost Wolf per 2000gp. If killed, they will return in twenty four hours. If new treasure is added and the new total is sufficient to require an additional Ghost Wolf, it will appear in six hours.

The total treasure left here is 56,012 tp, 6836 bp, 4971 cp, 2453 sp, 667 gp, and a locket holding a permanent illusion of Juzlin's mother. There are also thirty two gems (total value of 2310gp). This treasure is all mixed in a huge pile in the center of the room. It will take several days to sort through this pile and even approximate its total worth. The treasure pile is huge!

There is a secret door between Juzlin's bedroom and this room. A PC must successfully roll a *Hard* maneuver to locate this door.

12. Necromantic Laboratory. The *Long Door* leading into this room from room 10 terminates in the northeast corner, with the same corner also containing the entrance to a *Long Door* running east to room 13. The desk and shelves in this room are covered with carefully organized notes and books. The cabinet on the southern wall is filled with vials and sacks of chemicals and herbs necessary for research in Necromancy. Two Zombie Stone Giants serve as helpers, while two Apparitions stand guard.

Making a careful search, PCs can find the following: a potion of "Mote Form" (turns imbiber into a flake of dust for ten minutes per ounce. All possessions remain on the person while he floats in the air. Even the stillest air has draughts, so determine where the character will drift. Return to normal is gradual, the increase in weight being sufficient to slowly lower the PC to the ground before the potion completely wears off) [8 levels Shrinking plus 6" Gliding]; a potion of "Blur" (as the Mentalist spell but with 20 being added to the imbiber's DB) [+6 to DCV]; and a potion of Embalming (the drinker will gain the effects of a Restoration potion, but will also lose one temporary Constitution point per day until he reaches zero, at which point he will transform into a Lesser Mummy. If he loses Con for any other reasons (attacked by Undead, for example) it will bring him that much closer to Mummyhood, without allowing additional RR. To resist the effects of this potion the imbiber must succeed at a RR against level 15, or have the potion neutralized by a successful spell [Dispel Characteristic Drain 12d6].

Juzlin will be in this room making preparations for experiments involving the characters. When they arrive, she will attack with spells while her Undead melee. If her creatures begin to falter, she will cast an *Utterdark* [7" radius Darkness to sight group (Difficult to dispel)], *Dark Vision* [N-Ray Vision, usable only in darkness], and *Shadows* (Dark Law, Necromancer Base) [6d6 EB, indirect (Any directions, any starting point)] in order to sneak into the Spirit Binding Chamber (13). Once there, she will summon her grandfather and await the PCs' arrival.

13. Spirit Binding Chamber. The sight of a bloody altar greets the PCs as they enter this brazier-lit room. The entire southeast corner of the room is inscribed with glyphs and runes, glowing with internal power around an inlaid Hexagram. By the flickering light the walls seem alive with symbols of magic, and the murals of Demons and Undead beckon. Exposure to this room for longer than six rounds will necessitate a roll on the "Shock Critical Table" (in *Emer* and *RMIII*) with the critical level determined by an

average of Presence and Self-discipline temporary stats: 1-20 equals "E" critical, 21-40 equals "D" critical, 41-60 equals "C" critical, etc. [10d6 STUN only EB, no KB, AA-chamber]. PCs intimate with the Unlife and its rituals will not be so effected. Characters must continue to make such rolls once per minute until they leave the room.

In the room are three chests. Scattered about the room are twelve Unholy icons made of precious metals. The chests are not locked. Each contains various items necessary for Necromantic rituals. There are two bags: a bag of gold dust (27gp) and a bag of silver dust (13gp) near the top of the chest, while the rest is filled with Unholy vestments, powders, and vials.

In the second chest are a Chime of Scurunchon, a Helm of Demodands (see the Magic Items Appendix), and some scrolls.

The third chest has hundreds of tiny holes poked through it. Inside are bags, basins, and pots that continually produce specific ingredients for Necromantic work. Characters examining these items will invariably spoil any ingredients currently within.

14. Maze and Maze Rooms. The maze was built to allay the fears of Benthem Meeth. All one-way doors within the maze shut slowly if not held, and are *Very Hard* to open from the other side. The doors are all

heavy wood, with iron straps, and the walls are all stone, ten feet high. The halls and rooms are dark.

14a. Stones' Home. As the PCs enter this ten by twenty foot room, a fist-sized clear gem (worth 10 sp) glows at the far end of the room. The gem sits on a cushioned pedestal, with a decorative leather pouch beside it. If a PC who has been injured or ill approaches the gem, he will begin to feel better, though he will not be healed [1d6 STUN aid, AA-1" radius, only to Maximim]. When anyone touches the gem, he is instantly healed up to his base hit total [2d6 BODY aid, no range, only to Maximum], while the gem turns from clear to red as it accumulates power. The gem is the dormant form of a Bloodstar (identical to a Swampstar when in its active phase).

Once the Bloodstar heals one hundred hits, it will become active and attack the PCs [2d6 CON drain]. The gem will return to its dormant state after draining 200 points of Constitution.



THE SKELETON AND ZOMBIE

14b. Chest. A Lesser Mummy sits on a chest against the south wall. When the door opens he will stand and walk slowly toward the PCs. The chest is trapped with six poisoned darts, which will fire out as Daggers (30 OB). The poison is a fifth level circulatory poison, which will cause terrible burning for 1 to 10 rounds (all actions at -10), and inflict ten extra concussion hits [1d6-1 RKA, 5 shot Autofire w/linked 2d6 NND vs. Regeneration]. Any person in front of the chest has a chance of being hit. The trap is *Hard* to detect and *Very Hard* to disarm. The lock on the chest is *Medium* to pick.

14c. Empty Cubicle.

14d. Cold Storage. Three Ice Skeletons lurk behind the door of this ten by ten foot cubicle and will attack immediately upon the party's entry. A very perceptive PC may note a chill through the door, a *Very Hard* perception.

14e. Empty Cubicle.

14f. Chamber of the Undead. A terrible battle was waged in this room; a curse requires that it continue to be reenacted until the entire maze is free from undead. The PCs see a Skeleton lying face down with its arm lying on top of a Zombie. In the Skeleton's hand is a Holy Scepter resting on the Zombie's chest. If the Scepter is removed from the Skeleton's hand, both the Zombie and the Skeleton will rise and fight each other. (The Skeleton was a prisoner who escaped from a cell and managed to defeat this Zombie before he died. Juzlin's grandfather cursed him to begin the battle once more if the Scepter was ever removed from his grasp.)

If the PCs help the Skeleton defeat the Zombie or wait in the room until the Zombie falls, the Skeleton will try to communicate his curse any way possible. The Scepter has the following powers: *Repel Undead V* twice per day, "Light I" twice per day, and *Sustain Self* once per day, all cast at level six [5d6 Mind Control (vs. Undead only), repels them; 2 charges/day, Change Environment 5" radius]. If the PCs attempt to destroy the Undead before touching the Scepter, their efforts will "accidentally" knock the Scepter from the Skeleton's grasp, and both Undead will instantly leap into battle with one another.

14g. Shadow Trap. A pile of gems and coins beckons from the northeast corner of this twenty by twenty foot room. Two Shadows are hiding in the darkness above the door to swoop down on the last adventurer to enter. They will attempt to entrance all characters within ten feet. The pile of treasure contains: one 70 gp gem, one 301 gp gem, one 150 gp gem, one 290 gp gem, and a pile of 1900 gps.

14h. Trapped Door. A heavy crossbow fires a single shot at any character in front of the door. It fires with a 120 OB [2d6 RKA]. The trap is *Very Hard* to detect [-2 to Security Systems roll] and *Medium* to disarm.

14i. Hall Doors. The hallway comes to a halt with five doors leading onward. The first door on the east wall is false with a trap behind it. The trap is *Extremely Hard* to find and *Sheer Folly* to disarm. When the door is opened a cloud of mist is released, instantly filling the ten foot area in front of the door. The mist has exactly the same effects and duration of the Magician base spell *Stun Cloud* [5d6 NND vs. Life Support: Self-Contained Breathing; AA-2" radius].

14j. Empty Cubicle.

14k. Dead End Chamber. Three Greater Ghouls are feeding on a corpse in the center of this twenty by twenty foot dead end. Two Minor Wights are burying themselves in the ground. If the monsters become aware of the PCs, who must make a *Hard* maneuver to avoid notice, they will rush to attack, the Wights taking an additional three rounds to emerge from the ground.

14l. Cubicle. A level five Created Undead will attack when the door is opened.

14m. Corridor. The Undead in room 14l will rush out into this corridor to attack after its door is opened. The one-way door will take 300 hits to destroy. If the PCs keep a lit torch in this area for over five minutes, it will become *Sheer Folly* to breathe unless the door is opened.

14n. Treasure Chamber. This room is entered through a secret door found with a successful roll of *Very Hard* maneuver. The chamber is 10' wide and 20' long. Within each half of this entry room there are hidden pressure plates that are *Very Hard* to detect and *Hard* to disarm. If activated, the pressure plate will release a cloud of dust in a ten foot diameter that acts as the spell *Sleep X* on the Closed Essence "Spirit Mastery" list [5d6 NND vs. Life Support: Self-Contained Breathing, AA-1" radius]. There are ten functioning plates in the southern ten feet, but the dust is only effective in three of the plates. The other seven release a harmless but smelly cloud. In the northern ten feet five pressure plates are functional, and four still have "live" dust. Roll randomly to determine if the dust is functional.

INTERLUDE

NEWS AND RUMORS

- Humar Winnoy again won the right to be the Military Councilor during a two-day festival.
- A man claiming to be an envoy from Lord Boshkar arrived with a present for the Council. Due to the Council's neutrality the present was not accepted.
- The guards at the west gate claim to have seen a great dust cloud form at the base of the Brank Mountains, but the source of the cloud is unknown.
- The third moon of Kulthea is coming into concordance with itself. Tidal waves and explosive snowflakes are listed as threats to local businesses.

9 THE TEMPLE OF CAY

THE TALE

Near the end of the Second Era, when Lorgalis was aware of defeat looming over him like a cloud, a great Half-Elven Paladin was laid to rest in a temple of the Orhan goddess Cay, a temple soon to be overrun. The temple cellar was converted to protect the hero from being disturbed by the onrushing destruction. Great traps were laid, and guardians and wards were left to dissuade the Unlife from desecrating the Paladin's final rest.

Unbeknownst to the Clerics of the temple, however, one of their number had been perverted by the Unlife and served Lorgalis. As the casket containing the Paladin's body was being sealed, the spy placed a holy symbol onto the chest of the warrior. Then he delivered the following prophecy:

"If ever again the Dark Lord should stride the land of U-Lyshak, Innlotu Pahal shall rise and battle the evil realm. His god shall protect him, so that he may not again be struck down by the hand of evil. He will crush the enemy forces within his holy grip, and bring riches and glory beyond measure to those he aids. Any warrior who fights the truly good and glorious fight can call upon the aid of Innlotu Pahal, and the strength of ten men shall fill his bones, and he shall not know defeat."

When the servant of the Unlife had recovered from delivering his "prophecy," the clerics retreated to the upper floors, preparing for the onslaught of the Unlife. The Temple fell, but the shrine was never violated, for on the eve of his defeat Lorgalis had planted an evil seed in U-Lyshak to blossom forth upon the eve of his return. The special holy symbol laid upon the chest of Innlotu Pahal served as a focus for a spell of *Transferral*, which allowed the body of Innlotu Pahal to be removed from the crypt and replaced with the entranced body of Zyx the Ebon, a Chaotic Lord. Zyx will again walk the land, bringing terror and annihilation, should the Paladin's coffin be disturbed.

THE NPCs

ZYX THE EBON

Twisted by hatred and cultivated into a ruthless servant of the Unlife by Lorgalis, Zyx the Ebon is made more dangerous by the anger that powers him. He has only been a Chaotic Lord for twenty-five years (if you discount the 6000 years he spent entombed), but may be one of Lorgalis' greatest servants.

NEEME

See Part VIII, Major NPC Stats.

EZMERLA

See Part VIII, Major NPC Stats.

THE TASK

To find and enter the Temple of Cay (near the Elven Forest east of Norek), wherein the Paladin is believed to lie, and to return with the "awakened" Paladin.

STARTING THE PLAYERS

If the PCs return from Juzlin's Necromantic stronghold with the notes on the prophesy and if they deliver said notes to the Council of Norek, the Council will order scribes and historians to delve into the matter. They will discover that there are several prophesies on record, and that the conflicts currently occurring in U-Lyshak appear to be the beginning of the crisis mentioned in the prophesy. The Council will encourage the PCs to travel to old Temple of Cay, and to raise the Paladin Innlotu Pahal. They will claim that the Great Enemy has made a sudden advance in the north and that raising the Paladin may be U-Lyshak's best hope of countering the Dark Lord.

The Council will provide a pouch of herbs that must be sprinkled around the Paladin's tomb, as well as a book containing the Ritual of Awakening that they believe is necessary. A special litter which will wrap a single body and render it weightless for transport is given to the PCs.

The records show that the temple can be found by traveling east to the border of the Elven Forest, and then south along its edge. Somewhere near where the Bay meets the Forest should be the remains of a temple. If the PCs do not find or mention the notes to the Council, the investigation into the prophecy might come about due to pressure from the Elven King to discover the truth about the prophecy, or simply because an old scribe in the library discovered the prophecy on an old scroll and brought it to the attention of Norek's vigilant Council.

AIDS

The Council will give better than usual directions to the Temple of Cay, but a little research in the town library might reveal information on rituals, beliefs, etc. Of great importance is a means to remove magical locks, and open locked doors. A means to detect traps is also a must. The special herbs provided by the Council to perform the Ritual of Awakening is needed, but the cot they provide will be useless to the Paladin. (The PCs might need it.)

OBSTACLES

There are many, many locked, trapped, magical doors to pass. The Undead Supreme Priestess guards the descent to the crypt area, and she cannot be destroyed until the Paladin's tomb is opened.

REWARDS

The Temple reputedly contains some extraordinary weapons and magic items of exceptional power and merit.

ENCOUNTERS

Encounter 1: A party of female adventurers heading toward Norek passes the PCs. A hundred feet behind them comes a large green Dragon pulling a large cart covered with a mound of gold as tall as a man. One of the female adventurers turns and whistles at the Dragon, castigating it for not keeping up the pace. The women wave at the men in the group and continue on their way. (They will chat in a friendly way for several minutes if the PCs address them, but seem to be in a hurry.) If the PCs try to detain the women, one of them will say, "We'll be back to kill you later." The whole group will disappear in a puff of black smoke that covers an area 300 feet in diameter and lingers for hours.

Encounter 2: A raggedy man will approach the PCs and ask if they have any information about the Council of Norek. If the PCs do not mention Dunna Revin by name, the man will specifically ask about her. He is a member of the Norinth, investigating Dunna Revin by contacting the PCs. He will not reveal that he is a Norin, nor will he answer any questions. His partner is hiding in the woods a quarter-mile to the north.

THE LAYOUT: TEMPLE OF CAY**GROUND FLOOR**

1. Temple Exterior. Six thousand years of wind and weather, plus the destruction wrought by the Wars of Dominion have left the Temple of Cay in rather run-down condition. Only the great strength of the original walls has allowed a trace to remain of the temple to remain.

At a distance of 500 feet from the temple, a small wall of stone can be found. This wall was built as a defensive position near the time the temple fell. The upper two floors of the temple were dismantled and moved, stone by stone, to form this ring.

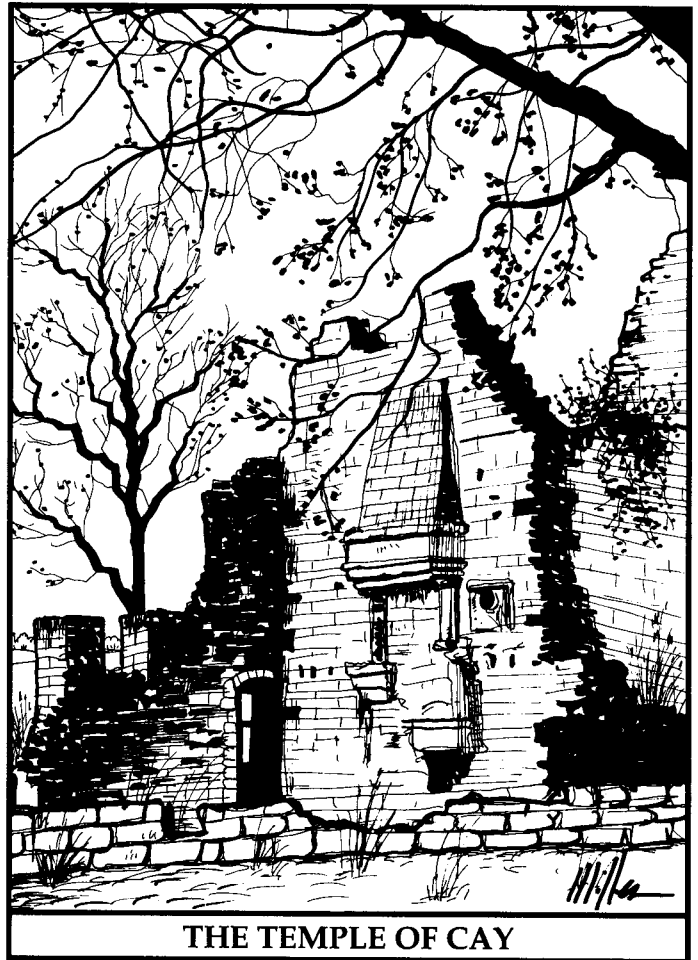
The main walls of the temple are five feet thick. The many breaches in the thick wall show the awesome power of the forces brought against the temple. Now the stone is covered with moss and hidden in thickets and underbrush. Great trees hundreds of years old grow throughout the rooms of the temple, shading the low walls.

2. Stairway. These stairs ascend to nowhere. The upper floors were dismantled.

3. Storage. Descending into darkness, this collapse in the ground leads down a pile of rubble into Room (38).

4. Cavern. This cave in leads down a pile of rubble to Room (19).

5. Hall. The ground in this passage has been weakened by time. Any weight in excess of 100 pounds is 50% likely to cause the ground to collapse, dropping the character 40 feet into Room (26) unless a successful *Very Hard Moving Maneuver* allows the PC to leap away. Every increment of 100 pounds that crosses the weak area increases the likelihood of collapse by 10%.

**THE TEMPLE OF CAY**

6. Chamber. A Besn found its way into this room and never discovered the path out. Its huge skeleton is well hidden in the underbrush filling this room, but a *Routine* General Perception roll will allow a PC to spot a bleached white bone or tuft of matted hair. The horn of the Besn is still in perfect condition due to its enchanted nature. It is very valuable (4500 gp), but almost impossible to sell. Note that anyone possessing even a fragment of a Besn Horn is 8% likely to be attacked by a Besn every day, no matter where they are.

7. Chamber. An enormous tree and several smaller trees support a network of webs in this room. If the PCs examine the webs, they may note that they seem to form a tunnel extending fifteen feet before dropping through a hole in the ground. The PCs are 40% likely to encounter one Greater Great Spider and three Lesser Great Spiders if they remain in this area for more than five minutes. Traveling through the web tunnel to the hole assures such an attack. PCs travel the webs and enter the hole, the climb and results are detailed in Room (27).

8. Stairway. Once the only means of descent to the lower floors of the temple, these stairs were intentionally blocked with rubble by the agents of the Unlife long ago. The passage is completely choked with great boulders. Clearing this path would require 60 man-hours work (as well as the proper tools and knowledge). These stairs once terminated in Room (12).

TEMPLE OF CAY: SECOND FLOOR

9. Robe Room. Musty and tattered robes line the rows of shelves that stretch from ceiling to floor on the north and west walls. Three one-way doors line the east wall, the outer two leading into Room (10) and the middle door leading into this room. The center door requires an *Easy* Maneuver to discover from this side, and a *Light* Maneuver to open. The door in the south wall is locked with a *Very Hard* lock. A stepladder stands in front of the shelves on the north wall, and appears to be in good condition. (The ladder is weakened, despite its appearance, and will collapse if anyone climbs above the first rung.)

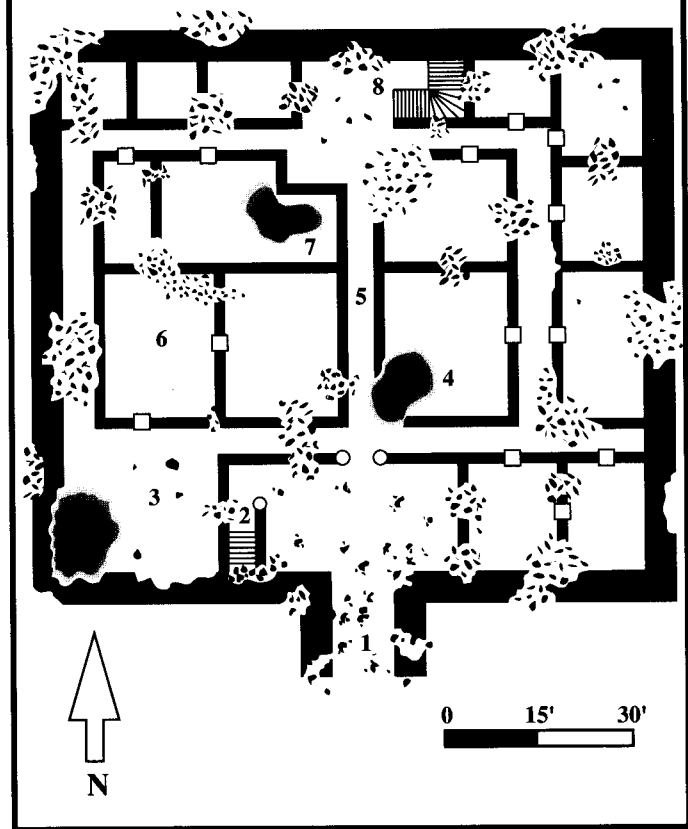
Hidden in the robes on the top shelf of the eastern wall is a scroll tube containing two sheets of paper: the first is imbedded with the spells *Sterilization* (Ranger Base, Inner Walls) and *Water Purification* (Ranger Base, Nature's Ways) [Dispel Poison (NNDs), 12d6]; the second is a memo to the Higher Priest that the acolytes should be reprimanded for the filth they are bringing into the Water of Cay. It is possible to assemble four passable robes from the tattered and mildewed robe remains. These will be of sufficient quality to fool the Constructs within the temple. The robes are weak, however, and will not hold together through strenuous activity, such as fighting.

10. Cleansing Pool. Scummy and covered with globs of thick slime, the pool that separates the east door from the west door is almost hidden by a thick cloud of gnats. As soon as one of the doors is opened, a wave of tiny black gnats will engulf the characters, causing choking and coughing. The water in the pool has lessened in volume over the years, for an algae-flaked ring surrounds the pool at a level two feet above the current level of the contents. A set of three tiled steps descend to a tile floor that gently slopes toward the center, which is three feet deep, but is quickly lost to sight beneath the mucous-like contents of the pool. On the far side of the room the tile can be seen rising again from the slime to ascend a set of three steps at the far door.

11. Disrobing Chamber. Hooks are mounted at 6" intervals at the height of 5', completely encircling the room. Six rotted benches have fallen into piles of wet wood. Rotted scraps of robe hang from some of the hooks, but they disintegrate at the slightest touch. The door into Room (10) is a one-way door, as are the two outer doors on the west wall. To find either of the outer doors requires a successful *Hard* Maneuver, and to open one requires a successful *Very Hard* Maneuver. The door on the east wall is barred and locked. The lock is *Light* to pick, and the bar is on this side of the door is *Routine* to lift away.

12. Temple Entrance. Serving as the only entrance to the temple before the rubble sealed the stairs beyond the north door, this room was used by priests to regulate the flow of people into this level. Accumulated dust from 6000 years of motionless air covers the ground. When a door into the room is opened, the dust swirls, causing a skeleton with one arm missing to appear to rise up from the ground. Actually, the skeleton will not move at all, as it is very dead, but the dust will make it "stir."

