

#6001

Shadow World™

QUELLBOURNE™

Land of the Silver Mist™

Discover a region teeming with treacherous races and unknown treasures. Walk the streets of a port city where conflict and death are constant companions.

Quellbourne is on 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.



Quellbourne™

Land of the Silver Mist

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CREDITS

Authors: Daniel Henley and Margaret Henley

Editors: Terry K. Amthor and John D. Ruemmler

Cover Art: Tony Roberts

Cover Design: B*art Bishop

Page Design: Paula R. Peters

Production: Production Honcho Terry K. Amthor, Leo "Big L" LaDell, Eileen "Hey, Woo-man" Smith, Suzanne "What a great song" Young, Larry "Snake" Brook, Paula "I asked to do this?" Peters, Cheryl "Rookie" Kief, Helen "I'm tutoring a football player" Storey, Bill "I can see just fine" Downs

Art Direction: Rick Britton

Interior Art: Dan Carroll and Paul Jaquays

Interior Layouts: David Martin and Ellisa Martin

Map: Eric Hotz

Special Contributions: Kevin Barrett (in spirit), Deane Begiebing, John Breckenridge, John Brown, Heidi Heffner, David Johnson, Bruce Neidlinger, Becky Pope, Marc Rainey, Jessica Ney, Pete Fenlon, Kurt Fischer, Rob Bell, J.B., Coleman Charlton, Kurt Rasmussen, Swink-man Cool, Dr. Mar and Hoodley

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PART I

• INTRODUCTION TO 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.

FLOWS 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 titanic 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

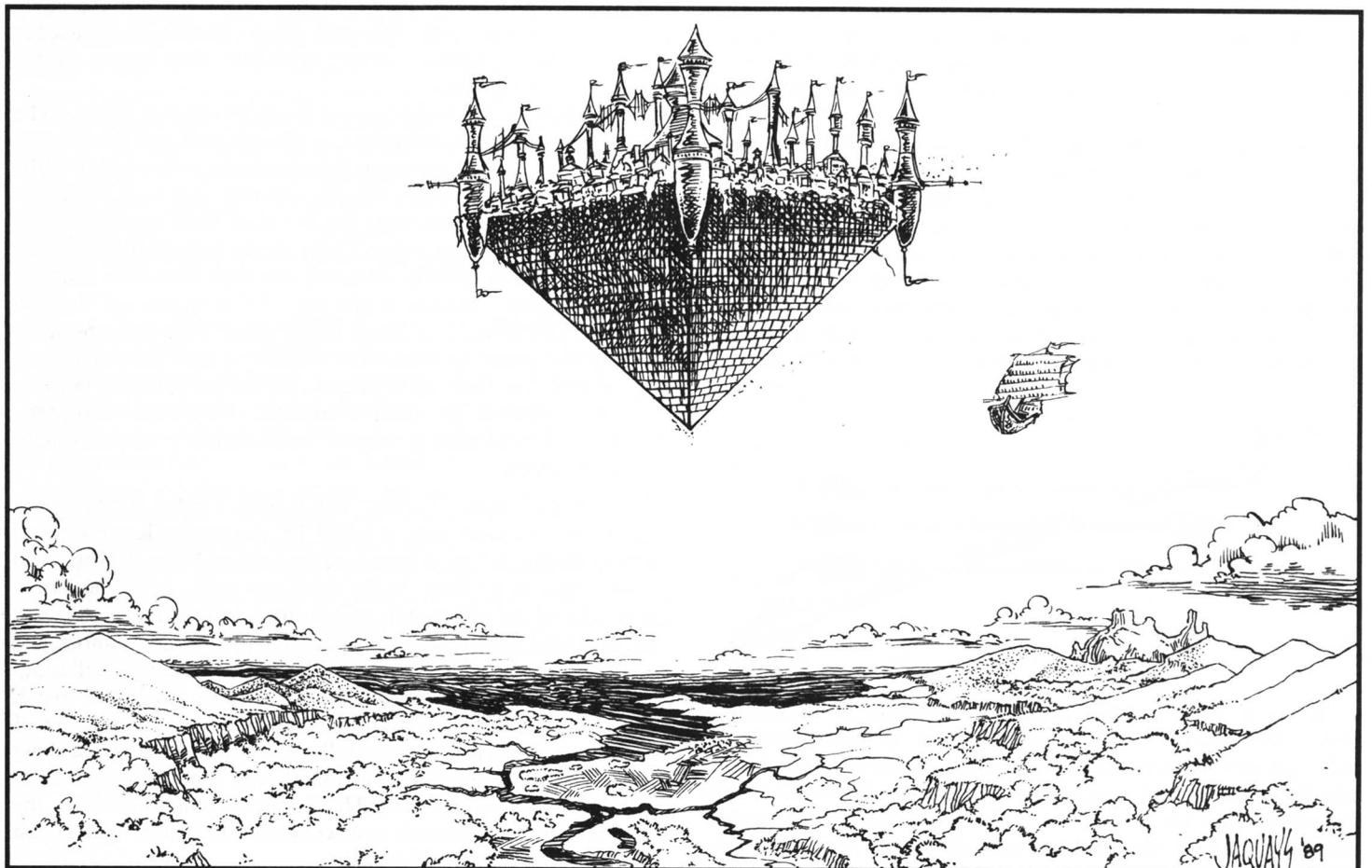
It is the year 6,050 TE (in *Space Master*, Imp 475). The mighty and righteous Lords of Orhan remain aloof from the affairs of Men and Elves; dark cults have arisen, and black religions flourish and multiply with impunity. Right-thinking Loremasters are rarely seen and offer only words of advice, never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

A WORD ABOUT THE NAVIGATORS

The remote and almost unreachable island of Nexus is the home of the Navigators and one of six key foci of the Essence. Able to transport anyone with the gold to pay his way, Navigators tap Essence Flows and perform as bizarre travel agents, providing a means of transport that is both reliable and fast. (Ordinary travel between remote lands can take months, even years.) To contact a Navigator, one need only locate a simple black stone obelisk (there are many such) and say, placing one hand upon the cool stone, "I require a Navigator." The stately and mercantile Essence-user will appear. After paying up front, you and your party are on your way!

A FINAL NOTE

Welcome to the Shadow World! We hope you will journey across the rocky terrain and sail the swirling seas of Kulthea for years to come.



PART II

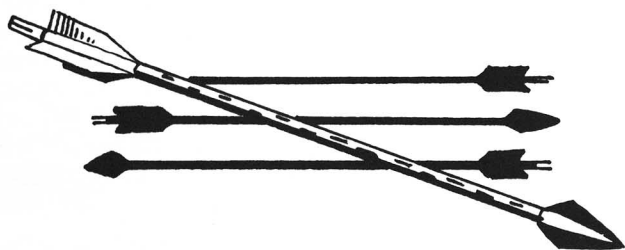
• QUELLBOURNE: A HISTORY •

During the Wars of Dominion which ended the Second Era, a ragged group of refugees fled the spread of Unlife in the lands of Zor, west of the rugged peaks of the Grey Mountains on the continent of Jaiman. After months of running and hiding, the desperate band reached the cliffs of the Colewaether river. Unable to cross the deep chasm and harried by the servants of the Unlife pursuing them, they turned west and followed the river to Claedesbrim Bay.

There, on the High Plateau they were assailed by the forces trailing them. The frenzied prayers of their clerics led them to a natural cavern with a concealed opening. Through the efforts of their most powerful spell casters, they were able to drive back their foes. Then they cast most of their scant possessions down the precipice, to snag on roots and rest upon ledges, creating the impression that they had hurled themselves over the cliffs. Two clerics sacrificed themselves to complete the deception. The remainder of the survivors hid themselves in the cavern, with the spell casters covering their trail.

In gratitude for their survival, the people proclaimed the wizards and clerics their leaders, and the High Plateau to be their place of dwelling as well as their refuge. Thus began the City of Quellburn in the land of Quellbourne, ruled by twelve spellcasters, one from each of the Spellguilds of Zor.