TEMPLE OF CAY GROUND FLOOR



The north door is locked, bolted, and barred from within Room (12). If the door is opened, a flight of stairs will be found rising a short distance and then stopping at a rubble blockage. The east and west doors are barred and locked from the opposite side. It will take a *Light* difficulty roll to pick the lock, but there is no way to remove either bar from within Room (12), so it will be necessary to destroy the door to pass through (unless the PCs have already opened the door from the other side). The doors will each take 300 hits before succumbing, with extra hits from criticals applying. All other critical results are ignored. Treat the door as AT 9 with no Defensive Bonus [8 DEF, 24 BODY]. The secret door in the south wall is *Extremely Hard* to detect and cannot be opened if any other door in this room is open.

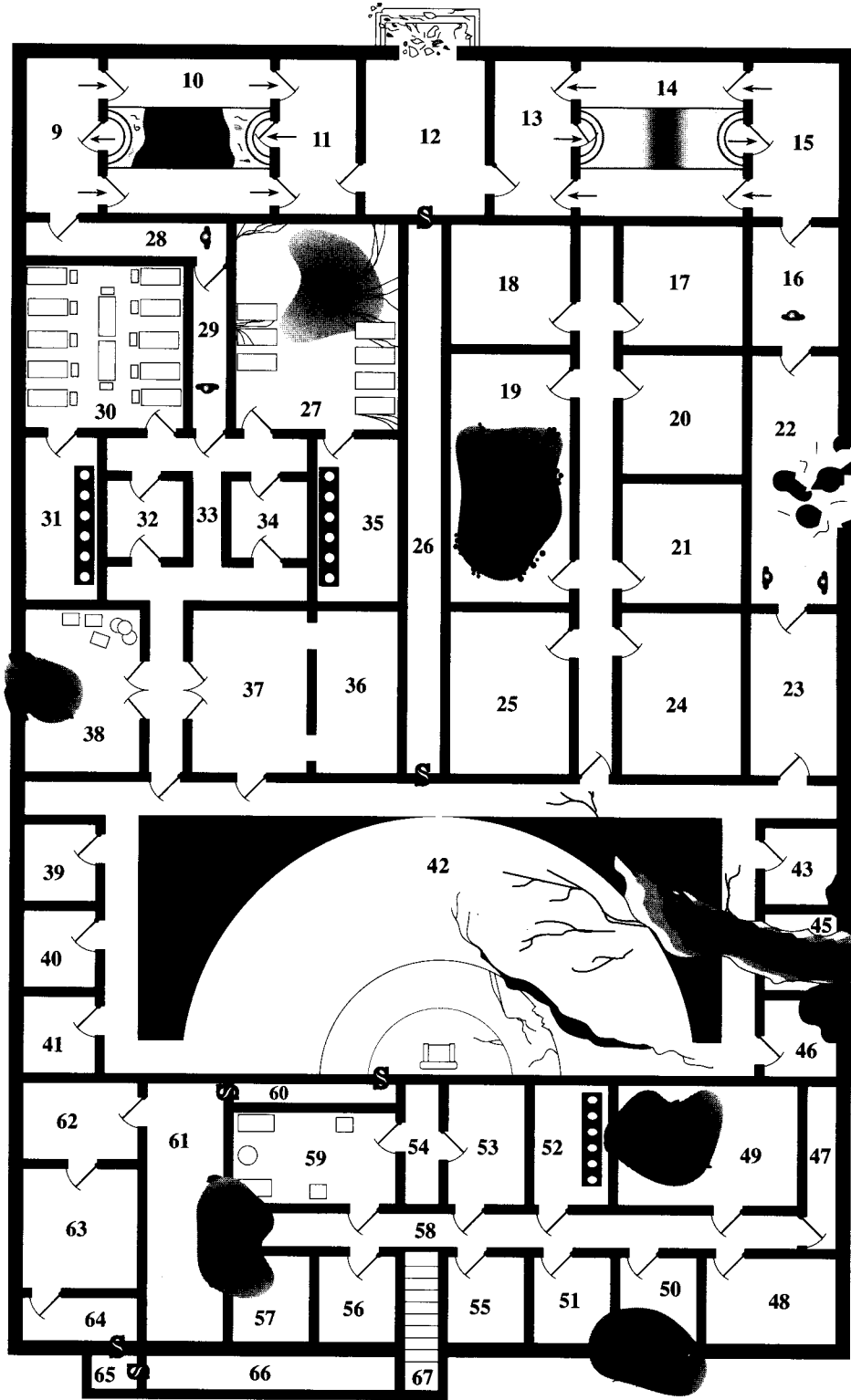
13. Disrobing Room. This room is similar to Room (11) in all ways, with the exception that a bottle that was on the table when it collapsed somehow survived the fall to the stone floor. The bottle contains three draughts of a potion of Immunity. (Upon drinking this potion, all poisons within the drinker's body are neutralized, as are any poisons or diseases received within the next 4 hours [Dispel poisons and diseases, 12d6].)

The door into Room (14) is a one-way door, as are the two outer doors on the east wall. To find either of the outer doors requires a successful *Hard* Maneuver, and to open one requires a successful *Very Hard* Maneuver. The door on the west wall is barred and locked. The lock is *Light* to pick, and the bar is on this side of the door so is easy to simply lift away.

14. Cleansing Pool. This room is structurally the same as Room (10), but it does not contain any water or gnats.

15. Robing Room. Two skeletons lie in a heap near the south door, each with several large darts protruding from their rib cages and skulls. This room is the same as Room (9), with the exception that there are no hidden scrolls in these robes. From the tatters of mildewed robes it is possible to create 5 garments of sufficient quality to get past the Constructs.

TEMPLE OF CAY SECOND FLOOR



16. First Guard. Intrusted with the protection of the Room of Inner Mysteries, a Lesser Construct guards the southern door. The Construct will attack and destroy any person not wearing a robe of Cay entering the room through either door. It will stand motionless when the door is opened, and then noisily force its rusted joints into action should an "improperly clothed" PC enter the room. The Construct is made from full plate armor and a full war helm, but both are now severely rusted and only afford the protection of AT 15, though still encumbering as AT 20 [-1 DEF]. The helm is equipped with a dart-thrower equal to a Light Crossbow, and each arm ends in a rusty Battle Axe. The south door is locked and of Medium difficulty to pick.

GM Note: Several Constructs are likely to be encountered within the temple complex. All have dart-throwing devices that strike as a Light Crossbow, but weapons attached to the arms vary.

17. Library. Four bookcases run east and west in this room, two mounted on the walls and two standing. Nothing of any quality can be found within, for every book and scroll has either molded or faded into illegibility.

18. Study. Faded stools and rotten bookstands sit in the same positions that they were left in by their last occupants. When the locked door (Light difficulty) is opened, the PCs will hear a low murmuring coming from the room, and will see translucent figures sitting on the stools before the book stands. A few moments later the murmuring will cease and the vision will fade.

19. Chamber. Covering the entire floor of the room and extending several feet up the base of a huge pile of rubble is a carpet of Exploding Mushrooms. The rubble forms a large cone that can be climbed to enter or leave the lower floor, but this fact will not be readily apparent. During the day there is a 45% chance to realize that the rubble provides an exit (due to sunshine), but only a 25% chance at night.

To ascend or descend the rubble, roll on the *Hard* Difficulty column of the Maneuver Movement Table (*ChL*, 15.3.1) to determine the percentage of the climb successfully completed each round, with an additional roll on the *Medium* difficulty column to determine the chance of remaining standing during that round. (The chance is equal to 100 minus the result.) If the PC falls, determine from what position on the 30' pile of rubble his tumble begins (using percentage already completed), then roll on the Fall/Crush table [as Falling Damage in FH] and add 2 to the roll for every foot above the floor.

A cabinet on the east wall (between the two doors) is filled with medical supplies and herbs.

The herbs are: Edran, mends bones, four doses (AF10, Sheer Folly to identify) [1d6 AID, BODY and STUN, 4 charges]; Draaf, heals 1-10 hits for two consecutive rounds, six doses (AF1, Easy to identify) [2d6 AID, BODY, 6 charges; apply each d6 separately, 1/phase, for 2 phases]; Dugmuthur, heals 10 hits instantly, 18 doses (AF2, Light to identify) 1d6 AID, BODY, 18 charges]; Garrig, heals 30 hits instantly, 2 doses (AF3, Light to identify) [3d6 AID, BODY, 2 charges]. The cabinet is locked with a *Medium* difficulty lock.

GM Note: The Exploding Mushrooms cover the area just inside each door and will release their spores as soon as a door is opened. Also, only one RR is needed per round of breathing the spores, no matter how many breaths are taken during those ten seconds [2d6 NND, AA-6" radius].

20. Classroom. Six rows of six stools are arranged in a semi-circle around a lectern. Banners in an ancient Elven dialect line the walls, but the writing and symbols are too faded to be discerned.

21. Shrine. A faded mural of Cay covers the entire eastern wall, while the north wall is hidden from view by an elaborate falling water sculpture. Buckets, troughs, and geysers are arranged in a complex yet appealing manner, such that the water falls and produces a beautiful hissing noise. The water is fresh and good to drink. If a PC takes some of the water from the sculpture and throws it on the mural, he will be healed for 5 hits and get a +5 to RR and armor subtraction for the following hour. This ritual may be preformed twice per day [1d6 AID, BODY and STUN]. Both doors are locked at *Very Hard* difficulty.

GM Note: It is unlikely that anyone but a cleric of Cay or a scholar of customs and rituals will be aware of this devotional water-giving act. A kind GM might leave some decipherable text in the library describing the ritual, but require significant study to learn the language.

22. Room of Inner Mysteries. Both the north and south doors are locked and require a successful *Medium* roll to pick. The eastern wall has collapsed into a mound of rubble reaching ten feet into the room. A Lesser Construct stands guard by each door; they will attack if the room is entered by an unauthorized person. Each Construct has great steel jaws connected to its wrists, like huge bear traps. Any attack by these jaws should be resolved as a Huge Bite.

If anyone manages to stay within this room for over six rounds, he will pass into a deep sleep, lasting three hours. If the Constructs have not been destroyed by the time the PCs fall asleep, they will pick up each character in turn and carry them into Room (15). If the Constructs are destroyed or the PCs are wearing robes, the sleep will bring each PC a vision of his inner strengths and weaknesses, allowing a roll on the "Chaotic Table" (*RMCI*, pg.49) [3d6 HKA, 15d6 STUN only EB, no KB].

GM Note: If the characters are carried from the room by the Constructs, they will have no visions but will still sleep the full three hours. In the event that RMCI is not owned, give +5 to the Temporary and Potential stat of the GM's choice (preferably Intuition, Empathy, Reasoning, Presence, or Self-Discipline, but in no event should it be placed in a spellcaster's power point stat.)

23. Second Guard. This room is identical to Room (16), with the exception that the Lesser Construct has Flails mounted on its arms rather than a Battle Axe.

24. Chamber of Communion. Covered by padding, the floor of this room was meant to be used for meditation. Though the padding is not as soft as it once was, it is still quite comfortable. Any person who meditates in this room will be able to have a single question answered as the spell *Guess* (Cleric Base, Communal Ways) [Clairsentience: 1 phase duration, 1 charge only]. The north door is locked and *Very Hard* to pick.

25. Chamber of Meditation. Padded in the same manner as Room (24), this room was designed for meditation. A barely audible murmur fills the room at all times, adding +20 to any meditation skill attempt [+2 to EGO rolls].

26. Secret Hallway. The north and south walls of this 65' hall have secret doors hidden in them. Both doors require a *Routine* Maneuver to discover from within the hall, and an *Extremely Hard* Maneuver to discover from outside the hall. Only one door may be opened at a time, and the northern door cannot be opened if any door in Room (12) is open.

27. Spider Lair. Thick webbing fills the entire room, dimly outlining shapes shrouded by the silky lines. With a little guesswork one can figure that this room was once a barracks of some kind. Four Greater Spiders, as well as 20 Lesser Arachnids, have made this room their home.

The northern edge of the room has collapsed into a large pile of rubble that extends almost to the ground above. The spiders have built a web tunnel that goes up the rubble pile, through the hole in the roof, and is anchored to several trees on the surface. There are at least two Lesser spiders hidden in the trees at all times, waiting to block the exit if any man or beast should enter the web tunnel and begin to descend. To use the tunnel requires that climbing rolls be made just as in Room (19). Failure results in a mad tumble through the tunnel into Room (27), with damage being figured as in Room (19), except that only +1 should be added for each foot fallen. The entire length of the tunnel is 40'.

During the day, half of the Spiders will be hunting in the forest aboveground, while the full number are in the lair at night. If there is any disturbance of the webbing in Room (33), five Lesser and one Greater Spider will go to investigate. At least one Greater and five Lesser Spiders always remain within this room. If a fight ever breaks out in this room, all Spiders will fight at +10 to their OB [+2 to EGO rolls]. Any person wielding fire will get first priority for the Spider's attacks.

The following items of treasure are scattered in the webbing:

- Leather Gloves which give +15 to Martial Arts attacks or gives an automatic 4 skill levels in Brawling if MA is not known [+2d6 Normal DMG, +2 OCV, 2d6 AID to BODY & STUN].
- War Hammer, +10 to OB, weighs 50% normal (i.e., 2-3.5 pounds) [+1 OCV].
- Arrows, +15 OB [+2 OCV], ten.
- Longbow, +5 OB [+1 OCV].
- Potion of Healing (2-20 hits) [2d6 Aid to BODY].
- Shield of Camouflage (+50 to Hiding outdoors) [+5 to outdoor Concealment rolls].
- Blanket of Warming (keeps wearer warm in temperatures as low as 0 degrees) [Life Support vs. Cold].

28. Guarded Hall. A Lesser Construct stands guard, allowing only those wearing robes of Cay to pass. The north door is locked and *Very Hard* to pick, while the south door is locked and *Hard* to pick. Treat the hands of this Construct as War Hammers.

29. Guarded Hall. A Lesser Construct with hands like a War Mattock prevents those not wearing a robe of Cay from entering. The north door is locked by a *Hard* difficulty lock, while the southern door is locked and *Medium* to pick.

30. Barracks. Twelve beds fill this room almost to capacity..

31. West Latrine. Six short walls jut out from the west wall, creating seven alcoves, each about 5' deep. At the back of each alcove is a hole 1' round leading down into darkness.

32. Armory West. The doors on the north and south walls are open (missing in fact), but no Spiders or webbing can be found within. A half dozen mangled and rusted weapons and shields lie about on the floor. If the PCs break through the webbing covering either doorway, the weapons and shields will leap into the air, and six hazy forms will be seen wielding them. After several seconds of hovering, the floating arms and shields crash to the ground. In the corner is a staff carved of beautiful white wood: the Staff of Cay. (Powers of the Staff are detailed in the Magic Items Appendix.)

33. Hall of Death. The halls of area (33) are filled with webbing, allowing any movement within the hall to be detected by spiders in Rooms (27) and (34). If PCs try to enter this area through a shut door, they must apply over 100 points of strength to open it far enough to cut the webs binding it. The webbing melts easily, but will not ignite or burn beyond the area where the flame is applied. Lying near the door into Room (30) are two bodies. One is a Beastmaster, and still gripped in his hand is a Blade of Life (+20 vs. Undead) [+1d6k and +2 OCV]. The other is a drained Bard. In his left ear is an earring that allows *Daily II Presence* (Closed Mentalist, Mind Mastery) and *Daily II Inner Wall* (Closed Mentalist, Mind Mastery) [+10 to Presence, +10 pts. Mental Defense].

34. Armory East. One of the Elder Greater Spiders has taken this room as its private lair, apart from the other spiders. Three bodies hang in the webbing.

On the ground near the east wall is a leather case containing a set of high quality lockpicks (+20 to Picking Locks) [+2 to Lockpicking], with the spell *Locklore* (Unbarring Ways, Open Essence) imbedded as a Daily III spell. It requires a *Very Hard* detection roll to spot, unless the room is searched. If the webbing in Room (33) is disturbed, this Greater Spider will arrive before any other Spiders, and due to his seniority no other Spider will interfere in any fight he picks. If he dies, the Spiders will attack in force.

35. Bath. Similar to Room (31) except that it is inhabited by 3 Greater and 7 Lesser Spiders. In five alcoves along the east wall are bodies of dead adventurers. These spiders do not react to vibrations of the webs in Room (33), but will join in any battle within Room (27) in 7 rounds. Around the head of one body is a magical headband described in the Magic Items Appendix as "Air Band." Another wears a ring which imparts a +10 to DB [+2 to DCV]. The north door is open, but the west door is closed and locked at *Medium* difficulty.

36. Kitchen. Food for this level of the temple was prepared in this room. Rather than the standard stove that one expects to find in a kitchen, a sheet of steel rests on a thick stone slab. When the command is spoken, the sheet of steel heats to a glowing orange. Similarly, when the large basin is activated using a command word, it fills halfway with warm water. Note that it is very unlikely (in fact, *Absurd*) that the PCs will discover the command words to either item.

37. Dining Area. Tables and chairs lie in splinters.

38. Storage. Crushed by the collapsed ceiling, crates, barrels, and jars lie broken around the room. This pile reaches fifty feet up through the wall to the surface above. In order to climb the pile it is necessary to roll as described in Room (19); if failure results, add +2 to the damage roll for each foot to the floor.

39. Chamber. A bed sits against the north wall, a desk against the south wall, and a cabinet on the west wall. At the foot of the bed is a chest that contains moldy robes. The cabinet is filled with twenty small wooden sculptures, obviously carved by an amateur. On the desk are several pots of dried ink and a collection of five quills. One of the quills is in fact a Quill of Writing. (When owner is in voice range, his thoughts are written down by the Quill.) The Quill can answer very limited questions if given paper and ink.



40. Chamber. The door to this room is blocked by a desk pushed against the door. If PCs force their way in, a man in battered chain mail will be seen standing deep in the shadows of the corner, holding a broadsword in a menacing manner. Once he realizes that the PCs are not creatures, he will tell them to come inside quickly and replace the desk in front of the door.

The man's name is Neeme, a Ranger from a small village farther south along the bay. He will explain that he was tracking a beast when he discovered that he was actually the hunted not the hunter. He was chased by four creatures that were part man and part lion, and could fire darts from their tails. He found a cave entrance, so plunged through the darkness until he found his way into a cavern lit by a wall of flames. From there he dragged himself in and barred the door so he could recover from his injuries. Neeme will agree to stay with the PCs within the temple, if the PCs like. When he parts with the group he will give his favorite PC a necklace to insure his tribe's help and goodwill if that character is ever in the area.

41. Chamber. This room is the same as Room (39). Slumped over the desk, however, are the upper parts of a skeleton. The remainder of the bones lie in the chair and under the desk. Under the bleached cranium is a diary, written in the ancient Elven dialect. If translated, it describes in great detail the way in which the great hero Innlotu Pahal was laid to rest, and a great prophecy was spoken. Further, it will describe the attack of the Unlife on the temple and the total destruction of the upper floors.

Under the desk filled with a collection of foot and toe bones are knee-high boots with a shin bone poking over the top. The boots seem untouched by the withering hand of time. They will fit any size foot, and add +20 to any running or climbing maneuver [+2" to Running and Climbing, +1 DCV].

42. Great Hall. This large chamber was once a meeting hall for the upper hierarchy of the temple. The Supreme Priest would preside over the gathering from a massive stone throne set into the southern wall. Rubble and debris spots the eastern side of the room from the collapse of the wall and ceiling. The northern doors are locked (*Very Hard* to pick), the west doors are unlocked but closed, and the east doors are splintered. Two fire pits surround the area around the throne. The east pit has been extinguished by the cataclysm wrought against the temple, but the west fire pit still blazes with magical flames (treat as a permanent *Wall of Fire*, Magician Base, Fire Law) [10 PD, 10 ED Force Wall w/linked 8d6 EB Damage Shield].

A secret door stands just west of the throne in the southern wall and requires a *Hard* maneuver to discover. Once found, it requires an *Absurd* maneuver to open the door, unless the hidden trigger in the throne releases the inner locks. The trigger on the throne is *Very Hard* to find, unless sitting in the throne, in which case the hidden release mechanism is *Easy* to find.

However, sitting in the throne is likely to be an unpleasant experience, because the Supreme Priestess imbedded a Symbol of Summoning into the seat. A Greater Fire Elemental will rise from the fire pit two rounds after a person sits in the throne. The Elemental will concentrate all attacks on the person in the throne, but will continue to attack as long as there is anything moving in the room. If the PCs stand completely still, the Elemental will ignore them, though his mere presence will deliver "A" criticals to anyone he passes near. If the PCs defeat the Elemental and sit in the throne again, a Lesser Fire Elemental will rise from the pit. Each time the throne is sat in it will summon another Lesser Fire Elemental, unless the pit is extinguished. If the PCs escape or the Elemental returns to the pit after two minutes of searching for movement, he will return fully healed if the throne is sat in again. The Elemental will not leave this room for any reason. Once the release mechanism for the secret door is found, it may be triggered as a *Routine* maneuver, even without sitting in the throne.

43. Room. Though originally the chamber of a High Priest, only rubble fills the room. For every minute spent within the room there is a 30% chance of a partial collapse of the ceiling and wall, with each additional character adding 5% to the possibility (i.e., 6 characters have a 60% chance of starting a cave-in). Should a cave-in happen, roll on the Crush chart with +10 added to the roll [Activation 11-; 20d6 Physical Blast, AA-room]. In the event of a "D" or "E" critical, the character has been partially buried in rubble and will take 4-13 rounds to dig out. It will take a *Light* Perception roll to recognize the instability of this room.

44. Chasm Chamber. A large rift severs this room and continues a great distance to the east. In order to reach Room (45) one must make a *Medium* difficulty Climbing maneuver [-1 to Climbing roll], which if unsuccessful will result in the character plummeting ten feet into the chasm. The chasm stretches much deeper into the ground, but narrows so that only small objects will pass beyond ten feet. The rift is only five feet wide, so requires only a *Routine* Jump maneuver to cross.

Manticores are speaking loudly in Grithn (Manticorish) in Room (45). Each PC should roll a General Perception to determine if they hear the Manticores. Also, roll to determine if the Manticores become aware of the PCs and set an ambush [Activation 11-] in Room (45). If the Manticores are aware of the PCs but the party does not enter Room (45), the Manticores will follow at a distance and attack when it is to their advantage.

45. Cavern. The section of the chasm in this cavern is ten feet wide and 20' to 25' deep. If the Manticores are aware of the PCs approaching, they will hide in the rubble around the room and attack with tail spikes. The tunnel leaving the north edge of the room continues northeast 100 yards, then goes 200 yards east, then north another 200 yards to a rubble-lined exit.

46. Guard Room. The entire northeast corner of the room is destroyed by a cave-in; there is no access to Room (45) through the rubble. A successful *Medium* Perception roll reveals that the battered remains of a Construct are buried in the boulder pile. The door on the west wall is locked, *Very Hard*, and the southern door is trapped with multiple wards and spells. A permanent *True Lock* (Open Essence, Unbarring ways) [20 PD, 10 ED Force Field, 30 STR TK holding door closed] protects the door from physical damage. Once the *True Lock* is broken, touching the door will activate a Ward placed on the door, releasing a *Stun Cloud* (10' radius, Magician Base, Wind Law) [10d6 STUN only EB] into the room. The charged gas particles will activate the Lesser Construct, which will spend five tortured rounds pulling free of the rubble [must take 5 actions to get free], and then will attack anyone not wearing a robe of Cay. The final defense of the door is a mechanical lock *Extremely Hard* to pick, guarded by a *Very Hard* to find needle trap that is *Extremely Hard* to disarm. The poison on the needle has long since become inactive, and the needle mechanism will make grating noises if set off.