Quellbourne was a prosperous land in the year 5840 TE, the 47th year of the reign of Alladyre, who was 66th Reigning Mystic of the Council. A walled city had spread around the central Citadel. Small fishing and farming villages dotted the coast, while herds of Torkaan spread across the inland plains. Silver, tin, copper, and a little gold flowed from the mines in the Seolfar Strake; eog was mined from beneath the Citadel itself. Diplomatic missions were exchanged with the Gnolls of Hetoth Mountain. A small group of contemplative monks, the Shaaljain, occupied the farthest reach of the Feorich.



It was in the year 5840 TE that evil enveloped the Council. Zenon, 58th Lord Sorcerer, fell to the Unlife. It had begun simply in his quest for knowledge, but the servants of Unlife offered much lore for small evil. Eventually they corrupted Zenon to use his knowledge as a means to power. For years Zenon had worked quietly, hiding his desires from his brethren as he gathered his

strength. He allied with the Trolls of the Kaldsfang Mountains and with the Ice Kral of the northern Seolfar Strake coast. He delved deeper into the Pales, making pacts with more and more powerful Demons. Then he struck.

Zenon revealed his evil to the Council, opening gates from within so that his forces could enter the city unopposed. Trolls from the mountains rampaged. An Ice Kral fleet sailed the warm Claedesbrim current to the Colewaether River. A tunnel opened for their passage up into the city, bypassing the “unscalable” cliffs. Demons and strange monsters raged through the streets. Hundreds perished, and thousands suffered.

Unprepared for such treachery, Quellburn’s outer city soon fell. The Council and a few guards and servants soon found themselves fighting for their lives in the Citadel. One by one, Zenon and his cohorts overcame each former ally. Alladyre, head of the Council, stood the longest. While her honor guard held back a Demon of the 4th Pale, Alladyre battled Zenon. She cast a spell of Amnesia True, and Zenon was a power-hungry traitor no more. Unfortunately, Alladyre’s life was forfeit that day, for the Demon beat back her guard and slew her before returning to his Pale. Thus Zenon won the battle, yet lost the war.

The earth buckled and heaved as enchantments failed. The entrance to the mines under the city disappeared, and the location was forgotten. Hungry monsters from land, sea, and air followed the back-trail of blood to scavenge the remains. Ice Kral raided the coastal villages, then retired to the Island of Trelkinaark to fortify first a watch tower, then a city. Trolls spread through the hills. The diminutive Gnolls quickly retreated into their mountain fastness, where they have remained to this day. A few frightened Mannish stragglers took refuge in a distant spider’s lair. They began bringing food for the spider, to reduce the number of their party that were being eaten. The worship of Hrassk, the Spider Goddess, began.

The kingdom of Quellburn is no more. For the past 210 years, Zenon has been doomed to wander the Citadel, bewildered, searching for his identity.

QUELLBURN TODAY (IN 6,050 THIRD ERA)

Twenty-five years ago, in 6,025 TE, the trapper Rame Kelfour came to the Kaldsfang in search of the Striped Veercat, which had grown scarce in the lands to the south and west. He found a rich, untamed land and told the tale of it to all who would listen. As word spread of the Land of the Silver Mist, rich in game, fur, timber, and ore, other fortune-hunters came north. Soon Kelfour’s small camp became a thriving boomtown. Scattered ruins have been found, adding to the colorful stories of the land, and to the steady flow of adventurers. Most of the ruined villages in the Kaldsfang and along the coast have been explored and plundered. Hidden by sheer cliffs on an arid plateau and protected by Trolls and other foul beasts, the ruins of Quellburn remain undiscovered. It is here that Zenon wanders yet in search of his past.

PART III

• LAND OF THE SILVER MIST •

The ancient realm of Quellbourne lies in arc around the Claedesbrim Bay, on the northern coast of Jaiman. The Kaldsfang Mountains form a barrier to the mild southerly winds, while to the east lies the arid windswept High Plateau. Continuing around the bay, the Seolfar Strake begins in northeast Quellbourne and continues to the northwest, forming the islands of the Feorich. The island of Trelkinaark juts up in the middle of the bay and forms the pivot around which the Claedesbrim Current flows.

THE CLIMATE

Southern coastal areas of Quellbourne are fog-cloaked and chilly for 4 of the 5 months of the 350 day year. Little precipitation falls anywhere except on the mountain heights, so fresh water is drawn from rivers and streams. One large mountain lake, the Keltarn, is located high above Kelfour's Landing. This resource has not yet been tapped significantly.

Midsummer is comparatively dry and quite chilly, hovering around freezing temperatures. With the return of the Claedesbrim Current in the fall come the warmest temperatures of the year (and heavy blankets of fog), about 55-80 degrees in the southern coastal areas. Temperatures then fall gradually throughout the two-month winter into the 20's, warming to the 60's with spring.

The High Plateau and the Seolfar Strake are much cooler and drier on average, with wider temperature fluctuations. Temperatures reach the high 90's in Quellburn in the late summer. The Feorich and Trelkinaark islands have an intermediate climate. They are cooler than the lands on the southern side of Claedesbrim Bay and are merely mist-covered when the Kaldsfang is blanketed by fog.

THE CLAEDESBRIM CURRENT AND BAY

A striking feature of Quellbourne is its unexpected warmth, for a land so far north. An errant sea current winds counterclockwise around the bay for the coldest months of the year. This results in constant mists and fogs, which nourish thick forests and a profusion of game along the southern coast. Claedesbrim Bay is treacherous for sea travellers due to the heavy mists, strong tides and currents, and hidden shoals. Steep hills and mountains constantly erode, tumbling boulders into the cluttered waters. Occasionally a wreck or a sea monster from warmer climes is swept into the bay.

During the seventy days of summer, the Claedesbrim Current shifts northward, increasing visibility and offering somewhat safer travel. Still, only the foolhardy or the Navigator-guided attempt to journey by water in Claedesbrim Bay.

THE LANDS

Composed of a series of volcanoes, most of them inactive, the Kaldsfang Mountains run east to west, forming a southern barrier to Quellbourne. Eternally snow-covered, they tower as high as 17,000 feet into the sky. Four of them stand in a row near the entrance to the bay; the outer two spires are especially tall and steep, giving rise to the fancy that they are the fangs of a sleeping ice-dragon whose mist-shrouded length extends back along the bay. In Seoltang, the trade language of the area, the names of the mountains are Rihtoth, Smatoth, Weytoth, and Lyftoth.



Further east rise the jagged reddish jumble of Rototh and the impressive spire of Hetoth. Last is Blototh, isolated on the high limestone plateau. Blototh spews forth steam and poisonous gases; sometimes its fires are seen at night, eerily glowing across the plain.

The Kaldsfang Mountains drop precipitously to the rugged southern coast, creating many inlets and promontories. Forests of oak, pine, and fir blanket the mist-shrouded slopes. Sparkling streams and waterfalls interlace the hillsides. Copper and tin are mined in the lower altitudes, and some silver is found in deposits near the tree line. A few gems can be plucked from old volcanic tubes. To find gold, eog, and laen, one must scratch for small amounts among the highest, steepest, windiest, and most treacherous slopes.

The eastern shore of Quellbourne is rimmed by a high, dry, windswept limestone plateau, sliced into sheer cliffs by the swift Colewaether River as it leaps down from the mountains. This forms an austere and formidable place to raise a fortress, a location chosen for the presence of eog deep underground. A range of hills, the Seolfar Strake, extends from the northeast and runs across the top arc of Quellbourne. These hills are rich in silver, copper, and tin. Gold is sometimes panned from the stream beds, but no one has ever found the mother lode.

The bony spine of the Seolfar Strake extends westward, forming large, misty, barren, rocky islands where the fierce northern cold is untouched by warm currents. Extensive seabird hatcheries take advantage of rich fishing grounds around the farthest reach. The mountains that rise from the sea to form the isles, Feortoth and Galtoth, are less than a mile high.

Thrust into Claedesbrim Bay, Trelkinaark is a hook-shaped island of rough, jagged peaks. It is not very productive but perfect for piracy, being tree-covered and holding many sheltered harbors.