47. Door. It will occur to everyone near the entrance to the corridor that it seems as if a fresh Spring breeze were billowing down the hall. The scent of gentle rain on green grass will reach the PCs' noses, and the sound of twittering birds can be heard from the end of the hall. Anyone looking down the hall toward the southern door will see shafts of brilliant sunshine flickering on the floor. As one looks at the place where the southern door used to seal this hall, a smooth-edged hole is all that remains. Beyond the portal lies not Room (57), but a wide green meadow with water droplets sparkling on the blades of grass, and a heavy iron door rusted almost out of existence.

This tear in space was not intentionally installed, but serves as a better deterrent from further exploration than did the original guards on this door. A strange combination of Wards and magic within the specially prepared door that once barred this hall caused a permanent dimensional rift to open. Anyone stepping through will be transported to the meadow, and though it is possible to travel from the meadow back to Room (47), the entrance to the passage is invisible from the meadow side. Anyone stepping into the meadow is 50% likely to step on the edge of the portal, causing the entire dimensional rift to move slightly downward. The only way to pass from Room (47) to Room (57) is to grab the edge of the dimensional rift and pull it along the west wall until it is away from the area in which the door used to stand. Once the rift is moved, the rusted hinges are all that remains of the door that once blocked the entrance to Room (57). The new position of the dimensional rift is stable. If the rift is approached from Room (57), the view and effects will be the same.

GM note: The location of the meadow is left to the GM's discretion. It could be in U-Lyshak, Jaiman, or anywhere else on Kulthea. If the GM has multiple worlds, feel free to take your players elsewhere.

48. Study. Once used as the administrative office for the temple, this room seems filled with the power of priestly authority. Three great wooden desks rest against the walls. A chair sits in front of each desk.

The north desk is covered with the usual collection of quills, ink wells, blank paper, and a candle in a candle stand.

The southern desk is a clutter of official stamps and seals for the temple. A small pitcher filled with wax rests on a stand. A wooden box with its lid open reveals a collection of stamps with runes etched into their metal tips. A jar of blue ink sits beside a stack of papers. The top page is the beginning of a treatise on the worship of Cay, and the rest are blank. On the back left corner of the desk is a wooden disk with a hole in it, which serves as a holder for the red-tipped wand in the desk drawer. Also within the drawer is a blue-tipped wand. In the side of each wand is a single rune of sufficient similarity to the Iylari language that anyone with at least 5 ranks in written Iylari will be able to decipher the runes. The red-tipped wand is inscribed with the rune "ashay," or "light." If the wand is held by the red tip or placed in the wooden holder, and the word "ashay" is spoken, the entire stick will glow with light sufficient to light a small room. If the wand is not held by the red tip but by the remainder of the body, the person holding the wand will begin to glow brightly when the word is spoken. The glow will last until the rune is spoken in reverse, or "yahsa". A fully attuned user of the blue tipped wand can use it to keep himself awake and alert for 1 to 100 hours [3d6 STUN & END AID]. Any person who reads the rune on the wand's surface ("imrole") without having made two successful attunement rolls will be kept awake for a random number of hours. When the word is spoken, the person grasping the wand will feel alert and revitalized. As soon as he begins to feel this sensation, he is allowed the option of a Resistance Roll. If it fails or he elects not to attempt one, the PC will receive one point of electrical damage every time he falls asleep within the time limit. If rendered unconscious during the duration of the effect, the PC will be subjected to one point of electrical damage every round until dead or conscious. There is a 50% chance that a user who is unaware of the wand's purpose will develop permanent, severe insomnia due to the electric shock delivered to him at every attempt to sleep. [3d6 Electrical EB, BODY only, and only if character goes to negative STUN.]

The third desk has no contents except dust and cobwebs.

49. Library. This library held all the tomes and scrolls that were reserved for the upper hierarchy of the temple. Only a half dozen people had access to the texts and knowledge within this room. Now it is in utter ruin. The ceiling has partially collapsed, crushing all but the shelves against the walls, and the constant drip of water from above has rotted every book that survived. The trickling water has weakened the ceiling to the point that activity within the room will cause it to moan and groan. Three rounds after entering the room the ceiling will begin to crumble, showering small rocks over anyone in the room. After twelve rounds the ceiling will collapse, sealing the room forever.

50. Chamber. Once the comfortable chamber of a Senior Priest of the temple of Cay, the room is now a clutter of rubble and dirt. An *Easy* climbing roll will allow the characters to climb through the rubble into Room (51). The door is blocked with rubble and must be battered down to gain entry.

51. Chamber. Identical to Room (50) in most ways, this room may be entered through its door by successfully picking the *Light* lock. An arm and set of bones lie on the floor in a manner indicating that their owner lies buried in the rubble. A shiny platinum ring still encircles a bleached digit. The ring is a Band of Purity, as described in the Magic Items Appendix.

52. Priestly Duty. This rest room is similar in design and function to Room (31), with the exception that there are only four cubicles and three wash basins.

53. Dining Area. The tables and chairs within this room have survived the centuries no better than the remainder of the temple. All that remains are piles of disintegrating wood.

54. Kitchen. This kitchen was used to prepare consecrated meals for the upper hierarchy of the temple. Sealed glass jars lie about the room, but all are unbroken despite the evident collapse of the shelves upon which they sat. Inside each are herbs that are old and stale, but surprisingly well kept considering the centuries they have been within the jars. The cookware is without a blemish or stain and seems to have runes inscribed along the rim and exterior surface. They are non-magical but are of the finest quality, far surpassing anything currently available. The entire set of 10 pans will bring a total of 400 gold pieces if sold to the right buyer. The door in the west wall is locked and *Hard* to pick.

55. Chamber. An iron stand sits toppled on the floor and a crystal orb almost a foot in diameter sits beside it, split in two. A great battle axe sits poised in middle fall over the door, now a corroded lump of metal. The door is *Very Hard* to open due to the rusted hinges and warped iron bands, but should the wooden portions of the door be solidly pushed, a great rotted section of lumber will fall free of the still jammed iron fittings.

56. Chamber. A small pile of garbage and fungus lines the south and east walls. This once served as the temporary quarters for the monks who served the priests.

57. Hall. To enter Room (60) or Room (61) from the hall, one must make 2 sets of successful climbing rolls as described in Room (19). The pile is twenty feet tall and very steep. Once a PC successfully climbs to the top of the rubble, he will have to decide which room to descend into and then successfully do so.

58. Storage. A thick jelly-like substance covers the floor to a depth of three inches and will ooze through any door that is opened. Contact with this slime will cause a burning and itching sensation to begin at the affected area and spread across the entire surface of the person's skin. The itch will be very severe, but will have no long term effect. Give every person so affected a -50 to all maneuvers for the next 1 day per 10% failure of their Resistance Roll [-2 to DEX rolls]. In addition, breathing the noxious air for more than two minutes will cause a burning in the sinuses, throat and lungs which will incapacitate a character for 1 day per 1% failure of the Resistance Roll [1d6 CON drain].

It will be obvious from the first breathe (an *Easy* perception roll) that the air is dangerous.

59. Secret Hall. Centered halfway down this narrow corridor is a permanent ward, which requires that the phrase, "In the name of Cay" be spoken to deactivate it for one minute. If anyone passes the center of the hall without having first deactivated the ward, a *Death Cloud* (Wind Law, Magician Base) [1d6 RKA, NND, AA: Hall] will fill the entire hall and both secret doors will close and lock (*Very Hard* to pick). Bracing a door open will prevent it from closing and locking, but will not cause the *Death Cloud* to disperse or drift before its expiration. The secret doors are *Easy* to find and open from within the hall, unless the ward has been triggered, in which case they are *Absurd* to open.

60. Guard Room. Occupied by the elite guards of the Supreme Priestess, this room can only be entered by climbing into it from the rubble pile. A tarnished cabinet stands in the southeast corner of the room, apparently the only surviving furnishing from the ceiling's collapse. The case is sealed by a thin line of tarnished silver. Inside is a Holy Irgaak named "Thulor nu'Mis," which translates from the temple's language as "Gatekeeper of Oblivion and Exacter of Tolls." (Its description can be found in the Magic Items Appendix under "Gatekeeper.")

When the cabinet is opened, Eissa's Gatekeeper will leap from the cabinet and hover in the air at the throat of the nearest character. After several long seconds it will lower its tip to the ground, remaining perfectly balanced on its point.

61. Training Area. Three iron cages rest here, though what they might have held is impossible to guess. The secret door in the east wall is *Very Hard* to find but *Easy* to open, while the door in the west wall is locked and *Very Hard* to pick.

62. Office. Though in better repair than the remainder of the temple, this office is still in dismal condition. Paperwork is strewn across the floor and smashed glass covers every surface. At first glance the destruction seems in keeping with the dishevelment of the rest of the temple. If the paper on the floor is examined, the PCs may note that the original writing on the pages has been overwritten by smeared repetitions of the same message. If translated, the message reads "He will be protected. I am his protector." The east door is locked at *Very Hard* difficulty, and the southern door is unlocked.

63. Bedroom. Kept active by her will to protect the resting place of Innlotu Pahal, the Supreme Priestess remains as an Undead guardian of the entry to the bottom floor.

That he might be alive again, without her, was a thought the Priestess could not bear. Her unstoppable will drove the temple to create a permanent shrine and protective maze out of the catacombs and tombs that filled the sublevel. As the final wave of Lorgalis' army swept toward them, she ordered the lower level sealed and readied herself to guard his tomb with her life. Lorgalis' trickery had insured that the temple would not be fully violated, however, for Lorgalis had already corrupted its innermost treasure and wished to leave it undisturbed until he required the service of Zyax the Ebon. So the Priestess waited alone for the coming battle, and eventually went mad with sorrow.

When the PCs enter they will see a pile of white bones lying on the poster bed, with a wand and a broadsword on either side. Within seconds the bones will be joined by ligaments and tendons, and the bare skeleton will begin to rise. Seconds later muscle will coat the bones and the gruesome, fleshy creature will grab its weapon and wand. As it stands from the bed the creature will look like a young elf maiden, but a misty voice from beyond the grave will remove all doubt as to its intentions.

Ezmerla (for that's who it is) repeats the message, "He will be protected. I am his protector." She will use all the powers at her disposal to eliminate everyone. If she is "killed" during this battle, treat her as simply dispersed. Her focus is the resting place of Innlotu Pahal, and until it is disturbed, she must guard it. She will appear in Room (88) below if the PCs (or anyone else) make it that far. If the PCs leave and return to this room again, she will be back and fully "healed," with all spell points recovered if more than eight hours have passed.

64. Privy. A secret door beside the bathtub is cracked slightly open, allowing it to be found by anyone.

65. Treasure Chamber. There are twenty locked chests neatly stacked about the walls of this cubicle. Each lock is of good quality, requiring a *Very Hard* roll to pick.

Each chest contains a piece of the shattered Mirror of the Gate. The Mirror of the Gate is a holy artifact of Cay, destroyed at the time of the Wars of Dominion because it was thought corrupted by the Unlife. The Mirror cannot be repaired without the direct intervention of Cay. Also in each chest is a single coin of platinum, gold and silver. One coin lies in each of the bottom corners of each chest (a total of twenty of each). The secret door on the east wall is *Extremely Hard* to find with a Locate Secret Opening roll, but can be reduced in difficulty to a *Hard* Locate Secret Opening roll if a successful *Medium* General Perception roll is first used to notice a pattern of dust near the door.

66. Hall. The floor of the hall has sunk below the level of the treasure room, but the depth to the floor below is hidden by a layer of small metal balls stretching from door to door. Pushing aside the balls will reveal that the floor has sunk only 3".

Attempting to walk down this hall requires a *Hard* maneuver roll for each five feet due to the sliding pellets and rolling balls beneath the feet. A pressure plate at fifteen feet will activate a *Knives of Earth* (Earth Law additional spell, RMCI) [1 1/2d6 RKA, NND, AA:Hall] throughout the hall. Each five feet of movement will require an *Absurd* maneuver roll once the spell is activated, with a fall causing (1-5) +100 dagger attacks against an armor only Defensive Bonus [-3 eo DEX; fall indicates above damage]. The pressure plate which activates the spell is *Absurd* to find and impossible to disarm. The east door is locked (*Hard*).

67. Stairs. These steps were once coated with a slick oil, but the centuries have caused the oil to degenerate into a crusty black mess. There is no difficulty in navigating the stairs. At the bottom of the flight of stairs is a ten foot square, twenty foot deep pit filled with spikes, broken glass, and other sharp things.

PCs must cross the pit. A continuation of the stairs can be seen descending farther into the darkness on the far side.

GM Note: This pit does not appear on either the first floor or second floor maps.

TEMPLE OF CAY: THIRD FLOOR

68. Impassable Door. An eight foot tall, four foot wide door of White Alloy steel blocks the entrance to the lower catacombs. A message above the door reads (in several languages): "Enter not the resting place of those beloved to Cay." Etched in an unskilled hand is a message in Iylari: "Unless you be the prophesied raiser of Lord Paladin Pahal."

The door is featureless, save for four keyholes arranged in a straight line across its middle. The door is sealed with a permanent *True Lock* (Open Essence, Unbarring Ways) [30 STR TK, holding door closed], as well as a protective *Cancel True* (Closed Essence, Dispelling Ways) [8d6 Dispel "Magic" special effects]. In order for a spell to effect the door it must first succeed in its RR versus cancellation at 30th level.

The four keyholes must be opened in the following order: 3,2,4,1. This indicates that the third lock from the left must be the first unlocked, the second from the left next, and so on. If a lock (*Extremely Hard*) is attempted out of its proper sequence, the person attempting to pick the lock will be subject to a *Shock Bolt* (Magician Base, Light Law) [10d6 EB]. If the correct lock is attempted, but is unsuccessfully picked, the person is subject to a *Shock Bolt* attack. Once a lock is picked it is picked for good (i.e., the locks will not reset each time a failure occurs in the sequence.) A error in the casting of the *True Cancel* spell might provide some respite for an unlucky lockpicker. In order for a *Shock Bolt* attack to affect the lockpicker, it too must succeed in a RR versus the 30th level cancellation or be nullified.

Once all four locks are picked, a handle will emerge from the center of the door, though the *True Lock* must still be overcome before the door will open. Note that this door is not protected from being pummeled into submission, but White Alloy steel requires enormous pummeling before it will fail.

69. Guardian's Chamber. Rough granite squares form the floor here. Two Stone Golems stand as guardians at the northern wall, attacking anyone who enters the room without first speaking the phrase, "Unto the compassion of Eissa." The east and west doors are both locked at *Medium* difficulty; both appear to be composed of White Alloy. In fact, the west door is iron, coated with a thin layer of White Alloy, and the east is filled with sand, covered by a thin layer of Alloy. The secret door in the north wall is *Very Hard* to detect and *Medium* to open.

70. Hall. This hall extends exactly three hundred feet from the western door into Room (69) to the illusory wall and door at the far end. The illusory wall and door were created with an *Illusion II* spell (Illusionist Base, Illusion Mastery) [Images vs. Sight & Touch groups (-1 to Perception)] to hide the ramp and ball that occupy the northern 15' of the hall. Included in the Illusion are a *Light Mirage* and a *Feel Mirage*, which allows the door and wall to be both seen and touched. Stretched across the hall at 25' intervals are thin wires that are *Easy* to detect, even with a General Perception roll. If the wires are examined they will appear to be tripwires for a trap, though they are just tight wires stretched from wall to wall to trip characters fleeing the ball trap.

Inform the PCs that it will require an *Absurd* disarming roll to cut the ankle high wires without setting off the trap. If a PC attempts to "disarm" the wire, tell him that the wire is cut and nothing happens, but don't betray that the wires are "dummies."

A pressure plate (*Very Hard* to find and disarm) five feet in front of the illusory door will cause a hammer to knock the ball down the ramp if weight in excess of eighty pounds activates it. If the pressure plate is deactivated, the illusory door may be opened. It has no locks or traps, and will be dispelled if struck with a violent blow though a regular touch will not. Opening the door will reveal the ramp and ball, but it will also trigger a tripwire stretched across the back of the door, and this will start the ball rolling. The ball is four feet in diameter and constructed of fragments of stone. Once it is triggered it will take one round to reach the illusory door and wall, and will be traveling at 50' per round. As it passes over the pressure plate, its two ton weight will activate a *Fast Sprint* spell (Closed Essence, Rapid Ways) [+8" Movement to ball] which will accelerate the ball to 200' per round. Any wire that was uncut on the trip up the hall must be jumped at a difficulty level indicated by the movement rate of the character. Failure indicates a fall and a full round required to regain one's feet. The ball attacks as a +150 Huge Crush [12d6 Physical Blast], but crafty characters who succeed in a *Hard* Jump or Tumble might avoid a flattened fate by going over the top of the ball. Failure results in being squashed.

The sand-filled doorway into Room (69) will not even slow the progress of the hurtling ball, but impact with the White Alloy covered iron door in the west wall will cause the ball to fragment, delivering (1-10) +80 dagger attacks [6d6 Physical Explosion] to anyone within the room. After impact, the slightest touch will be sufficient to knock the western door of Room (69) off its hinges, and the eastern door will lay in ruins.

71. Endless Hall. All the walls of this winding corridor are lined with handles and small plates. Pulling on a handle will roll a drawer from the wall, with a 50% chance of a decaying humanoid being found thereon. Any ten foot section of wall will have sixteen drawers within it. The plates are engraved with numbers which once served to identify the remains within a drawer, but the records are long since destroyed.

Entry into this loop hall can be gained through any of four one-way doors. Each door is made of iron and is locked with a *Medium* difficulty lock. From within the loop the one-way doors are *Sheer Folly* to discover. Each door triggers an illusion when opened, causing a wall to appear to close off one direction.

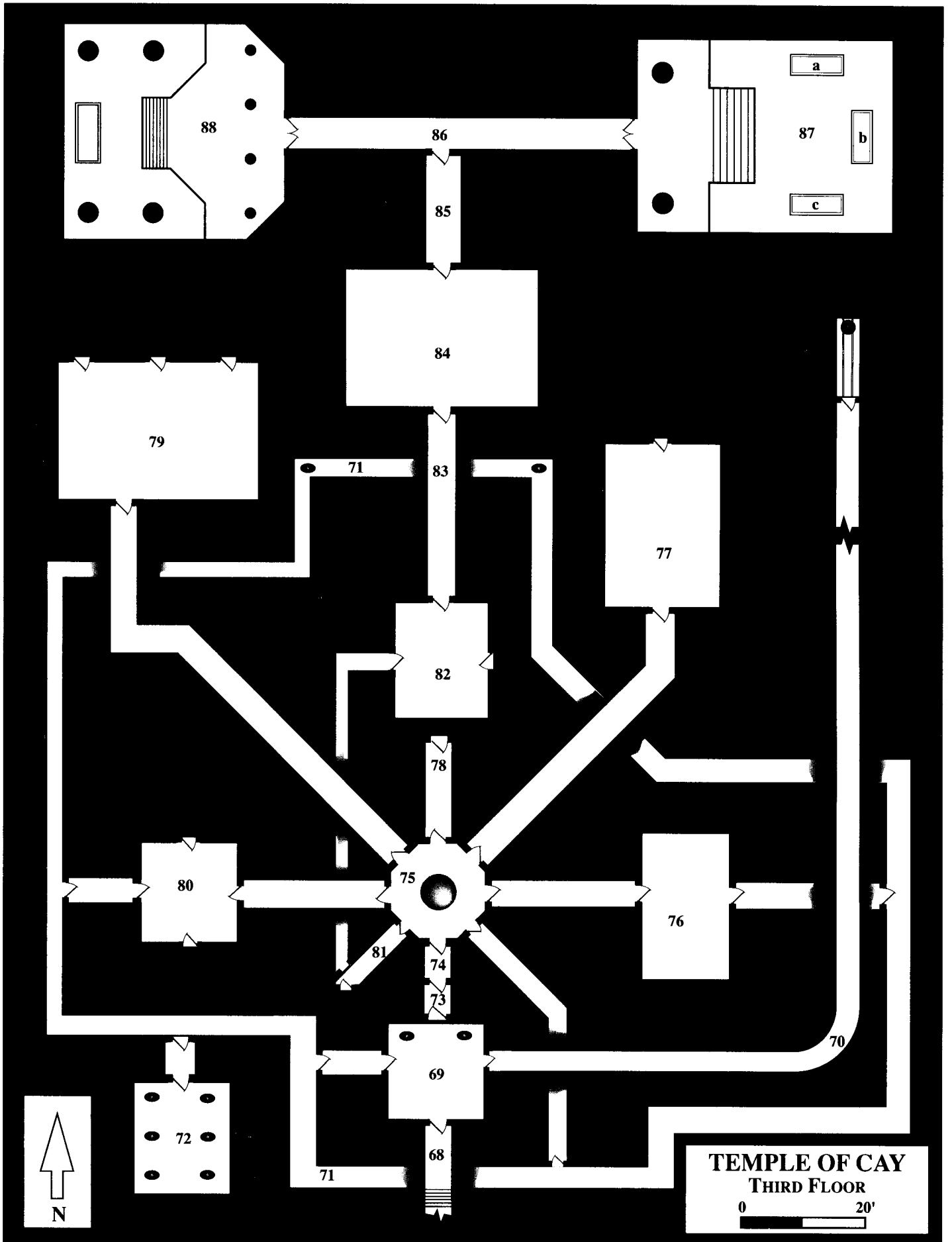
Thus, PCs who open a door into the loop will think they have opened a door in the wall at the end of a tunnel. After 3 minutes the wall will disappear, leaving the one-way door *Sheer Folly* to find. Finding the one-way doors from within the loop is a *Medium* difficulty roll if the illusory wall is still in position. Two Lesser Constructs stand immobile in the northern hall, but will activate when a door into the loop is opened, marching around the loop in opposite directions. After three complete loops they will return to their original positions. The secret door in the southwest region of the loop is *Hard* to locate. A gradual slope allows the passage to wind over and under the surrounding halls. This slope is *Easy* to detect with the proper skills.

Note that a pressure plate is in the section of floor directly below Room (83) and serves as a reset for a trap there. It is *Absurd* to detect or disarm and has no effect whatsoever until the trap above is triggered. The roof above the plate seems perfectly normal to all but the most minute examination. (*Extremely Hard* to notice when being directly examined; otherwise unnoticeable.)

72. Construct's Room. Drawers with plates line the walls of this statue-filled room. The "statues" are reserve Lesser Constructs which will only become active if the two Constructs are destroyed. Destruction of one of the Constructs is insufficient to activate the next two. There are six back-up Constructs.

73. Door. This solid iron door has rusted shut over the centuries. The lock which once held the door is severely rusted and cannot be manipulated. A trap that was keyed to release a cloud of gas when the door was tampered with has lost its deadly potency, but will still spray out with effects as a *Stun Cloud* if force is applied to the door. Due to the rust jamming its hinges and frame, the only way to open the door is by battering it down. Over 300 hits must be delivered to the door [10 DEF, 30 BODY] before it will begin to fall from the hinges, at which time it will be possible to catch the door and pull it into Room (69) instead of letting it fall to the floor in the hall.

74. Blocked Passage. If one of the doors in Room (75) is opened and then closed without first disabling the hidden lever in Room (75), a huge stone block will fall, sealing off Room (74).



75. Chamber. In the center of this octagonal room is a glass dome 5' in diameter. Within the dome mists swirl and lights dance and sparkle. The floor is of inlaid tile, sporting various shades of reds and blues, creating a beautiful pattern. The walls are of gleaming white tile. An occasional gray tile speckles the otherwise pure white walls. All the tiles are about five inches square. The doors are all of white Oak, with light tan lines highlighting the grain of the wood. The doors are unlocked but trapped with the trigger for the falling block in Room (74), each being of *Absurd* difficulty to find and disarm. Opening a door arms the trap, and shutting the door triggers the stone block to fall. A lever hidden (*Medium*) behind a gray tile in the southern wall will prevent the trap from being triggered by the doors. Note that the southern door of the octagon is not trapped.

The glass dome has the following powers an unlimited number of times per day:

- Heal 1-5 concussion points [1d6 AID, STUN w/4d6 Mind Control (Good Will towards Dome)] every time the room is entered and instill a feeling of goodwill toward the dome.
- Cause *Confusion* (Closed Essence, Spirit Mastery) [1d6 INT & EGO drain] in all who fail their RR. Duration is 1 round per 5% failure.
- Give *Suggestion* (Closed Essence, Spirit Mastery) [6d6 Mind Control ("Leave")] to "Leave." Each is cast at 25th level.

Any person failing versus the *Confusion* spell automatically has a subtraction of -75 to their RR for the *Suggestion* spell. If the entire party fails to save versus the *Suggestion* spell (whether or not Confused), the GM should pick a random door and send the PCs through it. Should even one person resist both spells they will be able to take actions normally, including searching the room, breaking the glass dome, or deciding which door to exit through. If a functioning character picks a door, the Confused and Suggested characters will follow behind like lost sheep. If the dome is broken the magical effects will end, but everyone in the room will be subjected to a *Stun Cloud* as the charged gasses within the dome escape.

76. Crypt. A pile of armor pieces and a two-handed sword sit in a neat pile in the northeast corner of the room.

After three rounds within the room the PCs will hear a drawer slide open in the darkness above them. A muscular man, apparently in perfect health, will fall from a drawer fifteen feet above the floor and land beside the pile of armor. He will stand up and act a little dazed, then begin to get suited into the plate mail. When finished he will pick up the sword and begin cleaving into the nearest character. He will not utter a word during the entire process. He is, in fact, a Flesh Golem, left as a guardian. It will take five minutes to prepare for battle, after which he will pursue the PCs relentlessly until killed.

77. Crypt. This room is identical to Room (76) with the exception that the mosaic floor depicts a scarred and mutilated Demon. The south door is Black Cherry wood, locked *Easy* and untrapped. The northern door is Black Oak.

As soon as the PCs enter the room they will hear a scratching at the northern door, and approaching the door will enable the characters to detect a low moaning, pierced occasionally by a howl or shriek. These sounds are generated by a permanent *Sound Mirage* behind the door. Opening the door will trigger an *Illusion II* (Illusionist Base, Illusion Mastery) [Images vs. Sight, Sound & Touch, -4 to PER rolls] that will make there appear to be a three hundred foot square room beyond the door, filled with thousands of Undead. A gate of silver will be seen a few feet beyond the northern door and several Undead will be scratching their nails across it, creating the noise the characters heard when first entering the room.

78. False Door. Made of White Oak, this door is unlocked and is not trapped. A five foot deep, twenty foot high compartment behind the door is filled with magnetized iron filings, however. As soon as the door is opened even slightly the weight of the iron filings will shift and smash the door open. The filings will pour out of the compartment and cover the fifteen foot area closest to the door. Any PC within twenty feet of the door when it is opened will find any metal items coated in a thick layer of iron filings [1 pip HKA w/Find Weakness 21-]. Double the weight of any metal items in a player's possession.

Tiny fragments of metal will work themselves into every crack and joint in metal armor and inflict one Tiny attack per five feet walked. The person attacked will receive no DB and should be treated as AT 1. Strenuous movements other than walking (such as fighting or removing armor) also inflict a Tiny attack.

79. Crypt. A large burnt red figure stands in the center of the room. The figure stands eleven feet tall, with six inch talons and pointy horns jutting from his face and head at all angles. An eight foot long two-handed sword is raised in its right hand and a steel barbed whip is coiled in his left.

A bright yellow glow surrounds the figure, which there can be no doubt is a true Demon. It is held by a *Time Fix* spell (Additional Spells, *RMCI*) [10d6, 10 DEF Entangle w/linking 8d6 STUN drain]. It cannot be harmed or moved in any way until the spell is dispelled. The three northern doors are made of Black Forthust wood, and are neither locked nor trapped. Opening each door will trigger a *Waiting Phantasm* (Illusionist Base, Illusion Mastery) [3d6 Entangle Dispell (11-)] that will recite a third of the ritual necessary to release the Demon. After the first door is opened the glow around the Demon will lessen and a feeling of heat will fill the room. Opening the second door will greatly reduce the Demon's aura again, and a feeling of terrible evil will grow. Opening the third door will release the Gogonaur Man-Demon (of the Void). He will destroy the party and Temple unless stopped. Behind each door is a pile of 1300 gp.

80. Crypt. A large white star is depicted against the black tile background in the mosaic here. All four doors in this room are White Oak, locked at *Medium* difficulty, and untrapped.

81. Small Hall. The false door on the south wall is neither locked nor trapped. Once opened, it will reveal a blank stone wall with a *Sign of Fear* (Open Essence, Rune Mastery) [10d6 Mind Control ("Flee in terror")] cast via a Mass Sign which will allow fifty triggerings before being dispelled. Simply gazing at the Sign is sufficient to trigger it, though a RR is applicable. The secret door is *Very Hard* to find, but only requires that the bottom "drawer" in its face be pulled to open it.

82. Crypt. Lined with drawers and inlaid with a mosaic design of a turtle in lustrous greens and browns, this crypt is designed the same as all the others. All the doors are made of Blue Mahogany, with its unique purple grains. The west door is locked at *Hard* difficulty, the east door is *Extremely Hard* to pick, and the north door is unlocked but covered by an *Illusion* (Illusionist Base, Illusion Mastery) [Images vs. Sight & Touch Groups, -3 to PER rolls]. The illusion makes the door appear to be simply another section of crypt wall, complete with drawers. Three strikes to the wall will reveal the door. The east door opens to a blank wall, but a Daily II *Long Door 100* (Closed Essence, Lofty Bridge) [20' Teleport] imbedded in the doorknob will create a *Long Door* tunnel between the blank wall behind the door and the north-south section of Room (70). Thus a perfectly normal hall will appear behind the door as it is opened, connecting to Room (70). Once within the hall it is impossible to turn around and return to Room (82).

83. Trap. A General Perception roll at *Medium* difficulty will bring to the PCs' awareness the exceptional smoothness of this hall. This should be a clue that a trap is about to be sprung.

On the northern door is a double trap, the first is *Medium* to find and *Medium* to disarm, while the second is *Extremely Hard* to find and disarm. The door is locked with a *Routine* lock, but attempting to pick it without disarming both traps will trigger them. (As the difficulties indicate, the first trap is a confidence builder, and the second is not to be found by any but those wise enough to check for secondary traps.) Activating either trap will bring about the same results: the floor will drop away in the center, creating 75 degree angle slides out of the northern and southern sections, which end in a twenty foot deep pit.

The bottom of the pit is a thin layer of dirt and sticks, through which the characters will crash, landing in Room (71) between the two Lesser Constructs. Sadly, activating the trap door will cause the Constructs to begin their march around the loop, just as in Room (71) above. The section of floor on which the falling PCs land contains a pressure plate which serves as a counterbalance to the floors above. Three average sized characters falling from thirty-five feet above are sufficient to counterbalance the floor, swing it back up to level and lock it into place. As the floors lock into their original positions the second trap on the door is reset, though the first one will remain disarmed.

84. Crypt. In the four corners of the room are ten foot tall metal statues, each holding a giant mace. A *Routine* Perception roll will allow the characters to notice that the eyes of the statues are moving, slowly wandering over the entire room and fixing on nothing. The moving eyes are a complex *Phantasm* spell, but the statues are no threat to the party unless attacked. The statues are actually a thin ceramic vessel filled with acid and plated with a thin layer of metal. The PC who attacks a statue is subject to an attack on the Fall/Crush table with +50 added to the roll to determine if he was struck by splashing acid [4d6 EB, Uncontrolled, continuous, penetrating]. Use the Acid Critical Strike Table in the *IG* to resolve all criticals. The weapon that strikes the statue must make a successful RR versus a 20th level attack or be melted to a lump. The acid will pour out of any broken statue and begin to cover the floor. After two minutes the entire floor will have a thin layer of acid over it.

85. Guarded Hall. Apparently a different part of the crypt complex, this hall is not lined with the drawers and plaques which mark the walls of all the previous areas. At the north end of the hall is a swirling Guardian (Earth). Its duty is to prevent anyone from passing through the door into Room (86). The door is locked with two *Very Hard* to pick locks, but is untrapped.

86. Hall of Honored Dead. A inlaid tile design of two snakes swallowing one another's tail runs the length of the floor, ceiling and walls of this hall. Drawers holding the corpses of the upper hierarchy of the temple are concealed in the design and require an *Easy* Perception roll to notice.

In order to open either door one must make a successful *Extremely Hard* detection roll to determine the hidden placement of the six keyholes in each door. Note that one roll will discover all six as they are placed in a pattern that is easily identified once noticed. Each lock must then be picked at *Medium* difficulty with failure resulting in an *Absolution Pure* (Cleric Base, Channels) [15d6 Mind Control (induces "Souless Catatonia")]. Only one *Absolution* can be triggered per lock, after which the lock is destroyed and must be hammered down. Each door is forged with components of White Eog and Ithloss in the alloy, making the door very resistant to Dark Essence attacks. Most spells not tainted by the Unlife will effect these doors normally.

87. Great Crypt. Dark and foreboding, this room echoes with the moaning open of the double doors and then faintly rustles in rhythm with the breathing of the PCs. All sound within the crypt seems to be muted. Any loud noises will be magnified to the point of causing pain. Two black marble pillars support the vaulted entrance to the mausoleum, with a set of double stairs rising into the eastern wall. From the head of the stairs one can see three stone blocks, upon which rest the remains of three Supreme Priestesses that controlled the temple from its creation until its fall.

On the top of slab "a" lies the body of the original Supreme Priestess of Cay. A length of golden fabric lies across her neck and stretches to the floor on either side of the slab.

On top of slab "b" lies the skeleton of the Supreme Priestess that reigned previous to the Undead Priestess encountered upstairs. Examination of the bones will reveal that she was exposed to some form of intense heat.

Slab "c" supports the remains of the second Supreme Priestess of Cay. No wounds show on her body anywhere. The cause of her death was never determined, even by the sages and investigators of the temple at the time of her demise.

In various chests and lying beside the bodies are the following treasures: a +25 broadsword [1 1/2d6k w/+2 to OCV], a +20 [+2 DCV] shield, a full +15 [+2 PD & ED Armor, locations 3-5 only] helm, an amulet (adds 45 to DB, x4 PP enhancer for mystics) [+3 to DCV, 400 pt. END reserve w/10 REC to Spells], a Whip of Plagues (inflicts a random effect from the

Evil Cleric's Disease List with every critical strike) [1d6 BODY drain, takes place at 1 pip/day (uncontrolled, continuous)], a Bow of Slaying (once per week converts one of the wielder's arrows to an Of Slaying arrow; the wielder may choose which shot is Of Slaying. The bow is +20 [+2 to OCV, adds +2 d6 Killing to Attacks, 1x/day]), and a Mask of Mauling (allows the wearer to employ HCr, HBa, and HGr attacks when fighting without arms or armor) [+20 to STR only w/o Armor or weapons]. Lying about the room are 1900gp.. Jewelry totals 7542gp.

88. Hero's Burial. Four small pillars support the high ceiling of the entry alcove and soft, radiant light floods the room. A white stone stair rises into the west wall. From the head of the stair one can see four large pillars supporting a ceiling covered with a vibrant fresco depicting Innlotu Pahal's life.

In a blue Laen sarcophagus can be seen the outline of a pale Elf, in unarmored armor. A blue glow, pulsating from the Laen coffin fills the room with soft light. When the PCs spread the herbs and completed the Ritual of Awakening, the Laen lid of the coffin will slide back, and the eyelids of the inhabitant will flutter. In seconds, Zyax the Ebon will have fully awakened from his 6000 year sleep and will leap from

the coffin, retaining the visage of the Paladin Pahal via an Illusion cast by Lorgalis.

Zyax will feign being unsteady for a moment and ask that a PC lend a hand to support him. At the PC's touch the Illusion will fade; as the PCs watch in grim fascination, Zyax's warped visage and Demon Armor will be revealed. The Chaotic Lord will cruelly thank the adventurers for ending his dreamless sleep, taunting them for several uncomfortable moments. Zyax will fill the chamber with his harsh, unearthly voice and curse the party, threatening to kill them with unheard-of spells of pain and torture. As the adventurers withdraw, Zyax activates his Master Ring, which will Teleport him instantly to Lorgalis' side.

GM Note: Zyax will not engage the PCs in combat for any reason, for he is under Lorgalis' control, but his eerie hollow laughter will fill the crypt after his disappearance.



LORGALIS

PART VIII

TABLES AND CHARTS

1 MAJOR NPC STATS

GREELY STREVE

Age: 38. **Eyes:** Brown. **Hair:** Dark Brown. **Build:** Slender. **Height:** 6'6". **Race/Sex:** Jameri/M. **Skin:** Light Tan. **Demeanor:** Professional. **Dress:** Cloth with no embellishments. **True Attitude:** Curious, caring.

Hits: 57. **Melee:** 56ls, 37MAsw. **Missile:** —.

AT(DB): 1(30). **SH:**N. **GR:** N. **MovM:** +15.

Lvl: 7. **Profession:** Bard. **Stats:** ST-76; Qu-98; Pr-82; In-90; Em-77; Co-87; Ag-93; SD-91; Me-81; Re-90. **AP:** 90. **PP:** 11.

Skill Bonuses: Rune48; Attm33; Amb5; Li15; MAsw25; Climb23; Swim23; Ride29; DTrap37; PLock37; S&H45; GPerc78; Perc40; RdTck30; Surv50; Track42; Hldy24; PhRD24; RacH24; Subd57; Appr39; Mnem27; Fals26; SWise46.

Spells: (to 10th) Escaping Ways, Analyses, Sleuth's Senses. **Longsword:** +10, weighs 1/2 its normal weight.

Earring: gives +25 on lie perception.

STR:14	DEX:21	CON:16	BODY:10	INT:15
EGO:17	PRE:12	COM:14	PD:5	ED:5
SPD:3	REC:8	END:38	STUN:25	
OCV:7	DCV:7	Phases:4, 8, 12		

Skills: Magic Skill (12-); Stealth (13-); Concealment (13-); Climbing (13-); Riding (13-); Security Systems (13-); Lockpicking (13-); Survival (12-); Tracking (12-); Interrogation (12-); KS: Heraldry (11-); Forgery (11-); KS: Philosophy (11-); KS: Religious Doctrine (11-); KS: History (13-); PS: Appraisal (13-); Eidetic Memory; +2 Swimming (4" total); +4 w/Perception Rolls.

Spells: Up to 100 Active Points.

Magic Items: Sword: 1 1/2d6K, +2 OCV (STR min 7); Earring: Detect Lie (Ranged, Discriminatory, 360 degree radius), (14-).

HUMAR WINNOY

Age: 68. **Eyes:** Grey. **Hair:** Black. **Build:** Stocky. **Height:** 6'5". **Race/Sex:** High Man/ M. **Skin:** Ruddy. **Demeanor:** Friendly. **Dress:** Chain shirt, blue tunic. **True Attitude:** Proud, protective of Norek.

Hits: 184. **Melee:** 152kynac. **Missile:** 88lb.

AT(DB): 10(80). **SH:** Y10. **GR:** Y. **MovM:** +30.

Lvl: 16. **Profession:** Warrior. **Stats:** St-95; Qu-96; Pr-100; In-90; Em-88; Co-87; Ag-98; SD-86; Me-90; Re-92; **AP:** 88. **PP:** 24.

Skill Bonuses: Admin61; Hldy68; HerLr68; Laod51; Ride60; Climb73; Swim83; DFoeA119; MAsw97(rank 4); RevSk90; Stun101; Subd100; TumbA140; Yado100; BDS73; MedCl73; Mnem47; SLA67; Amb(10 ranks); Appr68; ArmEv71; WpnEv71; RMas72; Jump64; Tumb178; FAid73; DSens49; GPerc27; LPerc71; PPerc71; RdTck65; SAmbA71; Track65; Dipl96; Camfl74; S&H48; Forag59; HosEv62.

Spells: (to 20th) Noble Weapon, Body Renewal (Monk base); (to 10th) Noble Armor, Movement Enhancement

Long Kynac: +15, 50% lighter than normal.

Rigid Leather: +15, is 25% lighter than normal. The armor can protect the wearer from Fire like the spell *Fire Armor*.

Long Bow: +10, each distance is one less.

Shield: High Steel II (non-magical bonus of +10).

STR:20	DEX:25	CON:20	BODY:15	INT:15
EGO:17	PRE:20	COM:18	PD:10	ED:8
SPD:4	REC:10	END:40	STUN:45	
OCV:8+	DCV:8+	Phases: 3, 6, 9, 12		

Skills: Bureaucratics (13-); KS: Heraldry (12-); KS: Herb Lore (12-); Leadership (13-); Riding (14-); Climbing (14-); Acrobatics (14-); Stealth (14-); Concealment (14-); PS: Appraisal (11-); PS: Armor Appraisal (11-); PS: Weapon Appraisal (11-); KS: Rope Use (11-); First Aid (12-); Tracking (12-); Diplomacy (13-); +2 Swimming (4" total); Fast Draw; Defense Maneuver; Simulate Death; Eidetic Memory; Combat Sense; Bump of Direction; +4 w/ all Perception rolls; Missile Deflection vs thrown, arrow or projectile; 10 pts Mental Defense.

Spells: Up to 150 Active Points.

Kynac: 1 1/2d6K, +3 OCV (STR min 7).

Rigid Leather Armor: +6 PD, +4 ED Armor, 25% lighter (15kg), linked with +10 ED Force Wall (vs fire only). Invisible to PD attacks on Force Wall.

Long Bow: 2d6 RKA, +2 OCV, no range mod.

Shield: +4 DCV for 4kg weight (STR min 13).

GUTHRIN

Age: 36. **Eyes:** Blue. **Hair:** Light Brown. **Build:** Heavy. **Height:** 5'5". **Race/Sex:** Jameri/M. **Skin:** Pale. **Demeanor:** Charismatic. **Dress:** Fashionable robes. **True Attitude:** Greedy, power-hungry.

Hits: 88. **Melee:** 53ls; Da36. **Missile:** —.

AT(DB): 1(25). **SH:** N. **GR:** N. **MovM:** +10.

Lvl: 10. **Profession:** Merchant. **Stats:** St-80; Qu-82; Pr-90; In-91; Em-85; Co-73; Ag-90; SD-67; Me-84; Re-83. **AP:** 53. **PP:** 0.

Skill Bonuses: Admin46; ADef20; Appr41; ArmEv43; Bribe56; Climb23; Dup48; FAid38; GPerc61; Jump32; MetEv43; PSp56; Ride86; S&H45; SWise36; Swim33; Trad102; TrdLr86.

Spells: None.

Ring of Trading: +25 on Trading an Trading Lore.

STR:15 DEX:15 CON:12 BODY:10 INT:18
 EGO:15 PRE:18 COM:14 PD:6 ED:4
 SPD:3 REC:8 END:24 STUN:24
 OCV:5 DCV:5 Phases: 4, 8, 12

Skills: Bureaucratics (13-); PS: Appraisal (13-); KS: Armor Evaluation (13-); Bribery (16-); Climbing (12-); Conversation (15-); Persuasion (15-); Forgery (15-); First Aid (13-); KS: Metal Evaluation (13-); Oratory (15-); Riding (12-); Stealth (12-); Concealment (12-); Trading (17-); KS: Trading Lore (17-); +2" Swimming (4" total); +2 to Perception rolls.

Ring of Trading: gives a +3 with Trading and Trading Lore.

NUSMOY

Age: 58. **Eyes:** Blue. **Hair:** Light Brown. **Build:** Slender. **Height:** 5'8".
Race/Sex: Jameri/F. **Skin:** Tanned. **Demeanor:** Cheerful, polite, hard-working. **Dress:** Temple raiment. **True Attitude:** Burdened.

Hits: 135. **Melee:** 71mace. **Missile:** None.

AT(DB): 4(45). **SH:** N. **GR:** N. **MovM:** +20.

Lvl: 18. **Profession:** Cleric. **Stats:** St-93; Qu-96; Pr-78; In-100; Em-83; Co-88; Ag-98; SD-89; Me-90; Re-85. **AP:** 98. **PP:** 162 (54x3).

Skill Bonuses: Admin78; ADef30; Amb10; Arch55; Attm86; Camfl65; Chan105; Climb65; Cont45; DtTrp25; Dign86; Dsens50; DTrap25; FAid35; GPerc96; HerLr85; Hypn45; Jump84; Lead94; LSO55; MedCl95;0; Midwf65; PwrPj65; RegLr45; S&H50; Swim78; MAsw78; Yado85.

Spells: (to 10th) Blood Law, Bone Law, Organ Law, Muscle Law, Nerve Law, Concussion's Ways; (to 20th) Channels, Summons, Communal Ways, Life Mastery, Protections.

Mace: +15, but +25 vs Undead.

Bracers: give the wearer armor type 4 and act as x3 PP multiplier for Channeling.

STR:16 DEX:21 CON:14 BODY:12 INT:18
 EGO:15 PRE:16 COM:18 PD:3 (7) ED:3 (7)
 SPD:3 REC:8 END:28 STUN:27
 OCV:7 DCV:7 Phases: 4, 8, 12

Skills: Bureaucratics (12-); Stealth (13-); Concealment (13-); KS: Architecture (13-); Magic Skill (16-); Climbing (13-); Contortionist (13-); Security Systems (13-); Forensics (13-); First Aid (14-); KS: Herb Lore (14-); KS: Hypnosis (11-); Leadership (12-); KS: Midwifery (14-); AK: Norek (11-); +3 with all Perception rolls; +3 Swimming (5" total); Bump of Direction.

Spells: Up to 150 Active Points.

Mace: 2d6 HKA, +3 OCV with linked 6d6 BODY drain (8 or less) vs Undead only.

Bracers: +4 PD, +4 ED armor, +300 point END reserve, with 10 REC for spells.

DUNNA REVIN

Age: 48. **Eyes:** Green. **Hair:** Dark Brown. **Build:** Average. **Height:** 5'6".
Race/Sex: Jameri/F. **Skin:** Ruddy. **Demeanor:** Flirtatious. **Dress:** Dark blue or purple robes. **True Attitude:** Power-hungry, conniving.

Hits: 109. **Melee:** 46da. **Missile:** None.

AT(DB): 2(49). **SH:** N. **GR:** N. **MovM:** +10.

Lvl: 12. **Profession:** Illusionist. **Stats:** St-88; Qu-94; Pr-93; In-91; Em-99; Co-86; Ag-92; SD-85; Me-84; Re-90. **AP:** 78. **PP:** 102 (34x3).

Skill Bonuses: Admin32; Ride45; Climb42; Swim45; Yado34; ADef20; MedCl158; MedH58; MedSl48; MedTr52; Acro68; Cont57; Tumb47; Prop48; Attm88; DSp(Sbolt)93; PwrPc108; Rune77; FAid67; GPerc61; LPerc62; Sed67; S&H52.

Spells: (to 10th) Lofty Bridge, Spirit Mastery, Gate Mastery, Shield Mastery, Illusion Mastery, Mind Sense Molding, Guises.

Rod of Water: can do Fog 2/day, Unfog 2/day, waterwall 1/day, waterbolt 4/day, and +15 on skill to swim.

Headband of Deceit: can do Change Lore and Change To Kind 1/day at 10th level; the band is also a x3 PP Essence multiplier.

Robe: gives +15 on DB.

STR:13 DEX:18 CON:15 BODY:11 INT:17
 EGO:14 PRE:16 COM:16 PD:4 ED:4
 SPD:4 REC:8 END:30 STUN:36
 OCV:6 DCV:6 Phases: 3, 6, 9, 12

Skills: Bureaucratics (12-); Riding (13-); Climbing (13-); KS: Poisons (12-); KS: Poison Lore (12-); PS: Appraisal (11-); KS: Stone Evaluation (12-); Acrobatics (13-); Contortionist (13-); Breakfall (13-); Magic Skill (16-); First Aid (12-); Leadership (12-); Seduction (12-); Stealth (13-); Concealment (13-); +2" Swimming (4" total); +3 with all sbolts; +2 to all Perception rolls; Missile Deflection vs thrown, arrow and projectiles.