PART IV

• FLORA AND FAUNA •

1 • FLORA OF QUELLBOURNE

The *Master Plant and Herb Chart* in Part IX summarizes most important flora. Some of the more significant plants are discussed below.

The volcanic slopes of Quellbourne, except for the limestone High Plateau, decompose quickly into rich soil. This soil is found in small pockets between substantial rocks, making agriculture difficult. Thick mosses band the areas within reach of fog or sea-spray. Along the southern shores loom thick stands of pine, oak, and fir, some trees leaning out precipitously over the bay. Oaks continue to grow at altitudes of about 1500 feet, firs to 2500, and the last gnarled pine stands 4000 feet above sea level. Some hardy bushes are found much higher, and the upper slopes are scattered with heathers and lichens.

The High Plateau is a badland with a few coarse grasses and shrubs. Seolfar Strake and the Feorich have isolated pockets of trees along the coast, usually where a stream tumbles down from the heights. Trelkinaark has much the same plants as the southern shores, though more sparsely. Some specific plants of note follow:

Windak. A coastal pine, the Windak is an excellent timberwood. Tall, straight, and easily worked, it grows abundantly on the lower slopes of the Kaldsfang. The windak is used for masts, spars, and hulls of ships.

Flaeshorn Berry. These berries are very nutritious (25 berries will feed one man for a day) and grow almost everywhere. The bright yellow berries are easy to find in early fall, and the briers are more annoying than dangerous.

Creeping Widow-wort. An insidious danger anywhere there is tree cover, this vine creeps slowly towards any warm object, its hollow spines filled with a deadly poison. If it reaches an animal, including man, the spines sink into the flesh and inject a fiery poison. (See Part IX for details.)

The Dreamer. Above the tree line is a strange hallucinogenic lichen known as the Dreamer, or Dreamdeath. In one form, ingesting the lichen causes extremely pleasant visions and is thought to be a restorative. In another form, terrifying illusions are experienced, and the result of the user's delirium is often death. The difference in properties is not detectable by any known test. It is thought to be due to altitude alone, with the higher altitudes producing the more benign form. Local gatherers suspect that some difference in the quality of light is responsible.

Bluestar. Growing high in the mountain peaks is the Bluestar, a small meadow flower that is eagerly sought. When boiled and applied to an infected wound, any infection will disappear, and the wound will heal. (Healing is at double normal rate for one day, and it may be reapplied daily for one week.)

Flimelar. A fine, light rope can be made from the Flimelar shrub of the High Plateau. The stems are so stringy that they can be knotted together to bear one man's weight in an emergency. If the fleshy parts are scraped or rotted away, the resulting fiber can be twisted into a long-lasting rope ten times as strong as hemp.

Bladderwrack. Bladderwrack is a staple all around the coast. An algae growing in thick mats, it can be gathered and pickled or cooked. Eaten raw, it causes cramps and vomiting.