Spells: Up to 150 active points.

Rod of Water: 2 charges of 7" radius Darkness vs Normal Vision; 2 charges Dispel Darkness 8d6; +20 PD, +20 ED water (Force) wall (1 charge); 4 10d6 charges Physical EB (water).

Head Band of Deceit: Shapechange (self) to any other form of the same mass (1x/day); 300 point END reserve with 10 REC for spells.

Robe: +3 DCV.

MAZBA OLINHER

Age: 56. **Eyes:** Blue. **Hair:** Black. **Build:** Sturdy. **Height:** 6'4". **Race/Sex:** High Elf/M. **Skin:** Tanned. **Demeanor:** Diplomatic, Aloof. **Dress:** Leather jerkins, green and brown cloaks. **True Attitude:** Aloof, bored.

Hits: 135. **Melee:** 85bs. **Missile:** None.

AT(DB): 5(67). **SH:** N. **GR:** Y. **MovM:** +15.

Lvl: 16. **Profession:** Bard. **Stats:** St-96; Qu-96; Pr-99; In-93; Em-92; Co-92; Ag-94; SD-95; Me-92; Re-91. **AP:** 94. **PP:** 90 (45x2).

Skill Bonuses: Admin81; Ant71; BPlt51; DemLr75; DrgLr75; FayLr75; FuaLr75; FlrLr75; HerLr75; LckLr75; MetLr75; PsnLR75; RegLr50; SHLr75; StnLr40; TrdLr75; Plnt64; Hldy75; RacH64; AnnHd61; Ride73; Climb64; Dance61; Swim84; Rapl44; MAst50; Yado43; ADef40; MedCl66; MedH66; MedKi81; MedS67; MedTr58; Mnem76; Paint81; Cook91; Jump37; LI80; Mimc35; Music111; Poet91; Prop51; PSp91; Sig56; Sing111; Tale98; Trad67; Vent67; Dign61; FAid66; DtTrp63; DSens41; GPerc61; SAmbA61; Dipl66; Dup73; Lead68; Act68; Disgu82; Mimr67; SWise66.

Spells: (to 10th) Lore, Controlling Songs, Sound Control.

Broadsword: +15, 30% lighter than normal.

Lute: gives +25 on any music related skill.

Ring of Moving: gives the wearer the power of telekinesis, wearer can move 200lb; also a x2 PP multiplier of mentalism.

Armor: +10 Soft leather, 15% lighter than normal.

STR:18	DEX:21	CON:18	BODY:13	INT:14
EGO:14	PRE:18	COM:18	PD:6	ED:6
SPD:4	REC:8	END:36	STUN:31	
OCV:7	DCV:7	Phases: 3, 6, 9, 12		

Skills: Bureaucrat (13-); KS: Anthropology (12-); Transport Fam.: Boats; Combat Boating (13-); KS: Demon Lore (12-); KS: Dragon Lore (12-); KS: Faerie Lore (12-); KS: Fauna Lore (12-); KS: Flora Lore (12-); KS: Herb Lore (12-); KS: Lock Lore (12-); KS: Metal Lore (12-); KS: Poison Lore (12-); KS: Region Lore (12-); KS: Sanity Healing Lore (12-); KS: Stone Lore (12-); KS: Trading Lore (12-); KS: Planetology (12-); KS: Heraldry (12-); KS: History (12-); Animal Handling (12-); Riding (13-); Climbing (13-); PS: Dancer (13-); PS: Rappelling (13-); PS: Painter (12-); PS: Cook (12-); PS: Musician (12-); Lip Reading (12-); Mimicry (12-); KS: Music (12-); PS: Poet (12-); Oratory (13-); Systems Operation (12-); PS: Singer (13-); PS: Storytelling (13-); Trading (12-); Ventriiloquism (13-); Forensics (12-); First Aid (12-); Security Systems (12-); Diplomacy (13-); Conversation (13-); Leadership (13-); Acting (13-); Disguise (12-); PS: Mime (12-); Eidetic Memory; +2 Swimming (4" total); Bump of Direction; Combat Sense; +4 with Perception Rolls.

Spells: Up to 100 Active Points.

Broadsword: 1 1/2d6 HKA, +3 OCV (STR min 7).

Lute: +5 levels with Music skills.

Ring of Moving: 10 STR Telekinesis, +200 point END reserve with 10 REC, for spells.

Soft Leather Armor: +4 PD, +4 ED armor.

JUZLIN BENWE

Age: 32. **Eyes:** Blue. **Hair:** Black. **Build:** Slender. **Height:** 5'8". **Race/Sex:** Jameri/F. **Skin:** Light Tan. **Demeanor:** Sweet and innocent. **Dress:** Simple robes. **True Attitude:** Vicious and cruel.

Hits: 125. **Melee:** 58da. **Missile:** Spells.

AT(DB): 4(35). **SH:** N. **GR:** N. **MovM:** +15.

Lvl: 16. **Profession:** Necromancer. **Stats:** St-81; Qu-95; Pr-90; In-100; Em-98; Co-93; Ag-95; SD-92; Me-94; Re-86. **AP:** 86. **PP:** 135 (45x3).

Skill Bonuses: BMath81; DemLr81; PhRD81; PsnLr85; Tact87; Ride48; Climb30; Swim71; TumbE97; ADef20; MedCl76; MedD72; MedD76; MedKi72; MedSl83; MedTr72; Mnem97; Acro75; Cont56; Jump44; Tumb56; Attm121; Chan123; PwrPc119; Runes121; SpMas(V); Targt118; Dign130; FAid132; Hypn129; SAid118; Surg118; GPerc69; LPer69; SAmbA46; Dup55; Sed58; S&H45.

Spells: (To 5th) Creations; (to 10th) Concussion's ways, Lofty Bridge; (to 20th) Animate Dead, Death Mastery.

Ring of Thrayn: acts like the spell Thrayn's Touch in the Black Channel I spell list.

Head Band of Confusion: casts Mind Shock at 15 level (like the spell in the Mind Destruction spell list) 3/day, and is a x3 PP multiplier for Necromancers.

Robe: casts Blur at 20th level 3/day; acts like AT 4.

STR:15	DEX:21	CON:17	BODY:12	INT:18
EGO:19	PRE:20	COM:20	PD:6	ED:6
SPD:3	REC:8	END:34	STUN:30	
OCV:7	DCV:7	Phases: 4, 8, 12		

Skills: SS: Basic Mathematics (13-); KS: Demon Lore (13-); KS: Philosophy (13-); KS: Religion (13-); KS: Poison Lore (13-); Tactics (13-); Riding (13-); Climbing (13-); Acrobatics (13-); Contortionist (13-); Breakfall (13-); Magic Skill (16-); Forensics (13-); First Aid (13-); KS: Hypnosis (13-); KS: Triage (13-); Paramedic (14-); PS: Surgeon (14-); Conversation (13-); Interrogation (13-); Seduction (13-); Stealth (13-); Concealment (13-); +2" Swimming (4" total); Eidetic Memory; Combat Sense; +3 with Dark Bolts; +3 with Fire Bolts; +4 with all Perception rolls; Defense Maneuver.

Spells: Up to 150 Active Points.

Ring of Thrayn: 1d6 BODY Drain with 2d6 STUN Drain.

Head Band of Confusion: 2d6 INT Drain (3x/day), with 300 point END reserve with 10 REC for spells.

Robe: +5 DCV (effect is that the wearer is a blur) (3x/day), +3 PD, +3 ED armor.

JACON BENWE

Age: 48. **Eyes:** Ice Blue. **Hair:** Sandy. **Build:** Muscular. **Height:** 6'8".
Race/Sex: Jameri/ M. **Skin:** Dark Tan. **Demeanor:** Arrogant. **Dress:**
 Leather armor and greaves. **True Attitude:** Domineering.

Hits: 118. **Melee:** 108bs. **Missile:** 93bola.

AT(DB): 10(45). **SH:** Y. **GR:** Y. **MovM:** +25.

Lvl:9. **Profession:** Fighter. **Stats:** St-95; Qu-98; Pr-63; In-68; Em-69;
 Co-90; Ag-99; SD-92; Me-90; Re-91. **AP:** 76. **PP:** None.

Skill Bonuses: Hldy45; MltOg53; PsnLr45; Tact42; Load52; Ride71;
 Climb91; Distr78; Sprt84; Swim76; MAst(rank 4)61; MsAtr55;
 RevSk89; Stun87; TumbA101; TumbE102; Yado107; AMov(Bal)50;
 AMov(Lan)50; AMov(QD)50; AMov(Spd)50; AMov(St)50;
 CtLyc100; Fren55; Amb10; URP58; ArmEv38; WpnEv38; Jump62;
 Tumb65; FAid55; GPerc33; RdTck43; SAmbA52; Track55; Intg47;
 Lead27; S&H65; Forag57; HosEv65; SWise13.

Spells: None.

Broadsword: +15 white alloy.

Rigid Leather: +10.

STR:20	DEX:21	CON:20	BODY:15	INT:14
EGO:14	PRE:16	COM:10	PD:6	ED:6
SPD:4	REC:10	END:40	STUN:40	
OCV:7	DCV:7	Phases: 3, 6, 9, 12		

Skills: KS: Heraldry (12-); KS: Military Organization (12-); KS:
 Poison Lore (12-); Tactics (12-); Riding (13-); Climbing (14-); KS:
 Siege Artillery (12-); Acrobatics (14-); Breakfall (14-); KS: Armor
 Evaluation (12-); KS: Weapon Evaluation (12-); Leadership (12-);
 Stealth (14-); Concealment (14-); Survival (12-); 100 point END
 reserve (with 10 REC) for running; +4" Running (10" total); +2"
 swimming (4" total); Combat Sense; Defense Maneuver; Fast Draw;
 +3 with all Perception rolls; Berserk (14-) (8-) in combat.

Broadsword: 1 1/2d6 HKA, +3 OCV.

Leather Armor: +4 PD, +4 ED armor.

DUNOR WILFIN

Age: 53. **Eyes:** Brown. **Hair:** Black. **Build:** Stocky. **Height:** 6'6". **Race/**
Sex: Jameri/M. **Skin:** Tanned. **Demeanor:** Sullen, withdrawn. **Dress:**
 Tunic with a breastplate. **True Attitude:** Yearns for the sea.

Hits: 73. **Melee:** 102bs. **Missile:** None.

AT(DB): 5(25). **SH:** N. **GR:** N. **MovM:** +10.

Lvl: 7. **Profession:** Rogue. **Stats:** St-90; Qu-96; Pr-76; In-84; Em-78;
 Co-86; Ag-92; SD-99; Me-85; Re-82. **AP:** 63. **PP:** None.

Skill Bonuses: PsnLr43; Wea17; Ride29; Climb36; Rapl36; Swim46;
 Brwl64; DFoeA53; DFoeU43; GHook68; MsArt66; Stun69; Subd84;
 TumbA70; TumbE(10ranks); Yado45; Amb(5ranks); SKill45; URP30;
 RMas52; Jump49; PVilt45; TWalk55; Tumb55; Sig48; FAid37;
 DtTrp43; DSems42; GPerc42; PPerc42; SAmbA42; RdTck42; lead28;
 Dtrap42; PPckt42; S&H84; Scmg43.

Spells: None.

Broadsword: +15, can cast shock bolt at 10th level 1/day.

Armor: +10 Soft Leather.

STR:17	DEX:18	CON:16	BODY:12	INT:14
EGO:12	PRE:16	COM:14	PD:4	ED:3
SPD:3	REC:8	END:32	STUN:30	
OCV:6	DCV:6	Phases: 4, 8, 12		

Skills: KS: Poison Lore (12-); KS: Meteorology (12-); Riding (13-);
 Climbing (14-); PS: Rappeling (12-); KS: Siege Artillery (12-);
 Acrobatics (14-); Breakfall (13-); PS: Assassin (12-); KS: Poisons
 (12-); KS: Rope Use (12-); PS: Pole Vaulting (12-); Systems Opera-
 tion (12-); First Aid (12-); Security Systems (12-); Tracking (12-);
 Leadership (8-); Pick Pocket (14-); Stealth (13-); Concealment (13-);
 +2" Swimming (4" total); Bump of Direction; +4 with all Perception
 rolls; Defense Maneuver; Martial Disarm (armed and unarmed) (-1
 OCV, +1 DCV, +10 STR to roll only); Offensive strike (+2 DCV) &
 block (+2 OCV, +2DCV).

Broadsword: 1 1/2d6 HKA, +3 OCV with linked 8d6 Energy Blast
 (electrical), 1 charge.

Leather Armor: +4 PD, +4 ED armor.

LANO

Age: 58. **Eyes:** Brown. **Hair:** Dark Red. **Build:** Muscular. **Height:** 6'2".
Race/Sex: Bear Tribe/M. **Skin:** Tanned. **Demeanor:** Hot-tempered. **Dress:**
 Heavy leather armor with cloak. **True Attitude:** Sad and lonely.

Hits: 110. **Melee:** 122axe. **Missile:** 84lb.

AT(DB): 10(20). **SH:** N. **GR:** Y. **MovM:** +20.

Lvl: 7. **Profession:** Bard. **Stats:** St-100; Qu-96; Pr-56; In-64; Em-68;
 Co-95; Ag-98; SD-90; Me-64; Re-70. **AP:** 64. **PP:** None.

Skill Bonuses: Ride17; Distr94; Climb65; Rapl65; Sprt76; Swim65;
 Brwl78; MiA(Rigid Leather)37; RevSk60; Stun85; Amb(10 ranks);
 SKill64; ArmEv25; WpnEv25; Jump81; FAid32; GPerc36;
 SAmbA55; Camfl20; S&H36.

Spells: None.

Battle Axe: +15, has a breakage factor of 200 and a strength of 80 due
 to the weight of the weapon.

Rigid Leather: +10, 15% lighter than normal.

STR:25	DEX:18	CON:20	BODY:15	INT:12
EGO:10	PRE:19	COM:12	PD:6	ED:6
SPD:3	REC:12	END:40	STUN:38	
OCV:6	DCV:6	Phases: 4, 8, 12		

Skills: Riding (8-); Climbing (13-); PS: Rappeling (12-); KS: Armor
 Evaluation (12-); KS: Weapon Evaluation (12-); Acrobatics (13-);
 Breakfall (13-); First Aid (12-); Stealth (13-); Concealment (13-); 100
 point END reserve (with 10 REC) for Running; +6" Running
 (12" total); +2" Swimming (4" total); Defense Maneuver; Combat
 Sense; +4 with all Perception rolls.

Battle Axe: (unbreakable) 2 1/2d6 HKA, +3 OCV (STR min 20).

Armor: +4 PD, +4 ED rigid leather armor.

PITH ELBON

Age: 48. **Eyes:** Hazel. **Hair:** Brown. **Build:** Average. **Height:** 5'11".
Race/Sex: Jameri/M. **Skin:** Pale. **Demeanor:** Watchful, courteous, withdrawn. **Dress:** Black breeches, white tunic. **True Attitude:** Distraught.

Hits: 43. **Melee:** 45ss. **Missile:** None.

AT(DB): 1(30). **SH:** N. **GR:** N. **MovM:** +10.

Lvl: 3. **Profession:** Bard. **Stats:** St-86; Qu-91; Pr-86; In-99; Em-78; Co-90; Ag-89; SD-86; Me-86; Re-83. **AP:** 53. **PP:** 9.

Skill Bonuses: BMath30; HerLr27; StnLr32; Ride32; Climb29; Swim29; TumbA21; TumbE30; ADef20; MedH30; MedTr33; Mnem47; SLA58; Appr18; Cook23; PInst(1#)49; PInst(2#)29; Jump21; LI15; Music38; Poet35; Sig21; Sing48; Tale31; Trad22; Dign35; FAid30; DSens25; GPerc38; LPerc45; LSO35; SAmbA25; TmSen26; S&H26.

Spells: (to 10th) Lore, Item Lore.

STR:16	DEX:21	CON:16	BODY:12	INT:15
EGO:15	PRE:15	COM:12	PD:4	ED:4
SPD:3	REC:8	END:32	STUN:30	
OCV:7	DCV:7	Phases: 4, 8, 12		

Skills: SS: Basic Math (12-); KS: Herb Lore (12-); KS: Stone Lore (12-); Riding (13-); Climbing (13-); Acrobatics (13-); PS: Appraiser (12-); PS: Cook (12-); PS: Musician (12-); KS: Music (12-); PS: Poet (12-); Systems Operation (12-); PS: Singer (12-); PS: Storyteller (12-); Trading (12-); Forensics (12-); First Aid (12-); Stealth (13-); Concealment (13-); +2" Swimming (4" total); Eidetic Memory; Combat Sense; Bump of Direction; +4 with all Perception rolls; Defense Maneuver; Absolute Time Sense.

Spells: Up to 50 Active Points.

ENGLICK

Age: 58. **Eyes:** Hazel. **Hair:** Lt Brown. **Build:** Slender. **Height:** 5'11".
Race/Sex: Jameri/M. **Skin:** Fair. **Demeanor:** Friendly and Charming.
Dress: Vest and leggings, high boots and gloves. **True Attitude:** Industrious, scheming, mercantile.

Hits: 75. **Melee:** 73ss. **Missile:** None.

AT(DB): 1(35). **SH:** N. **GR:** N. **MovM:** +10.

Lvl: 8. **Profession:** Merchant. **Stats:** St-79; Qu-97; Pr-90; In-87; Em-89; Co-85; Ag-90; SD-88; Me-85; Re-87. **AP:** 53. **PP:** None.

Skill Bonuses: BMath64; BPlt58; Hldy44; MetLr61; Mine37; Nav61; PsnLr64; Star36; StnLr64; TrdLr64; Wea33; AnimT34; Load53; Ride47; Climb25; Sail32; Swim45; MiA(SLeather)29; MAst (Rank 1)68; ADef20; AMov(QD)61; AMov(St)61; AMov(Spd)61; CtLyc91; MedTr61; Mnem60; URP27; Appr56; ArmEv53; MetEv53; StnEv53; WpnEv53; Cook41; CraF36; Jump52; Tumb45; LI70; LipR43; Minc71; Prop65; PSp51; Sig69; Trad115; Vent59; Atm24; FAid37; DSens33; GPerc54; LPerc55; LSO55; PPerc55; SAmbA55; Track55; RdTck55; Dipl33; Dup78; Brib50; Camfl49; Fals69; HItem55; PPckt55; S&H75; Trick65; Scmg50; SWise54.

Spells: None.

Rapier: +10, 60% lighter than normal.

STR:15	DEX:18	CON:15	BODY:11	INT:18
EGO:18	PRE:20	COM:16	PD:5	ED:5
SPD:4	REC:8	END:30	STUN:30	
OCV:6	DCV:6	Phases: 3, 6, 9, 12		

Skills: SS: Basic Math (13-); Transport Fam.: Boats; Combat Boating (13-); KS: Heraldry (13-); KS: Metal Lore (13-); PS: Miner (12-); Navigation (12-); KS: Poison Lore (13-); SS: Astronomy (13-); KS: Stone Lore (13-); KS: Trade Lore (13-); SS: Meteorology (13-); Animal Handling (12-); Riding (13-); Climbing (13-); PS: Appraiser (15-); KS: Armor Evaluation (13-); KS: Weapon Evaluation (13-); KS: Metal Evaluation (13-); KS: Stone Evaluation (13-); PS: Cook (13-); Acrobatics (13-); Lip Reading (13-); Mimicry (12-); Oratory (13-); Systems Operation (13-); Trading (13-); Ventriloquism (12-); First Aid (13-); Tracking (13-); Diplomacy (12-); Conversation (13-); Bribery (13-); Stealth (13-); Concealment (13-); Forgery (13-); Pick Pocket (13-); Sleight of Hand (14-); +2" Swimming (4" total); Fast Draw; +4" Running (10" total); Bump of Direction; Defense Maneuver; Eidetic Memory; +2 to all Perception rolls.

Shortsword: 1d6 HKA, +2 OCV (STR min 4).

BRUNTON PHIBBS

Age: Unknown. **Eyes:** Blue. **Hair:** Blond. **Build:** Slender. **Height:** 6'0".
Race/Sex: Half-Elf/M. **Skin:** Fair. **Demeanor:** Reserved, harsh. **Dress:** Loose robes. **True Attitude:** Friendly but untrusting, very private.

Hits: 150. **Melee:** 153kat. **Missile:** None.

AT(DB): 4(30). **SH:** N. **GR:** N. **MovM:** +15.

Lvl: 16. **Profession:** Rogue. **Stats:** St-95; Qu-98; Pr-85; In-88; Em-87; Co-89; Ag-90; SD-100; Me-95; Re-96. **AP:** 89. **PP:** None.

Skill Bonuses: Eng31; HerLr66; LckLr66; PsnLr66; Load38; Ride62; Climb85; Rapl85; Swim85; DFoeA55; GHook95; MAst(rank 2)73; RevSk56; Stun95; Subd103; TumbA128; TumbE(15Ranks); Yado63; ADef20; ABal42; ALan42; ALea42; MedH37; MedKi42; MedSI37; Amb(10 ranks); SKill62; URP52; Appr41; StnEv38; WpnEv38; ArmEv38; RMas75; LWork51; Skin47; Acro73; Cont40; Jump68; TWalk63; Tumb63; Sig40; Trad41; FAid37; DtTrp37; DSens37; GPerc74; LSO62; PPerc37; RdTck37; SAmbA37; Surv37; Track37; Dup43; Gamb42; Brib52; Camfl82; DTrap47; Disgu47; Fals45; HItem47; Mimr50; PLock49; PPckt47; S&H109; Trick60. Scmg62; SWise64.

Spells: None.

Katana: +25 Mithril Alloy, 75% lighter than normal and does double criticals.

Arm Bands of Defense: can cast Shield, Deflection I, and Bladeturn I 3/day (like the spell list Shield Master). The arm bands give the wearer armor type 4.

STR:17	DEX:21	CON:15	BODY:11	INT:17
EGO:14	PRE:18	COM:14	PD:5	ED:5
SPD:3	REC:8	END:30	STUN:30	
OCV:7	DCV:7	Phases: 4, 8, 12		

Skills: SS: Engineering (13-); KS: Herb Lore (14-); KS: Lock Lore (14-); KS: Poison Lore (16-); Riding (13-); Climbing (16-); PS: Rappelling (13-); Acrobatics (14-); Breakfall (14-); PS: Appraiser (15-); KS: Metal Evaluation (15-); KS: Stone Evaluation (15-); KS: Weapon Evaluation (15-); KS: Armor Evaluation (15-); KS: Rope Use (15-); PS: Tanner (13-); Contortionist (13-); PS: Polevaulting (14-); Cryptography (Signaling) (15-); Trading (13-); First Aid (13-); Security Systems (15-); Tracking (13-); Survival (12-); Conversation (13-); Gambling (14-); Bribery (14-); Stealth (14-); Concealment (14-); Disguise (14-); Forgery (14-); Mimicry (13-); Lock-picking (14-); PS: Pickpocket (14-); Sleight Of Hand (14-); +2" (4" total); Defense Maneuver; Bump of Direction; +3 to all Perception rolls; Combat Sense.

Mithril Katana: 2d6 HKA, +5 OCV (STR min 3), (increase STUN x).

Arm Band of Defense: +4 PD, +4 ED, with +10 PD, +10 ED Force Field (14 or less).

VERLIST

Age: Unknown. **Eyes:** Grey. **Hair:** Black. **Build:** Medium. **Height:** 6'7". **Race/Sex:** Half-Elf/M. **Skin:** Ruddy. **Demeanor:** Grumpy, private. **Dress:** Yellow or gold robes. **True Attitude:** Inquisitive, reckless.

Hits: 62. **Melee:** Spells. **Missile:** Spells.

AT(DB): 2(30). **SH:**N. **GR:**N. **MovM:**+15.

Lvl: 7. **Profession:** Magician. **Stats:** St-58; Qu-92; Pr-86; In-88; Em-98; Co-80; Ag-91; SD-90; Me-84; Re-88. **AP:**78. **PP:**18.

Skill Bonuses: Ride34; Climb21; Swim31; ADef10; MedCl48; MedH48; MedKi37; MedSl57; MedTr61; Mnem55; Jump21; Sig49; Atm81; MLI45; PPerc92; PwrPj51; Rune81; SpMas51; Targt64; FAid41; GPerc44; TmSen54; DSp(Ice Bolt)57; DSp(Fire Bolt)57; DSp(Cold Ball)47; DSp(Shock Bolt)87.

Spells: (to 10th) Ice Law, Fire Law, Light Law, Earth Law, Wind Law, Dispelling Way, Shield Mastery, Invisible Way.

Ring of Speed: can cast *Speed V* 1/day (like the spell list Rapid Ways).

STR:11	DEX:18	CON:16	BODY:10	INT:16
EGO:14	PRE:13	COM:12	PD:3	ED:3
SPD:3	REC:7	END:32	STUN:30	
OCV:6	DCV:6	Phases: 4, 8, 12		

Skills: Riding (11-); Climbing (8-); Systems Operations (12-); Magic Skill (17-); First Aid (13-); +1" Swimming (3" total); Eidetic Memory; +4 with all Perception rolls; +3 OCV with Ice Bolt; Fire Bolt; Cold Ball; Shock Bolt.

Spells: Up to 100 Active Points.

Ring of Speed: Adds +6" running (1 continuous charge of 1 turn duration).

EZMERLA

Age: Unknown. **Eyes:** Red. **Hair:** Blonde. **Build:** Slender. **Height:** 5'10". **Race/Sex:** Fair Elf/F. **Skin:** Fair. **Demeanor:** Protective. **Dress:** Little if any. **True Attitude:** Aggressive, protective.

Hits: 120. **Melee:** 75bs or Spells. **Missile:** Spells.

AT(DB): 1(50). **SH:** N. **GR:** N. **MovM:** +20.

Lvl: 25. **Profession:** Magician. **Stats:** ST90; Qu98; Pr94; In93; Em100; Co90; Ag96; SD90; Me90; Re92. Will:59. **AP:**93. **PP:**75.

Base Rate: 255 (85x3).

Skill Bonuses: Ride76; Climb52; Swim52; Atm172; DSp (Fire Bolt)157; DSp(Fire Ball)153; DSp(Ice Bolt)157; DSp(Ice Ball)155; DSp(Shock Bolt)161; PwrPc170; Runes162; GPerc73; LPerc73.

Spells: (to 20th) Spirit Mastery, Magician base spell list.

Special Abilities: Can cast all Magician base spell list and one Closed spell list. She can not be killed unless her "focus" is destroyed. If Ezmerla is repelled, she will go to her focus and return in 1 hour. Ezmerla cannot be repelled if she is within 100' of her focus.

Ring of Images: casts Phantasm III 3/day (like the spell list Illusion Mastery), a 3x power point multiplier for Magicians.

STR:18	DEX:18	CON:18	BODY:18	INT:12
EGO:0	PRE:20	COM:16	PD:7	ED:7
SPD:6	REC:12	END:0	STUN:0	
OCV:6	DCV:6	Phases: 2, 4, 6, 8, 10, 12		

Skills: Riding (14-); Climbing (14-); Magic Skill (18-); +4 OCV with the following: Fire Bolt; Ice Bolt; Ice Ball; Shock Bolt; Lightning Bolt; Water Bolt; +3" Swimming (5" total); +5 with all Perception rolls.

Spells: Up to 200 Active Points.

Ring of Images: Sound, Sight and Touch Images, of 2 duplicates of owner, at -4 to Perception, 7" Radius, also 300 point END battery (with 20 REC) for spells.

Special Abilities: Regeneration, 12 BODY/turn 30" Teleport (only when at 0 BODY)to "focus" object.

NEEME

Age: 89. **Eyes:** Green. **Hair:** Sandy. **Build:** Slender. **Height:** 6'4". **Race/Sex:** Wood Elf/M. **Skin:** Ruddy. **Demeanor:** Calm, aware. **Dress:** Green & brown tunic, brown knee high boots. **True Attitude:** Ambitious.

Hits: 81. **Melee:** 82bs. **Missile:** 60cb.

AT(DB): 5(25). **SH:** N. **GR:** N. **MovM:** +25

Lvl: 8. **Profession:** Ranger. **Stats:** St-82; Qu-95; Pr-92; In-98; Em-94; Co-90; Ag-93; SD-88; Me-90; Re-94. **AP:** 88. **PP:** 21.

Skill Bonuses: FauLr55; FayLr55; FlrLr55; Hldy55; HerLr55; PsnLr55; Wea60; Load37; Ride53; Climb47; DisR34; Rap141; Swim47; GHook47; MAsw(rank 1)36; TumbE(4 ranks); Mnem33; SLA61; Amb5; URP46; Hort69; LWork45; RMas42; Jump30; TWalk35; Dign58; FAid24; DTrap62; DSens58; GPerc38; LSO58; RdTck82; SAmbA58; Track92; Lead31; Camfl82; S&H90; Forag82.

Spells: (to 10th) Path Mastery, Nature's Ways.

Broadsword: +10, 40% lighter than normal.

Soft Leather Armor: +5.

Arrows: +15, 20 in number.

STR:16	DEX:21	CON:16	BODY:16	INT:15
EGO:10	PRE:15	COM:14	PD:4	ED:4
SPD:4	REC:8	END:32	STUN:32	
OCV:7	DCV:7	Phases: 3, 6, 9, 12		

Skills: KS: Fauna Lore (12-); KS: Faerie Lore (12-); KS: Flora Lore (12-); KS: Heraldry (12-); KS: Herb Lore (12-); KS: Poison Lore (12-); SS: Meteorology (12-); Riding (14-); Climbing (14-); PS: Rappelling (13-); Acrobatics (14-); Breakfall (14-); Stealth (14-); Concealment (14-); PS: Farmer (12-); PS: Tanner (12-); PS: Fletcher (14-); KS: Rope Use (12-); Forensics (13-); First Aid (13-); Security Systems (15-); Tracking (16-); Leadership (11-); 100 point END battery (with 10 REC) for running; +2" Swimming (4" total); +3" Running (9" total); Eidetic Memory; Combat Sense; Bump of Direction; +3 to Perception rolls; Defense Maneuver.

Spells: Up to 100 Active Points.

Broadsword: 1 1/2d6 HKA with +2 OCV (STR min 8).

Leather Armor (Soft): +3 PD, +3 ED armor.

2 MASTER NPC TABLES

ROLEMASTER NPC TABLE

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee OB	Missile OB	MovM
Guff	5	42	1(15)	N	N	36bs	—	10
Wezmer	4	31	1(10)	N	N	23ss	—	5
Coddot	5	65	9(25)	N	N	65bs	50cp	15
Zimmons	2	26	1(8)	N	N	15ma	—	0
Fighters	2	23	1(10)	N	N	35Ba	—	5
Sisifa	3	25	1(45)	N	N	5Ti	20Ti/spell	35
Fire Giant	6	325	11(50)	Y	N	100wpn	(3D)/60ro/Spells	20
Can throw rocks 250'. Can cast Fire Law (Magician Base) up to 6th level with 18 PP.								
Ogre	8	160	4(10)	N	N	100Lba/80LCI<	—	10
Lizardmen	3	60	11(25)	Y	N	65Melee/65Mba	(with tail)/50Missile	10
Gremlins	3	30	3(25)	N	N	50SCL(x2)	40sb	40
Fram	3	35	1(20)	N	N	47ss	—	20
Marin	6	52	5(35)	N	N	75bs	—	25
Gucnilp	4	45	2(10)	N	N	45bs	56lb	20
Shaman	4	28	2(17)	N	N	20ma	15da	15
Jameri, knows 3 Open Channeling Lists to 5th level; expert in Herbs and their use.								
Lugroki(L)	2	50	8(30)	N	N	40sc	40lc	0
Lugroki(G)	4	70	17(40)	N	N	80sc	60lc	10
Lugroki(*)	3	80	17(10)	N	N	60cl	30ro	5
*These Lugroki have been mutated.								
Lugroki(King)	6	110	18(40)	N	N	100ba	—	15
Dehl	1	24	1(15)	N	N	20da	—	15
Twily	2	30	1(20)	N	N	35da	—	20
Guthrin	10	88	1(27)	N	N	53ls	—	10
Dunna	12	109	2(49)	N	N	46da	—	12
Nusmoy	18	135	4(45)	N	N	75ma	—	21
Humar	16	184	10(82)	Y10	Y	152lky	88lb	31
Mazba	16	135	5(67)	N	N	85bs	—	14
Dunor	7	73	5(27)	N	N	100bs	—	12
Verlist	7	62	2(32)	N	N	—	Spells	16
Lano	7	110	10(22)	N	Y	122ba	84cp	21
Neeme	8	81	5(25)	N	N	82bs	60cp	23
Zyax	10	160	4(80)	N	N	128th	75cp	41
Dyar Chaotic Lord. Has Demon Armor III, Eog 2-Handed Sword. All Chaotic Lord Base Spells to 10th level except Chaos Mastery.								
Nitire	20	120	4(105)	N	N	186lky	105cp	45
Dyar Nightblade. Knows all Nightblade base to 20th level. PCs should not meet him in this module!								
Lorgalis	50(70)	350	20(160/120)	Y50	Y	275bs	190typh	25
Priests Yarthraak	10	90	4(30)	N	N	80ss	70da	15
Human Evil Clerics thought to be good: ring, x4 PP enhancer, Fireball 3/day, understand any written text, speak Elven tongue fluently, detect magic, half effect of Heat and Cold, protects wearer as AT 4(-10). Long Knife, use Short Sword table but do Slash critical instead of Krush. Various Cpells.								
Jacon	9	118	10(46)	Y	Y	108bs	93bo	28
Werewolf	7	130	4(50)	N	N	70MBi/60SCL(both)	—	30
Immune to normal weapons, 10% chance of infection.								
Englick	8	75	1(36)	N	N	73ra	—	10
Juzlin	16	125	4(35)	N	N	58da	Spells	15
Ezmerla	25	120	1(50)	N	N	75bs	Spells	22
Greely	7	57	1(31)	N	N	56ls	—	13
Anton	30	210	11(100)	Y10	Y	220MAst/190MAsw	210ge	30
Half Iylar, half Talath Loremaster. Real name is Ren Thraysk. Carries a 6' long staff and wears long gloves to conceal mechanical arm.								
Pith	3	43	1(31)	N	N	45ss	—	9
Tilkso	7	55	1(15)	N	N	25ls	—	12
Brunton	16	150	4(31)	N	N	153ka	—	15
Warrior Construct	8-14	260-410	20(20)	N	N	60any	50any	20
+25 at all skills. See Magic Items Appendix.								

FANTASY HERO NPC CHART

Name	STR	DEX	CON	BODY	INT	PRE	tPD	rPD	tED	rED	SPD	REC	STUN	OCV	DCV	DMG	MOVE
Guff	13	15	13	10	15	12	6	3	6	3	2	8	24	5	5	1 1/2d6K	6"
Wezmer	12	13	12	10	14	10	5	3	5	3	3	8	22	5	5	1d6K	6"
Coddot	16	18	16	12	14	15	9	6	9	6	3	8	28	6	6	1 1/2d6K	7"
Zimmons	15	14	15	12	10	10	5	2	5	2	2	8	28	5	5	1d6+1K	6"
Fighters	16	18	16	12	14	15	9	6	9	6	3	8	28	6	6	3d6N	6"
Sisifia	4	27	8	6	23	5	4	3	5	3	5	4	12	9	9	1 pip	8" flying
Fire Giant	38	15	30	20	10	25	13	6	12	6	4	14	54	5	5	4d6K	8"
Ogre	28	14	20	18	8	20	10	4	8	4	3	12	44	5	5	6d6N	7"
Lizard Men	24	15	24	15	6	18	10	5	10	5	3	12	39	5	5	2d6K	6"
Gremlins	7	24	7	7	13	5	5	3	5	3	4	5	15	8	8	1/2d6K	6"
Fram	10	18	10	10	20	16	4	2	4	2	3	5	20	6	6	1d6K	6"
Marin	15	21	14	12	15	14	9	6	9	6	4	8	27	7	7	1 1/2d6	7"
Gucnilp	17	19	18	11	9	15	8	4	8	4	3	8	29	6	6	1d6+1K	6"
Shaman	13	18	13	10	12	17	6	3	6	3	3	6	24	6	6	1d6+1K	6"
Lugrôki (L)	13	15	12	10	8	10	6	3	6	3	3	7	23	5	5	1d6K	6"
Lugrôki (G)	14	16	13	11	9	11	7	4	7	4	3	8	25	5	5	1d6K	6"
Lugrôki (*)	15	17	14	12	10	12	8	5	8	5	3	9	27	6	6	1d6+1K	7"
Lugrôki (K)	16	18	15	13	11	15	9	6	9	6	3	10	29	6	6	1 1/2d6K	7"
Dehl	12	19	12	11	16	17	4	2	4	2	4	8	23	6	6	1d6-1K	7"
Twily	14	16	14	11	14	16	8	5	8	5	3	8	25	5	5	1d6-1K	6"
Guthrin	15	15	12	10	18	18	6	0	4	0	3	8	24	5	5	1d6+1K	6"
Dunna	13	18	15	11	17	16	4	0	4	0	4	8	36	6	6	1d6-1K	6"
Nusmoy	16	21	14	12	18	16	7	4	7	4	3	8	27	7	7	1 1/2d6K	6"
Humar	20	25	20	15	17	20	10	6	8	4	4	10	45	8	8	2d6K	6"
Mazba	18	21	18	13	14	18	10	4	10	4	4	8	31	7	7	1 1/2d6K	6"
Dunor	17	18	16	12	14	16	8	4	7	4	2	8	30	6	6	1 1/2d6K	6"
Verlist	11	18	16	10	16	13	3	0	3	0	3	7	30	6	6	12d6N	12"
Lano	25	18	20	15	12	19	10	4	10	4	3	12	38	6	6	2 1/2d6K	12"
Neeme	16	21	16	16	15	15	7	3	7	3	4	8	32	7	7	1 1/2d6K	9"
Zyax	20	18	20	15	12	19	10	6	10	6	4	12	35	6	6	2 1/2d6K	7"
Nitire	14	24	14	12	18	12	8	5	8	5	4	8	26	8	8	2d6K	7"
Lorgalis	15	17	14	11	12	14	9	6	9	6	3	8	26	6	6	1 1/2d6K	6"
Priests																	
of Yarthaak	14	18	15	11	16	16	8	5	8	5	3	10	26	6	6	12d6N	6"
Jacon	20	21	20	15	14	16	10	4	10	4	4	10	40	7	7	1 1/2d6K	10"
Englick	15	18	15	11	18	20	5	5	5	5	4	8	30	6	6	1d6+1K	10"
Juzlin	15	21	17	12	18	20	8	3	8	3	3	8	30	7	7	1d6-1K	6"
Ezmerla	18	18	18	18	12	20	7	7	7	7	6	12	0	6	6	12d6N	6"
Greely	14	21	16	10	15	12	5	0	5	0	3	8	25	7	7	1 1/2d6K	6"
Pith	16	21	16	12	15	15	4	0	4	0	3	8	30	7	7	1d6K	6"
Tilkso	15	18	15	11	17	12	6	0	6	0	3	8	26	6	6	1d6+1K	6"
Brunton	17	21	15	11	17	18	9	4	9	4	3	8	30	7	7	2d6K	6"
Warrior																	
Construct	25	27	25	18	15	20	16	10	16	10	5	10	44	9	9	var.	8"

3 MASTER MILITARY TABLES

ROLEMASTER MILITARY TABLE

Type/Rank	Home/Race	#	Lvl	Hits	AT(DB)	Shield	Melee		Missile	
							OB	OB	OB	MovM
Norinth Trin	Norek/Nore	400	15	150	9(80)	Y10	130lky	115cp	25	
Norinth Scels	Norek/Nore	250	10	110	9(50)	Y5	100lk	80cp	20	
Norinth Draifs	Norek/Nore	50	5	80	9(45)	Y	60lky	60c	15	
Norinth Pivs	Norek/Jameri	50	8	80	9(30)	Y	75bs	50lcb	15	
Sentinel Captain	Norek/Jameri	12	10	90	13(30)	N	80qs	75bo	15	
Sentinel Guard	Norek/Jameri	104	5	50	13(15)	N	40qs	40bo	10	
Sentinel Gatemen	Norek/Jameri	36	5	50	13(30)	Y	50bs	50lb	10	
Brigands	Wilfin Manor/Jameri	200	5	45	9(25)	N	50ls	35lcb	15	
Guards	Phibb's Keep/Jameri	30	5	45	10(40)	Y5	45ma	60cp	15	
Loggemen	Tharp Area/Jameri	100	3	45	3(40)	N	50ha	25sb	20	
Village Warriors	Nereys Village/Jameri	23	4	90	6(20)	N	70sp	50da	15	
Legionnaire	Bindwater Province/Jameri	300	5	60	9(25)	Y10	73ls	52sb	10	
Thieves	Thieves' Guild/Jameri	51	3	24	5(15)	N	34ls	35lcb	18	

FANTASY HERO MILITARY CHART

Name	STR	DEX	CON	BODY	PRE	tPD	rPD	tED	rED	SPD	REC	STUN	OCV	DCV	DMG	MOVE
Norinth Trin	17	18	16	12	16	9	6	9	6	3	10	29	6	6	1 1/2d6	8"
Norinth Scels	15	16	15	11	14	8	5	8	5	3	8	27	5	5	1 1/2d6	7"
Norinth Draifs	13	14	14	10	12	7	4	7	4	2	6	24	5	5	1 1/2d6	6"
Norinth Pivs	11	12	13	10	10	5	3	6	3	2	8	23	4	4	1d6+1	6"
Sentinel Captain	16	18	14	11	15	9	6	9	6	3	8	26	6	6	5d6N	7"
Sentinel Guard	14	17	13	10	13	8	5	8	5	3	8	24	6	6	4d6N	6"
Sentinel Gateman	12	16	12	10	11	7	5	7	5	3	8	22	5	5	1d6+1K	6"
Brigands	15	17	14	11	13	9	6	9	6	3	8	26	6	6	1d6+1K	6"
Guards	14	17	13	10	13	8	5	8	5	3	8	24	6	6	1 1/2d6K	6"
Loggemen	18	15	18	15	15	4	0	4	0	3	12	33	5	5	2d6K	6"
Village Warriors	15	17	14	11	13	9	6	9	6	3	8	26	6	6	2d6K	7"
Legionnaire	16	18	14	11	15	9	6	9	6	3	8	26	6	6	1d6+1K	6"
Thieves	15	21	15	10	12	8	5	8	5	4	8	25	7	7	1d6+1K	7"

4 MASTER BEAST TABLES

ROLEMASTER BEAST TABLE

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT(DB)	# Attacks	Enc	Outlook (IQ)
Basizlisk (fly)	6F	80	FSpt/10	MF/MD	L/II	110F	12(30)	60LPi/50LCl/Spells/Special	1	Cruel(AV)
Besn	5A	30	Spt/0	SL/MF	H/LA	575E	11(30)	80LHo/50LBA(2x)</Special	1	Inquis.(LO)
Bloodcrust	8G	—	—	—/BF	Varies/##	50C	1(10)*	90LGr(1-4x)/ Drain: 5 hits/rnd-/Spells	1	Berserk(LO)
Bloodstar Elemental,	9H	120	Dash/40	VF/VF	S/LA#	30F	1(70)	Spell/Special (6 Con pt./rnd.)	1	Inquis.(SU)
Strong Fire	20H	90	Spt/10	FA/FA	L/SL#	120H	1(30)	50MBa(2x)/90MGr/[Heat D]<*	1	Berserk(NO)
Elemental, Weak Fire	10H	110	Spt/10	Fa/Fa	M/LA#	80H	1(40)	40MBa(2x)/70MGr/[Heat B]<*	1	Berserk(NO)
Empusa	8F	50	Dash/0	SL/MD	M/	70B	3(50)*	80We/70We	1	Domin(VH)
Constructs										
Lesser	8H	60	Run/0	MD/MF	M/II#	250A	20(10)	120We(2x)/75lcb/Special	1	Mission(NO)
Greater	13H	80	Run/0	MF/VF	M/LA#	400A	20(20)	180We(2x)/100lcb/Special	1	Mission(MD)
Exploding Mushroom	3C	—	—/—	—/—	M/—	50E	1(10)	Poison: 15th Lvl, Delivers 5-20 Pts	varies	Passive(NO)
Gargoyle	5D	80	Fspt/30	MF/FA	M/		16(35)	60LCl/40MBi</50We	1-10	Greedy(IN)
Golems										
Flesh	5H	60	Spt/20	MF/MF	M/II	100D	1(55s)*	80SBa/50MGr/80MGr-/100We*	1	Varies(NO)
Stone	8H	30	Run/0	SL/SL	M/LA#	130G	3(20)*	70MBa/70MGr/150LCl*	1	Varies(NO)
Guardian, Earth	15G	—	—	—/MF	L/LA#	120H	3(60)	Spells/Special	1	Protect(AA)
Jadeback	2B	50	Spt/10	SL/MF	M/II	65F	20(10)	70MPi/Poison<	1-5	Hungry(NO)
Lugroki										
Lesser	2B	50	Fspt/0	SL/MD	M/—	50D	8(30s)	40Melee/40Missile	*	Cruel(MD)
Greater	4D	60	Spt/10	MD/MD	M/—	70F	17(40s)	80Melee/60Missile	*	Cruel(AV)
King	8F	60	Spt/10	MD/MD	L/II	250E	20(40s)	100We	1	Cruel(AV)
Lynx	3C	110	Dash/40	VF/VF	S/—	60D	3(60)	30MCl30/20Sbi30/Both40	1-2	Agress(AN)
Man-Demon, Gogonaur	6H	70	Fspt/10	MF/FA	L/II	135F	4(45)*	100We[Heat]/60LBA/Spells	1	Cruel(AA)
Manticore	5E	90	Dash/20	FA/VF	L/I	170F	7(40)	80hcb(2x)/poison</100LCl	1-5	Cruel(MD)
Miller Rat	2A	50	Dash/10	FA/FA	S/SL#	500A	1(30)	25Sbi	1-30	Greedy(MD)
Octopus	3B	60*	Run/20	MF/MF	M/—	40D	1(30)*	60MGr100/40SPi<	1-2	Normal(AN)
Piranha	0A	70	Fspt/30	VF/VF	S/—	10B	1(40)	30TPi100/40SPi(6)/ 70MPi(20)	1-100	Agress(AN)
Pixies	3C	40	Dash/35	MF/MD	T/—	25D	1(45)	5Melee/20Missile/Spells	*	Playful(AV)
Rumtifusel	3C	40	Spt/40	VS/BF	S/I	90C	4(30)	90MGr/Special <(2-20 Hits/rnd)	1-2	Hungry(VL)
Servant of Skoger	15G	100	Dash/60	VF/BF	M/LA	350D		90LCl(2x)/50LBi	1	Mission(HI)
Sohleugir (Lizardmen)	3C	50	Fspt/10	SL/MD	M/—	60F	11(25s)	65Melee/50Missile/ 60MBa(Tail)	1-30	Aggress(AV)
Spider, Great										
Lesser	3C	60	Fspt/30	MF/FA	S/—	30D	3(30)	20SPi/40SSt/Poison </Special	2-20	Hungry(NO)
Greater	8F	80	Spt/20	MF/FA	M/1	160F	4(40)	70LPi/75LSt/Poison </Special	1-1	Hungry(LI)
Tatzelwurm	4D	60	Spt/10	MD/FA	M/1	150F	8(30)	50MBi/40MBa/60MCl(2x)<	1	Bellig(LO)
Undead										
Apparition (III)	6D	45	Run/20	L/MD	M/II#	80F	1(50)*	50MBa[Elect]/Spells	1	Cruel(SU)
Created (III)	6H	50	Spt/0	SL/MF	MD/I#	100	1(30)	60MBa50/50We50	1-10	Berserk(NO)
Created (IV)	9H	60	Spt/0	MD/FA	MD/II#	135	1(40)	70LBA40/95We60	1-5	Berserk(NO)
Created (V)	13H	80	Spt/0	MF/VF	MD/LA#	165	1(40)	90LBA30/110We70	1-2	Berserk(NO)
Ghost Wolf (IV)	10H	120	Dash/30	FA/VF	L/LA#	200A	4(55)*	100LBi50/75MCl50/Special	1-5	Berserk(NO)
Ghoul, Greater	3H	65	Spt/20	MF/MF	M/I#	50E	4(20)	40MBa/5SCL</45We/Special	1-5	Protect(NO)
Ice Skeleton (II)	3B	60	Spt/10	MD/MF	M/I#	50G	1(35)*	45MBa100[Cold]/Special	1	Hostile(IN)
Mummy, Lesser (III)	6C	40	Fspt/0	VS/MD	M/II#	100F	8(30)	70LBA100/120LGr-	1-2	Protect(IN)
Shadow, Greater (IV)	8H	70	Spt/10	MD/MD	M/II#	100A	1(30)	Special/110MBi-/Special<	1	Hungry(LO)
Skeleton, Lesser (II)	3H	60	Spt/0	MD/MF	M/I#	55E	1(10)	40We50/50MBa50/Special	1-10	Berserk(NO)
Specter (III)	10H	90	Fspt/30	FA/VF	L/LA#	200F	1(75)*	50L Bolt100	1	Cruel(AA)
Wight, Minor	10H	50	Dash/10	SL/MD/MD	L/II#	90E	11(30)	90We[Cold]/80LBA	1	Cruel(AV)
Zombie (I)	2B	30	Run/0	VS/MD	M/I#	45F	1(15)	30MBa100/Special	2-20	Berserk(NO)