2 • WILD BEASTS

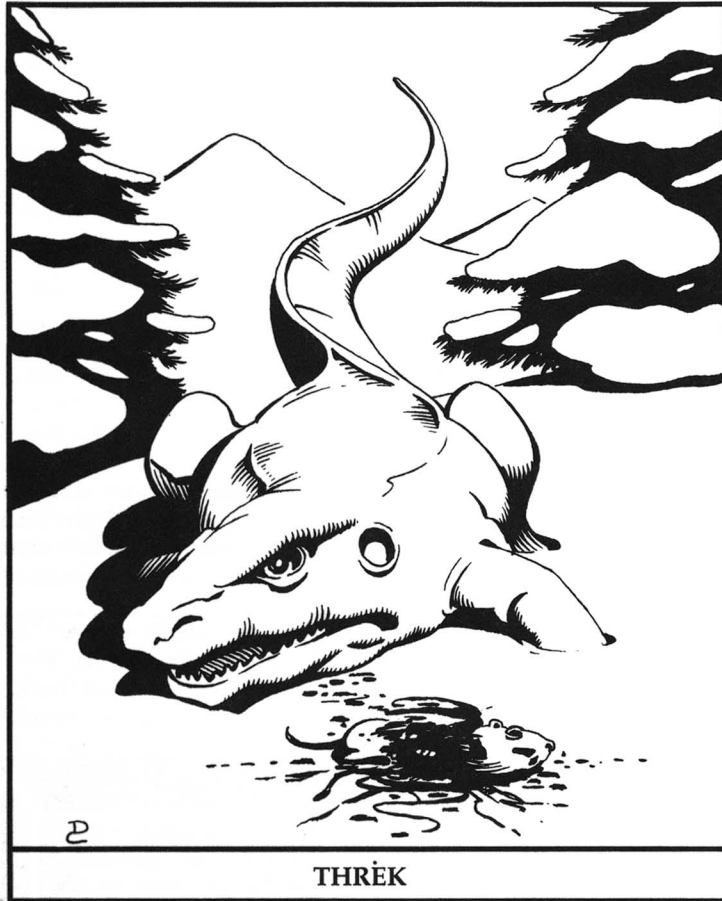
The *Master Beast Chart* in Part IX gives statistics for the more important animals. Some less familiar beasts are described below.

The mountains and coasts of Quellbourne abound in game. The people of Kelfour's Landing hunt Ice Goose and Mountain Hawk, each weighing up to 15 pounds, with boomerangs. They use bows and spears to bring down Rabbits, Haaries, and the Karnelin.

Karnelin. The Karnelin is an antelope, sure-footed and swift, found in the mountain pastures. It proves a dangerous prey, using two long horns to spear opponents. The Karnelin's thick mottled brown and white fur is valued for its warmth, but skinning the animal is difficult, as the hide tears easily.

Haaries. Tree-climbing rodents with sharp incisors and slender bodies, harries are more than two feet long. They are dangerous only if cornered, but seem to have a capacity for making mischief: biting through ropes that suspend food supplies, chewing through backpacks, and dropping acorns or small branches onto the heads of jumpy travellers. Their dappled fur is coarse and not much valued, but serves to make them almost invisible in the dim, misty forests.

Hudvaarks. Hudvaarks are large white seabirds. Awkward on dry land, they remain aloft for most of the year. In the spring, thousands of them gather on Feortoth Mountain to hatch their clutch of five small, edible eggs. While nesting, they are easy prey, although they will defend their eggs by flying at intruders. When cooked, the eggs are tasty and nourishing.



THREK

HUNTING ANIMALS

Any land as rich in game as Quellbourne will also be home to their hunters. Largest of those found in the area are the Wolf, the Great Brown Bear, the Mountain Cat, and the Threk.

Striped Veercat. The Striped Veercat is a small carnivore hunted for its soft, warm coat, which is vividly striped in black and rust-red and makes a warm winter coat. Not generally dangerous, it can be vicious when cornered.

Threk. A result of Zenon's wizardly meddling, the Threk is a warm-blooded lizard. In the last years of the Wizard's Council, he bred the reptile from the south for size and resistance to the cold. The beast is four feet long and omnivorous, eating anything it can find to generate the heat it needs to survive in the north. The Threk is active late into the fall, hibernating only in the coldest weather.

Tergon. Another monster set free by Zenon is the Tergon, a bone-white worm eleven feet long, that eats its way through the limestone of the High Plateau. It subsists on something it derives from the rock it grinds with its hundreds of rotating teeth and can track blood for miles.

3 • DOMESTIC ANIMALS

There are few domestic beasts in the land of Quellbourne, but for the horse, mule, and dog, which are summarized in the *Master Beast Chart*, in Part IX. Neither the Ice Kral nor the Trolls keep pets or beasts of burden, other than human slaves.

The people of Kelfour's Landing use a hunting dog, the Jarlik, which stands three feet tall at the powerful shoulders, and is similar to a Wolf. The gray pelt of the Jarlik, with faint darker stripes, is considered valuable.

Quellburn long ago imported giant sheep called Torkaan from the Mur Fostisyr, and in Kelfour's Landing it is once more being raised on the steep hillsides for both meat and wool.