*Special

FANTASY HERO BEAST CHART

Name	STR	DEX	CON	BODY	PRE	tPD	rPD	tED	rED	SPD	REC	STUN	OCV	DCV	DMG	MOVE
Basilisk	13	17	13	9	16	8	0	4	0	3	6	19	6	6	1d6K	10"
Besn	23	15	19	15	18	5	0	4	0	3	8	36	5	4	1 1/2d6K	8"
Bloodcrust	14	18	15	14	10	4	0	4	0	3	8	25	6	6	3d6 Drain	3"
Bloodstar	10	18	10	10	12	4	0	4	0	3	8	20	6	6	1/2d6K	6"
Fire Elemental	18	18	18	18	18	5	0	10	0	4	12	36	6	6	3d6K	12"
Empusa	12	17	12	10	10	3	0	3	0	3	8	23	6	6	1d6+1K	6"
Construct	var	var	var	17	15	10	5	10	5	4	12	var	var	var	var	9"
Gargoyle	15	18	18	12	13	8	4	4	2	3	7	29	9	8	2 x 1d6K	9"
Flesh Golem	20	10	20	20	18	10	5	10	5	2	5	40	10	10	6d6N	5"
Stone Golem	25	10	20	25	18	15	8	15	8	2	5	50	11	11	7d6N	5"
Earth Guardian	30	15	20	30	19	13	7	13	7	3	12	55	6	6	8d6N	6"
Jadeback	14	13	18	11	14	7	2	5	0	3	7	14	4	4	1d6K	6"
Lynx	10	18	15	15	13	8	2	6	0	4	8	25	6	5	1/2d6K	12"
Gogonaur Man-Demon	24	22	20	19	26	12	4	11	5	4	12	34	9	9	3d6K	10"
Manticore	25	17	23	15	25	11	2	5	1	4	10	45	7	6	5d6N/11/2d6K	9"
Miller Rat	-15	20	3	3	10	2	0	2	0	5	4	9	7	7	1/2d6K	6"
Octopus	30	14	16	12	10	4	0	4	0	3	8	35	5	5	6d6N	6"
Piranha	-15	21	3	3	14	2	0	2	0	5	4	9	7	7	1d6K	12"
Pixies	4	27	8	6	5	4	3	5	3	5	4	12	9	9	1 pip K	8" flying
Rumtifusel	6	21	7	5	5	4	0	4	0	4	4	9	7	7	1/2d6K	8"
Servant of Skoger	25	18	22	16	24	11	2	5	1	4	10	40	6	6	2d6K	8"
Lizardmen	24	15	24	15	18	10	5	10	5	3	12	39	5	5	2d6	6"
Lesser Spider	-15	18	3	3	10	2	0	2	0	5	4	9	7	7	1/2d6K	8"
Greater Spider	5	18	8	8	13	4	0	4	0	4	8	15	6	6	1d6K	10"
Tatzelwurm	13	15	13	12	14	3	0	3	0	4	8	26	5	5	1d6+1K	9"
Apparition	10	18	20	12	25	5	5	5	5	5	6	27	6	6	10d6N	10"
Type III Created	10	10	10	10	12	2	0	2	0	3	8	20	4	3	1d6K	4"
Type IV Created	12	12	12	12	12	3	0	3	0	3	8	24	4	4	1d6K	5"
Type V Created	15	15	15	15	15	4	0	4	0	3	8	31	5	5	1 1/2d6K	6"
Ghost Wolf	15	18	14	12	14	10	5	10	5	4	8	31	6	6	2 x 1d6K	12"
Greater Ghoul	14	14	14	12	14	5	2	5	2	5	8	26	5	5	4d6N	6"
Ice Skeleton	13	16	13	11	15	6	3	6	3	4	N/A	N/A	5	6	1 1/2d6k (cold)	6"
Lesser Mummy	18	12	18	16	19	8	4	8	4	4	10	34	4	4	8d6N	6"
Greater Shadow	10	18	10	12	20	7	7	7	7	5	8	22	6	6	2d6 Drain	9"
Automaton	10	10	10	10	10	3	3	3	3	2	N/A	N/A	3	3	1d6K	4"
Spectre	13	13	13	12	13	5	1	5	1	5	8	26	5	5	2d6 Drain	9"
Minor Wight	15	18	15	13	16	6	2	6	2	4	8	29	6	6	2d6K	6"
Zombie	10	9	10	10	8	2	0	2	0	2	4	20	3	3	1d6K	3"

5 MASTER ENCOUNTER TABLE

MASTER ENCOUNTER TABLE

Encounter	Trail	Norek	Mtns.	Wilderness	Swamp
Chance(%)	40	70	35	20	10
Distance(miles)	3	25	8	4	10
Time(hours)	1	1	6	2	5
Bear	01-03	—	01-11	01-05	01-03
Viper	04-05	01-04	12-14	06-09	04-20
Jadeback	06-07	—	15	10	—
Tiger	08-09	—	16-17	11-14	21
Garks	10-13	—	18-22	15-17	—
Giant Wasps	14-16	05-06	23-25	18-23	22-28
Forest Giant	17	07	—	24	—
Lesser Gr. Spider	18-20	—	26-29	25-27	29-36
Gemsting	21	—	30-33	28	—
Minotaur	22	—	34-35	29	37-38
Forest Troll	23-24	—	36-37	30	—
Harpy	25	—	38-41	31-32	39-41
Dreamvines	26	08	42	33	—
Mara	27-28	09	43-47	34-35	42
Silverscale	29-32	10	48	36-37	43-45
Ogres	33-35	—	49-53	38-40	46-49
Lugroki	36	—	54-60	41-45	50-54
Merchant	37-45	11-34	—	—	—
Adventurers	46-49	35-40	61	46-47	55-58
Dragon	50	41	62	48	—
Priest (Yarthraak)	51-52	42-45	63	49-50	—
Brigands	53-57	46	—	—	—
Mercenaries	58	47-48	—	51	—
Nobles	59	49-52	—	—	—
Minstrels	60-62	53-55	—	—	—
Empusa	63	56	—	52-54	—
Besn	64-65	57	64-65	55-61	59-63
Bloodcrust	66	58	66	62	64
Miller Rats	67	57-60	67	63-64	65-69
Pixies	68	—	—	65-66	—
Werewolf	69	61	68-69	67	—
Will of the Wisp	70	62	70	68	70-74
NPC	71-75	63-65	71	69	75
Dwarves	76	66-69	72-75	—	—
Elves	77	70-74	—	70-73	—
Norinth	78-81	75-77	76	74-76	76-78
Sentinels	—	78-86	—	—	—
Wyvern	82-83	—	77-81	77-78	—
Hydra	84	—	83-86	80	—
Fogflowers	85-86	—	87-89	81-83	79-90
Hill Giant	87-89	—	90-93	84-85	—
Bounty Hunter	90-92	87-90	94-96	86-90	91-92
Druid	93	91	97	91-92	93
Farmer	94-96	92-95	—	93-95	—
Witch	97	96	98	96	94-98
Ranger	98	97-99	99	97-99	99
Nomads	99-100	100	100	100	100

6 MAGIC ITEMS

APPENDIX

GOD CONSTRUCT (WARRIOR FIGURINE: VERY POTENT)

The Warrior Construct is an intelligent, creative being lacking "human" characteristics. When summoned, a 6'6" tall man will appear within 5 feet of the summoner the following round.

This Unusual Construct has levels equal to his summoner and ten hits per level. His armor type will change to be appropriate to the task he is assigned to do, from dark robes for thieving to an almost impervious suit of magical full plates for battle. He may only wear a single armor type per summoning. If not given a task within ten minutes of appearing, the Construct will disappear.

The God Construct has normal intelligence, allowing him to understand complex instructions. He has a +25 in all skills except weapon use, in which he has a 50 OB with all weapons. The Construct may only be summoned once per season and will serve for one hour per level of the summoner. He will refuse to come within thirty feet of any fire source larger than a small campfire, and will retreat from fire used in combat. (Fire damage is doubled.)

STR:25	DEX:27	CON:25	BODY:18	INT:15
EGO:15	PRE:20	COM:10	PD:6	ED:6
SPD:5	REC:10	END:50	STUN:44	
OCV:9	DCV:9	Phases: 3, 5, 8, 10, 12		

Skills: Up to and including 125 points of appropriate skills for mission; +5 OCV with all combat; +10 PD, +10 ED armor (appearance changes depending on mission: skin tight black leather for thieving, heavy plate for combat, etc.); x2 STUN and BODY from fire; (only can be summoned 1x/month). Will serve for a number of hours in game time equal to 2x the number that the character made his magic roll by; thus, if the character has a 14- Magic Skill roll and rolled a 10, the construct will serve 8 hours.

FOREST CANE (WILL: 50, MOST POTENT)

A 4' long staff made from the wood of a rare Miran tree, the Forest Cane was created as a gift to Lord Aurilon, who was mauled by a wild animal. When his body was discovered, the Cane was broken into two pieces and thrown into a nearby lake. It mended itself beneath the water, and then floated to the surface and shore, where it was discovered and returned to the world of men.

The Forest Cane has the following powers: +15 OB (+30 vs. Artificial Creatures) as a quarterstaff; cannot be forced to strike a "natural creature". The owner may cast at will any spell up to 6th level on the Nature's Forms (Druid Base) spell list with no power point cost. Also, the Forest Cane may be driven into the ground once per day. It will grow to 8' in height and sprout a protective canopy 10' in diameter. This canopy sheds rain, leaving those beneath completely dry except in the worst gales. The leafy canopy has 20 Miran seeds growing from the underside, sufficient to nourish three people for a full day. To uproot the sprouted Cane requires that both hands of a single person be wrapped around its trunk for 10 minutes, during which time the Cane must be Willed to return to its quarterstaff form. A successful Will Contest is required to force the tree to slowly pull into itself and form into the Forest Cane. The bearer never stumbles or falls in "natural outdoor environments." Also, the Cane can float or sink at will and mend any damage to itself if left in a growing environment.

GM Note: The Forest Cane derives its power through inherent capabilities. This requires, however, that the Cane be "planted" as described above for at least six hours out of every 36 hours. If not given the time to "recharge," it becomes dormant and functions only as a +15 quarterstaff with no special powers. If "charging" has been neglected beyond 36 hours, its Will increases by 2 points per day. It will enter into a Will contest with the bearer and/or any sentient being within 20', requiring that it be planted immediately if it wins the Contest. The Cane must be planted for one hour per day of dormancy in addition to its 6 hour "recharge" time.

•**Quarterstaff:** 6d6 normal damage; +3 OCV in combat. 8d6 normal damage; +6 OCV versus artificial creatures.

•Up to 75 Active Points of spells (0 END).

•**Life Support:** Immunity to intense heat/cold; character doesn't have to eat; (1" Radius) (1 charge, continuous, 6 hour duration). •Cannot be deactivated before duration expires and does not move with user.

WOLVESBANE (VERY POTENT)

Forged for Durlag Rizen of Vorn to eliminate all shapeshifters from the world, Wolvesbane was instrumental in the deaths of 200 shapeshifters. Powers of the Wolvesbane follow:

- 3' Mithril Alloy Broadsword.
- +20 normally, +50 when used against a Shapechanger.
- The sword will make a low growling noise when a Shapechanger is within 15'R of the holder.
- Sword does Slaying criticals against Shapechangers.
- Whenever a Shapechanger is near by, the sword will try to urge the holder to kill the Shapechanger; if the holder does not want to kill the Shapechanger, a contest of wills begins.
- If a Shapechanger picks up the sword, the Shapechanger will be hit by a 25th level Fire Bolt.
- Good alignment, with medium intellect: Pr-75, Em-65, In-83, SD-72, Re-80; Will: 25.
- The wielder may not willingly be Affected by any potion, spell, etc., that changes the form or function of his body. Any attempt to do so will result in a Will Contest. The wielder receives a +50 to his RR against any spell, potion, etc., that causes a form or function change.

•**Mithril Alloy Broadsword:** 1 1/2d6 HKA, +4 OCV (+10 OCV versus shapechangers)

•Detect shapechangers (3" Radius).

•6d6 Mind Control versus user (command "Kill shapechangers!").

•4d6 KA (fire) Damage Shield (0 END) only versus shapechangers.

INT:13 EGO:15 PRE:15
(20 points Power Defense to wielder).

AIR BAND (MODEST)

The Air Band is a thin platinum and Mithril circlet that fits snugly around the head of any wearer. It serves as a 2x Essence multiplier. The Air Band creates fresh air in a globe around the wearer's head, and allows the wearer to breath normally underwater, in a vacuum or toxic environments.

•200 point END reserve (with 10 REC) for spells.

•**Life Support:** Self-contained breathing; immune to high pressure/vacuum.

GATEKEEPER (MOST POTENT)

Powers of the Gatekeeper include:

- 6' Laen Holy Irgaak
- +25OB, +10DB, and +50 against Undead of any type.
- The sword can repel Undead at will, as in the spell *Repel Undead V* in the Cleric Base spell list).
- The sword is a x2 PP multiplier for Channeling.
- When an Undead is killed by the sword, it stays dead, and the Undead spirit is released.
- The sword will glow brightly when an Undead is within a 25'R.
- 10' away the holder can summon the sword to him at will.
- Holy sword (rolls holy critical in addition to normal crits vs. Undead).
- The Gatekeeper has a thoroughly good and just intellect: Pr-98, Em-95, In-100, SD-96, Re-99, Will: 101.
- Any time an Undead picks up the sword (the Undead disintegrate).
- The holder must compete his Will against the sword's Will any time he does not want to kill an Undead.

- The sword can communicate with the holder by way of telepathy.
- Gatekeeper protects its wielder against Absolutions by maintaining his soul in a diamond in its pommel. It adds +50 to all friendly Resistance Rolls against Absolutions within 30'.
- If Gatekeeper is separated from its wielder (more than 150'), he must make a RR vs 10th level or be affected by an Absolution. If his RR is successful, wielder will regain his soul from Gatekeeper's diamond but be forced into a coma for 1-100 days due to the "backlash." This protection does not begin until the first time wielder draws blood with Gatekeeper.

- 6' laen Holy Irgaak:** 2 1/2d6 HKA, +5 OCV, +2 DCV (+10 OCV versus Undead).
- 8d6 Mind Control versus Undead only (Command "Leave my presence!") with 10" Radius.
- 200 point END reserve (with 10 REC) for spells; Detect Undead (4" Radius).
- Sword is OIF.
- Penetrating versus Undead only.
INT:18 EGO:18 PRE:18
- 4d6 KA (Holy Power) Damage Shield (0 END) only versus Undead.
- To stop sword from destroying undead with the Damage Shield, wielder must make an EGO roll at -2.
- Mind Link with wielder; 40 points Power Defense versus "soul stealing."

BAND OF PURITY (POTENT)

The Band's powers include:

- Ring of Enchanted Steel I
- +3 spell adder of any realm.
- Can neutralize any one poison or stop the infection and/or the spread of a disease in one target. (Same as the spell disease and poison purification on the Open Channeling base spell list.) This can be done 3 times a day.
- +100 to detect lies and -100 to tell lies.
- +25 RR roll against any mind control spells.
- +10 DB.

- Bonus of up to 50 extra Active Points of spells.
- 10d6 Dispel NNDs (3 charges/day).
- Detect Lies (7" Radius); Locate Liar.
- 10d6 Mind Control versus wielder (prevents lying).
- 15 pts Mental Defense to wielder (only exception is Mind Control above).
- +4 PD, +4 ED armor.

CHIME OF SQRUNCHON (POTENT)

The 6" Black Alloy Chime's powers include:

- When the chime is rung the 1st time, it will open a Lesser Demonic Gate (like the spell in the Dark Summons list). There is a 5% chance that the chime will explode; if so, everyone within 50'R will receive an E impact critical. With the holder at, at 10 ft +20, at 20 ft +10, at 30 ft +0, etc.
- When the chime is rung the 2nd time, it gives the holder the ability to control a Type 1 Demon (like the spell in the Dark Summons list). The chance of the chime not being able to control a Type 1 Demon is 5%. If a Demon is uncontrolled, the holder must make another roll and check the table under the spell Lesser Demonic Gate.
- When the Chime of Sqrunchon and the Helm of Demodands are used together, they are a Very Potent set.

- First Use: (1 charge).
- Summon 1 demon.
- 5d6 RKA, Explosion (user included) (8- Activation).
- Second Use: 15d6 Mind Control versus summoned demon (command "Obey wielder.")

HELM OF DEMODANDS (POTENT)

The Black Alloy helmet has these powers:

- Helmet gives wearer AT(4) as if he is wearing demon-skin, and +10 to DB.
- When the helmet is worn in conjunction when the spell Lesser Demonic Gate or when the Chime of Sqrunchon is rung, the wearer will be able to master the summoned demon (like the spell Demon Mastery III). There is a chance that the helmet will fail (5% x type of demon. If so, the wearer must roll again and check the table under the spell Lesser Demonic Gate.
- If the helmet is taken off, the former wearer can still control the demon like the spell Control Demon III.
- The helmet can only master a demon if it took part in summoning the demon to this plane.
- When the Helm of Demodands and the Chime of Sqrunchon are used together, they are a Very Potent set.

- Gives wielder +5 PD, +5 ED armor on all locations (invisible effects).
- 15d6 Mind Control vs summoned demon (command "Obey wielder") but only if the helm was used during the summoning. Wearer doesn't have to be wearing the helm to continue the Mind Control.

VASE OF STONE (MODEST)

Made of very hard stone and has a 5% chance that when dropped, it will shatter. Vase contains up to a quart of a dark brown liquid with no odor. When liquid is poured on a surface, a boulder sprouts from liquid in 3 rds.

One ounce of the liquid can produce a 500lb boulder. If all of the liquid is poured out, a 4 ton boulder will pop up in 3 rounds. If someone drinks the liquid, in 10 minutes, he will turn to stone. The character will stay that way until someone finds a way to turn him back into himself. When the vase is empty, it will fill up at the rate of one ounce per day.

- 1 charge creates a 6 DEF, 8 BODY, 1 hex boulder; simply add charges together for bigger rocks.
- If the user imbibes a charge, he receives a 5d6 Major Transformation Attack which turns him to stone. He retransforms when a character finds a transformation attack to restore him.

STAFF OF CAY (MOST POTENT)

The Staff of Cay is usually carried by the High Priestess. It serves as a 3x multiplier for Channeling Power Points. It can be used in melee as a Quarterstaff with a +20 OB (+40 vs Undead), Of Slaying Evil Clerics and may detect such at 30'R. It will cast the spells *Repel Undead V 5/day*, *Holy Shout once/day*, and *Preservation/Lifekeeping* (one day/level) once a week. (All are cast at 20th level and are found in the Cleric Base list.) The Staff of Cay contains 55 charges (or 1%/use failure). There is a 10% chance the Staff will incorrectly identify a Cleric as an Evil Cleric, or vice versa.

- Quarterstaff:** 5d6 norm damage, +4 OCV (+8 OCV vs. Undead only).
- 300 point END reserve (with 15 REC) for spells.
- Detect Evil Clerics (5" Radius).
- 10D6 Mind Control versus Undead only (repel) 5 charges.
- 4d6 Flash versus hearing sense group, 1 charge.
- 1d6 Aid to BODY, 1 charge.

SCEPTER OF THE CHAIR (ARTIFACT)

Allows the casting of these spells once/month at 50th level: *Purification True*, *Mass True Healing*, *Mass Calm*, and *High Prayer*. Deity attuned to the Scepter is Kuor. Scepter may cast up to 50 power pts/week off Magician Base list, up to 5th level; in times of "just war" to support Norek, Scepter can cast 200 power pts on the Magician Base list, up to 10th level. Serves as a 4x PP for Council Chairman's realm. If anyone but the Council Chairman lifts it, he is attacked by 4 Absolution Pure Spells at +100.

- 10d6 Aid to BODY, 7" Radius.
- 20 points Mental Defense, 7" Radius.
- Up to 150 Active Points of spells.
- 400 point END reserve (with 20 REC) for spells.
- 18d6 Mind Control versus all but Council Chairman.

7 PRICE CHARTS

Accessory	Price	Weight
Arrow (20)	23cp	3#
Backpack	21cp	2-3#
Bedroll (heavy)	76cp	8-11#
Boots	8bp	3-4#
Candle	34cp	.25#
Chain	48cp	8-10#
Charcoal	24cp	1#
Chisel	6bp	1#
Cloak	93cp	2-3#
Climbing pick	22bp	2#
Crossbow bolts (20)	7bp	3#
Fire-starter bow	1cp	.5#
Flint and steel	9cp	.5#
Gloves	18cp	.5#
Grappling hook	93cp	1#
Hammer	92cp	1#
Hammock	11cp	2-3#
Ladder	3cp	15#
Lantern	1sp	1-2#
Lock pick kit	21bp	.5#
Mirror	36bp	.5#
Nails (20)	8tp	.5#
Oar	6cp	4-5#
Oil flask	27cp	1#
Paddle	5cp	3#
Padlock	2sp	1#
Parchment	12bp	.25#
Pegs (10)	9tp	2#
Pitons (10)	18cp	2-3#
Pot (cooking)	78cp	2-3#
Quill-pens (10)	4cp	.25#
Quiver	12cp	.5#
Rope	2bp	4-7#
Sack (50)	8cp	2-3#
Saddle	58cp	10-12#
Saw	24cp	2-3#
Scabbard (belt)	27bp	1#
Tarp	1bp	3-5#
Tent	19bp	8-10#
Tinderbox	19tp	.25#
Torch	3tp	1#
Waterskin	1cp	.25#
Weapon belt	56cp	1#
Wedge (staying)	1cp	1#
Wedge (splitting)	28tp	3#

Armor	New/Used	Wt
Leather Jerkin	12bp/73cp	7-12#
Arm Greaves	12bp/76cp	2-3#
Leg Greaves	12bp/75cp	3-4#
Leather Coat	68bp/57bp	15-20#
Leather Breastplate	5sp/38bp	10-18#
Chain Shirt	19sp/1gp	15-25#
Full Chain	7gp/59sp	35-50#
Chain Hauberk	58sp/46sp	35-40#
Breastplate	24sp/15sp	20-30#
Target Shield	4sp/28bp	3-10#
Normal Shield	6sp/48bp	10-20#
Plate Helmet	4sp/27bp	1.5-3#
Full Helmet	95bp/80bp	2.5-5#
Leather Bracer	15bp/9bp	.5#
Plate Bracer	25bp/18bp	.75#

Spell Items	Price
Rune Paper	15sp
Potion	15gp
1-Use Item	20gp
Daily Items	
2-Hand	25gp
1-Hand	55gp
Suspended	225gp
Affixed	325gp
Charged Items	
Wand	15gp
Rod	35gp
Staff	125gp
Ring	550gp

Food & Services	Price	Notes
Beer/ale	1tp	Pint
Cider	1tp	Pint
Mead	5tp	Pint
Normal meal	15tp	01 illness
Week's rations	7cp	Normal spoilage. 18#
Trail ration	15cp	1 wk. Preserved. 14#
Greatbread	35sp	1 wk. Preserved. 4#
Average lodging	22tp	Separate bedding.
Stable	3tp	Includes food for beast.

Weapon	New/Used	WT
Bastard sword	25sp/12sp	4-6#
Battle axe	18sp/10sp	5-9#
Bola (2 hand)	56bp/42bp	2-6#
Boomerang	25bp/13bp	.5#/-
Broadsword	14sp/8sp	3-5#
Club	1cp/—	3-7#
Composite bow	2gp/—	2-3#
Composite bow string	2sp/—	.25#
Crossbow (heavy)	3gp/—	8-12#
Crossbow string	3sp/—	.25#
Cudgel	8cp/3cp	2-4#
Dagger	35bp/2gp	.75#
Dart	1sp/—	.5-1#
Dirk	45bp/3sp	.75#
Falchion	2gp/1gp	3.5-5#
Flail	25sp/14sp	4-8#
Halberd	2gp/8sp	6-9#
Handaxe	8sp/1sp	4-6#
Katana	3gp/—	4-6#
Long bow	15sp/—	2-3#
Long bow string	1sp/—	.25#
Long sword	2gp/5sp	3.5-5#
Mace	75bp/58bp	3.5-8#
Main gauche	15sp/8sp	1-2#
Net (fishing)	15bp/6bp	3-5#
Pick	45bp/30bp	3-7#
Quarterstaff	6cp/4cp	3-5#
Short bow	1gp/—	2-3#
Short bow string	1sp/—	.25#
Shortsword	12sp/6sp	2-4#
Spear	25bp/16bp	3-8#
Trident	8sp/2sp	4-6#
Two-handed sword	3gp/2gp	5-12#
Warhammer	2gp/1gp	4-7#
War mattock	2gp/1gp	4-8#
Whip	25bp/15bp	2-5#

GM Note: Type of weapon, production time, and the fumble range are the same as in ChL under Weapon Price Chart. There is a 18% chance that any weapon which the PCs want will be unavailable in that store.

Transport	Prices	Notes
Horse (medium)	68sp	Easy to find.
Mule/donkey	3gp	Easy to find.
Pony (mature)	48sp	Normal to find. **
Warhorse (lesser)	50gp	Very hard to find. ***
(greater)	100gp	Very hard to find. ***
Ferry service	1bp+2cp/mi	*
Ship passage	5bp+2tp/mi	*
Boat (medium)	12gp	*
Boat (large)	42gp	**
Hand-cart	13sp	—
Horse-cart (open)	35sp	—
Ship (medium)	180gp	**
Wagon (open)	60sp	*
*A possible markup of 10% above the price list.		
**A possible markup of 20% above the price list.		
***A possible markup 30% above the price list.		

F A R O K T E S E A
(Fornbriddn Sea)

J A I M A N

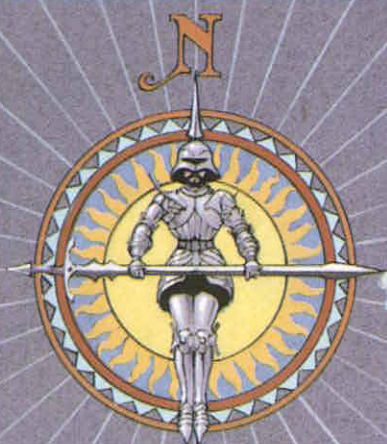
H U L K A N E N A R U S
(Barren Waters)

E M E R

(1 inch = 333 miles)



TALMAN



LEGEND

SCALE IN MILES

0 250 500

ARCTIC TUNDRA RIVER STEPPE MOUNTAIN ARID

LEGEND

Structure Legend		
Admin./Public	Healer	Ruins
Alchemist	Herbalist	Seer/Scholar
Armorer	Inn	Shipwright
Astrologer	Jeweler	Smith
Barracks	Lampmaker	Stable
Brewer	Mason	Tanner/Lthersm.
Brothel	Metalsmith	Tavern
Cobbler	Miller	Temple
Cooper	Moneylender	Theatre
Fletcher	Outfitter	Wainwright
Foodmerchant	Pilot/Guide	Warehouse/Shiper
Granary	Potter/Glassblw.	Weaver
Great-house	Residence	Woodcraft./Carp.



no

the strand

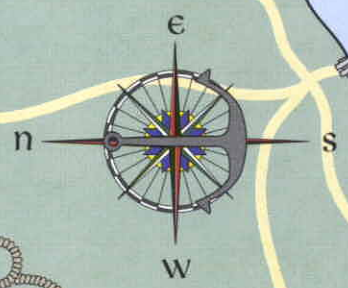
the strand

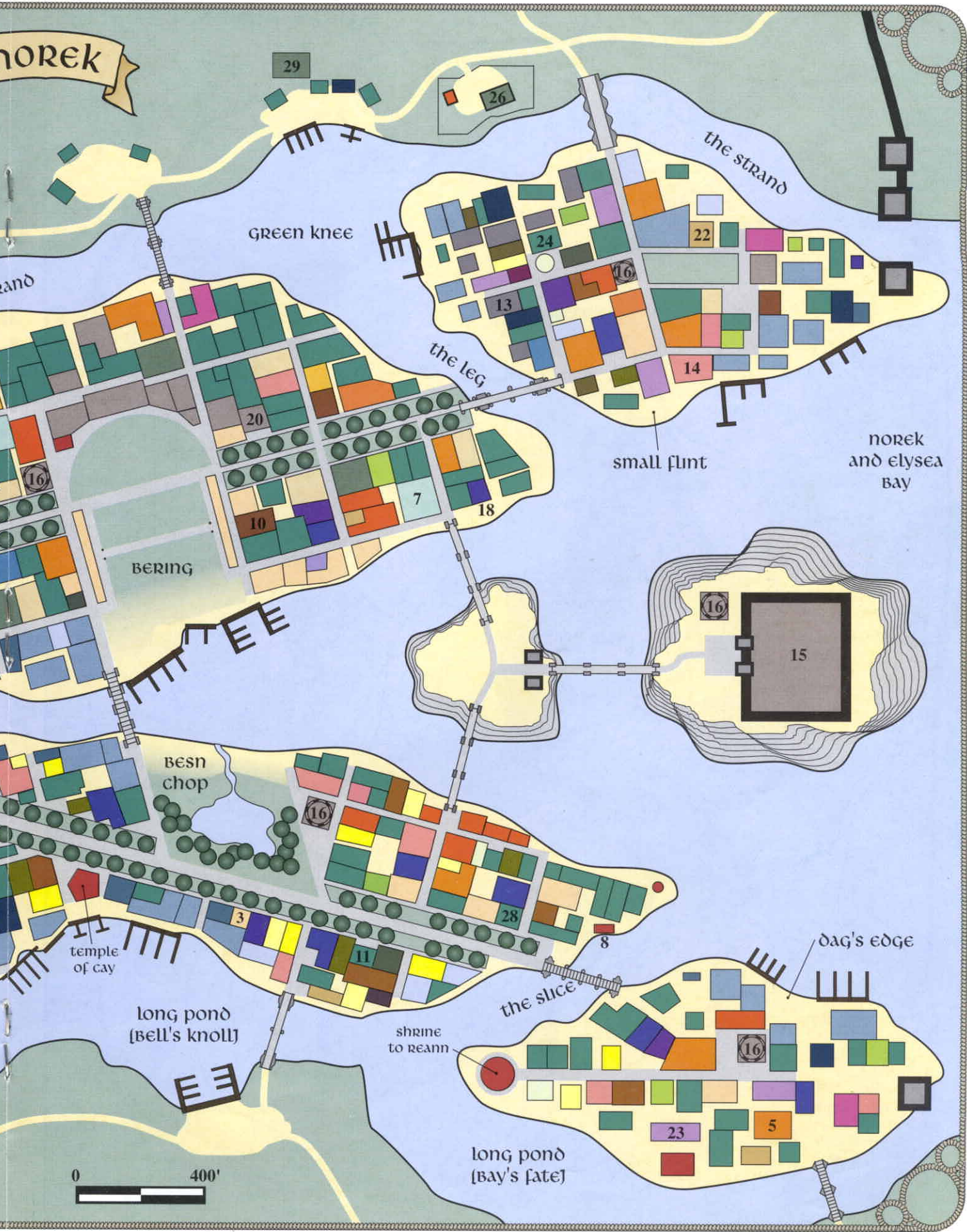
the sink

spheari isle

long pond (mission)

long pond (grace)





NOREK

29

26

the strand

green knee

strand

the leg

small flint

norek and elysea bay

16

20

BERING

7

18

22

16

13

24

14

16

15

besh chop

16

28

temple of cay

3

long pond (bell's knoll)

shrine to reann

the slice

8

dag's edge








long pond (bay's fate)

23

5





0 400'

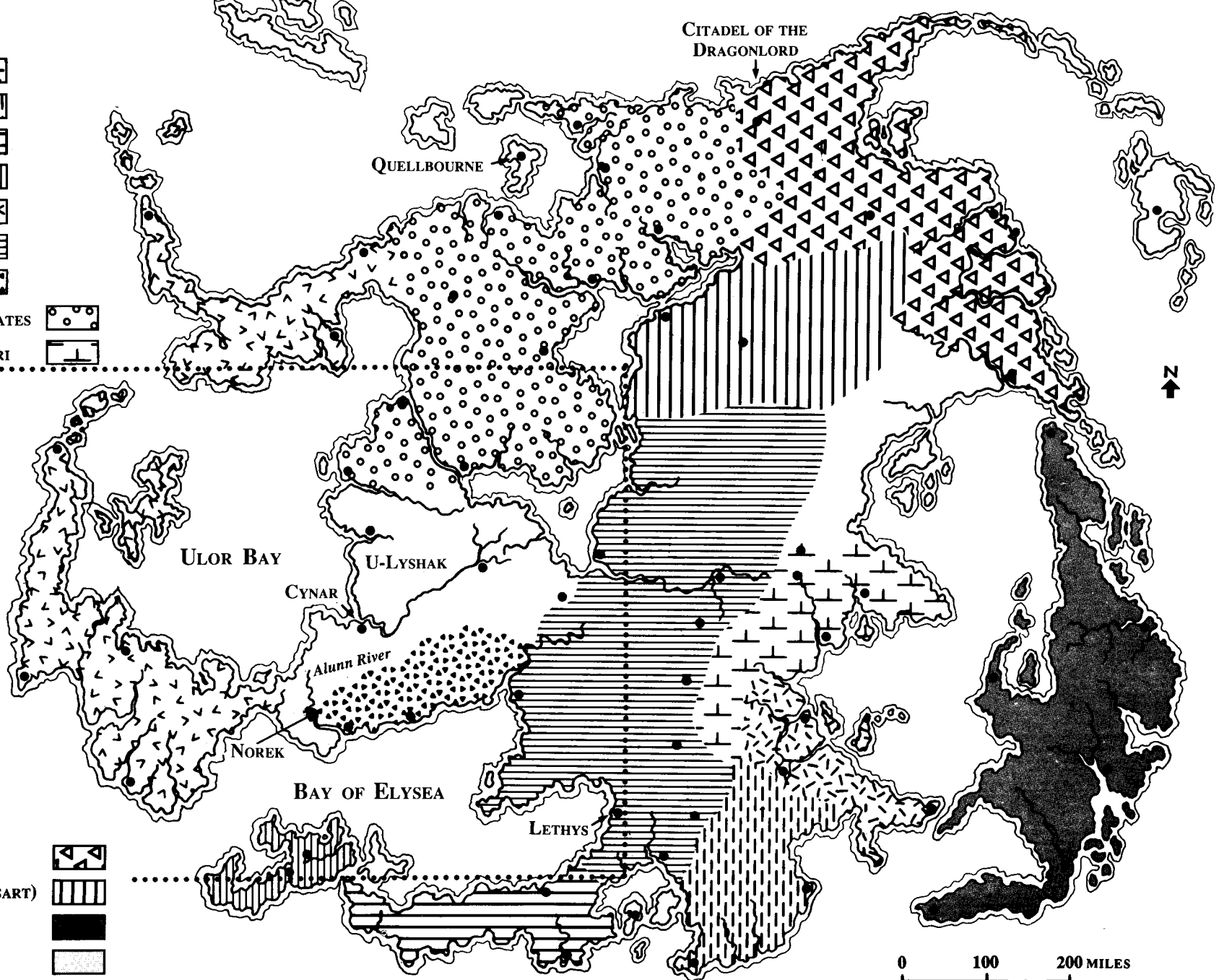
JAIMAN POLITICAL MAP

- SULINI 
- Y'KIN 
- MELURIA 
- PLASIDAR 
- LORGALIS 
- RHAKHAAN 
- ELVES 

- WARRING CITY STATES 
- KY'TAARI AND MYRI 

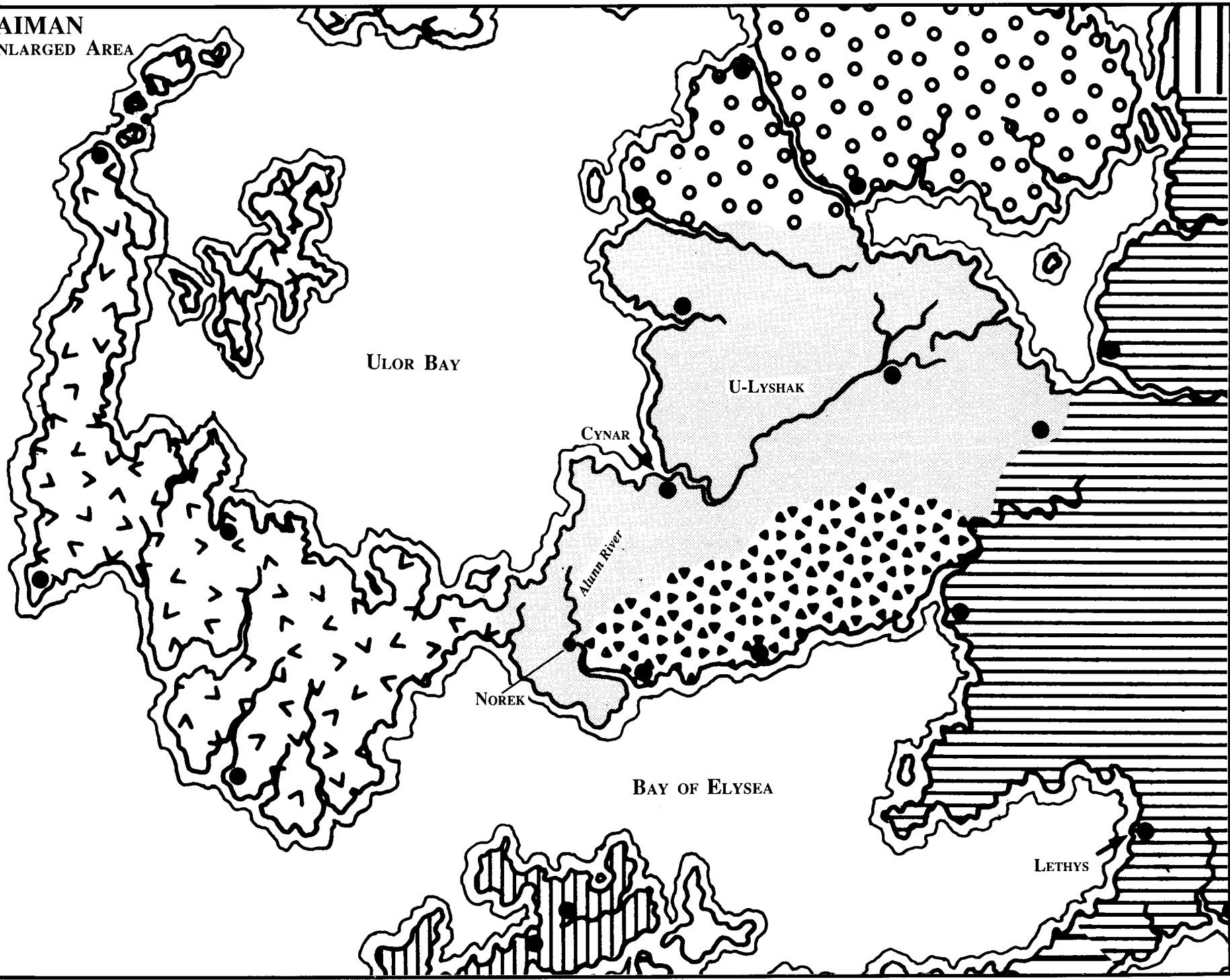
AREA ENLARGED

- DRAGONLORD 
- ZOR WASTES (PANSART) 
- ELVEN TRIBES 
- U-LYSHAK (PRIEST OF YARTHRAAK) 



0 100 200 MILES

JAIMAN
ENLARGED AREA



ULOR BAY

U-LYSHAK

CYNAR

Alumna River

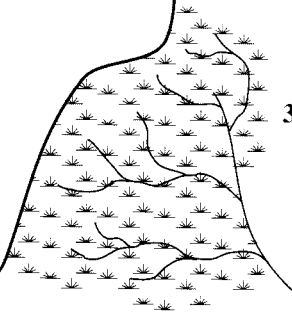
NOREK

BAY OF ELYSEA

LETHYS

NOREK ADVENTURE SITES

Ulor Bay



3

Alum River

+ 1a

4 →

+ 1b

+ 5

Elven Forest

+ 10

+ 6

+ 9

+ 8

Bay of Elysea

Adventure Sites

- 1a•Tharp
- 1b•Logging Camp
- 2•Ogre's Lair
- 3•Swamp
- 4•Crump Mound
- 5•Wilfin Manor
- 6•Werewolf Lair
- 7•Phibb's Keep
- 8•Necromancer Complex
- 9•Temple of Cay
- 10•Norek

+ 7



NOREK AND THE WALL



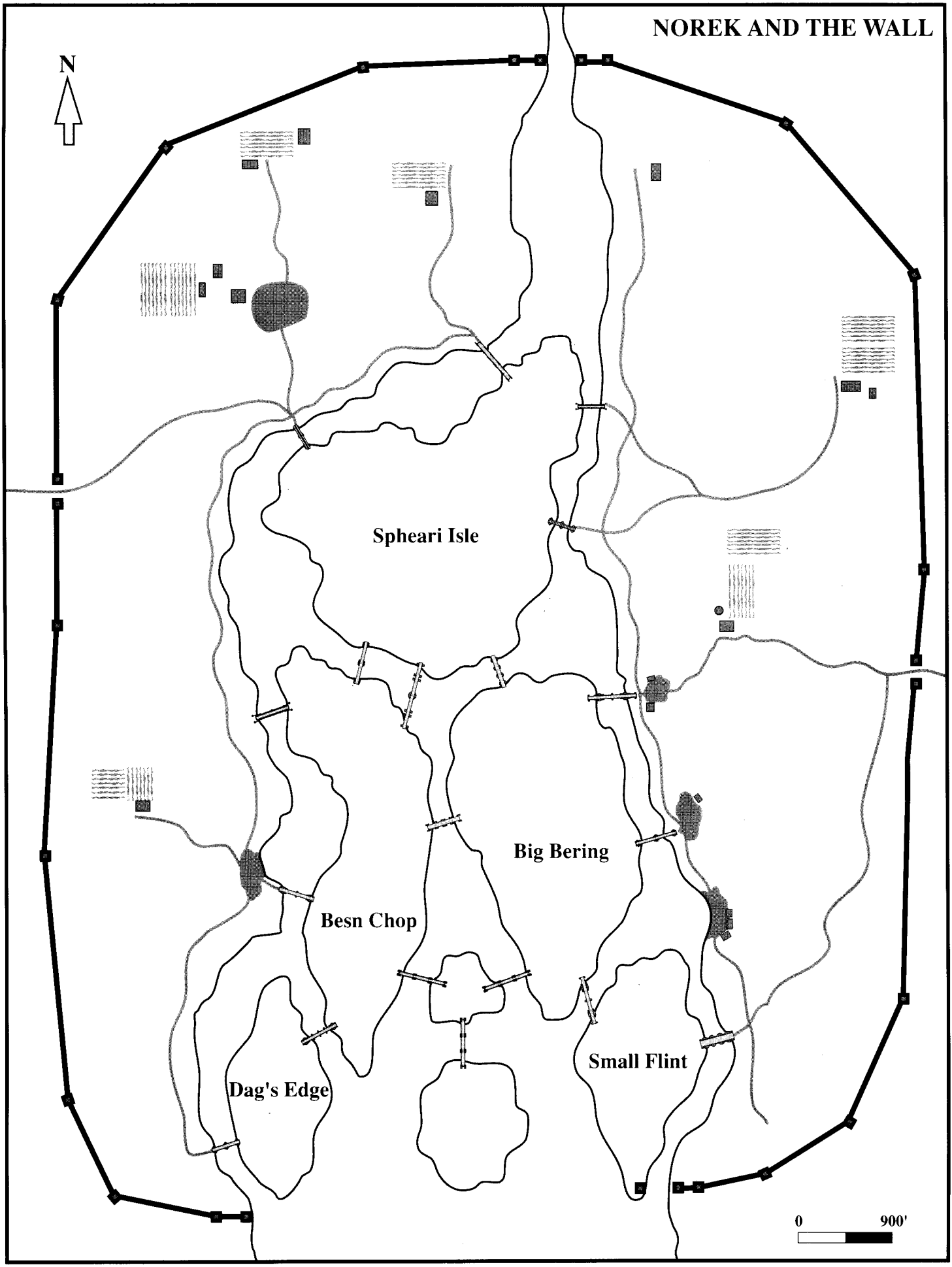
Spheari Isle

Big Bering

Besn Chop

Dag's Edge

Small Flint



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and may also be used as isolated or hidden areas in any Gamemaster's campaign world.

A wizened Magician in flowing black robes wanders western Jaiman, a continent renowned for powerful magic and political upheavals. He seems to disappear into the mists at will. Are the Magician's miracles "real" or the twisted work of the Unlife?

Opposing the minions of the Unlife are the citizens of the river-city, Norek, a cosmopolitan center with nineteen elegant bridges spanning the Alunn River. Led by a learned yet divided council, and protected by a tested City Guard, Norek's folk should have little to fear. Yet within the city's high stone walls, the Guild

of Arcane Arts teaches dark magic, and a wily Thieves' Guild operates with abandon.

Just east of Norek, the Elven King Liras gazes into the Orb of Tethior and foresees trouble brewing. How much help will the Elves offer the lesser mortals of nearby Norek? In this fast-paced campaign of betrayal and danger, you must choose to serve the city on a mission offering exceptional challenge, or risk a fall before the dark flood of the Unlife.

Norek includes:

- **Nine linked, self-contained adventures**, featuring treacherous shapechangers and powerful magic-users.
- **Color maps** of the city of Norek and the continent of Jaiman.
- **City maps** keyed to adventures.
- **Complete system information** for Rolemaster™ and Fantasy Hero™, including stats for NPCs, Beasts, the Military, and more.
- **Magic Items Appendix** (with stats) and Price Charts for weapons and goods.

Adventures in this module take place on a small area of the planet Kulthea. The *Shadow World Master Atlas* (St. #6000) details the world and its inhabitants. Two Master Guides and a color 3' x 4' world map are included in the Atlas boxed set (available separately).

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