The clerics of Hrassk have been gifted with the control of Giant Spiders. Four feet in diameter and black, with blood red web patterns on their backs, these spiders are more pets than servants of the clerics.

In the Gnolls' Stonehold there is a domestic goat, the Grotti, which provides them with milk, meat, and hair for cloth and ropes.

4 • SEA LIFE

Sea life abounds in Claedesbrim Bay. Fish, seals, otter, and whales are caught regularly by the local fishermen. (See the *Master Beast Chart* in Part IX.)

A small but growing shellfish industry catches the Great Spiny Lobster. It is five feet long, with claws up to one and a half feet long and sharp spines along its back. Difficult to catch, it is in great demand for its succulent meat.

The Bellacorn, an occasional visitor to these waters, is a sea monster. This huge beast has been described by the few survivors as looking like a lizard stuffed through a turtle shell. It advances on ships, bellowing loudly, causing panic and drowning out all attempts to restore order. A Bellacorn easily swamps boats up to thirty feet long, rising up under them or ramming their sides. Its scales and shell make the beast hard to pierce with weapons. The Bellacorn slashes any survivors with its long, jagged fangs, so that the blood will draw scavengers to the area. Then it eats the scavengers along with the panicky voyagers. If prey at sea is scanty, the Bellacorn has even been known to attack coastal settlements, coming ashore a few dozen yards on its wide flipper-like fins, a grotesque if terrifying sight.



PART V

• PEOPLES •

1• FORTUNE HUNTERS OF KELFOUR'S LANDING

The population of Kelfour's Landing includes the footloose and adventurous peoples of the surrounding lands. Each citizen follows his own habits and impulses. Most settlers are miners, trappers, coastal fishermen, and lumberjacks. There are also many merchants, hired guards, crafts people, and adventurers. Farming is rare, as the hillsides are steep and the pockets of soil are dashed and splattered with barren rocks. Direct sun rarely shines except during the summer dry spell.

POLITICS

The political structure of Kelfour's Landing reflects a series of compromises on the part of independent persons of varied backgrounds. A mayor makes the day-to-day decisions, provided they aren't too controversial. If he or she is felt to be "interfering", a town meeting of all Citizens is held. A replacement is elected and the badge of office, a Striped Veercat vest, is passed on. A wise mayor holds frequent meetings to allow all citizens to voice their opinions.

The mayor judges criminals with the assistance of three randomly selected guild chiefs. The mayor casts two votes, and if there is a tie, the mayor wins. Penalties generally include fines, the stocks, or public flogging. The most severe punishment is to be cast adrift on a raft, banished to the Feorich, the islands along the northern edge of Claedesbrim Bay.

CITIZENSHIP

Citizenship is earned by paying a fee and owning land within the town. Benefits of Citizenship include a voice in the town meeting, free passage through the gates, the privilege of renting the Moothall, and reduced rent at the summer bazaar. Citizens must serve three days per seventy-day month in the Militia, which supplements the core of paid town guards. Extra training is encouraged but not required. The exceptions to this universal service are: those wealthy enough to pay for the services of a reliable replacement, not to exceed three times per year; those who are agreed to be too ill to stand duty; and females with offspring under four years of age.

RELIGION

Religions are many and varied; residents of the Landing worship lesser gods as well as The One. Few sects are rich or numerous enough to afford a meeting place other than the Moothall or a private home.

2• THE GNOLLS OF STONEHOLD

Gnolls are a small people, standing about three feet tall, with brown skin, unremarkable features, and gray eyes and hair. Drab grays, greens, and browns are their colors in dress when they must appear on the surface. (They are rarely seen by other Mannish races.) Gnolls are a shy people.

The Gnolls of Stonehold under Hetoth Mountain retreated into their stronghold when Quellburn's Council of Wizards fell. There they continue to be ruled by a hereditary king, the "Great Gnoll," who in theory owns everything and distributes goods to the people.



GNOLLS

In practice many of the decisions rest with the oldest member of each family. The family heads meet with the Great Gnoll and have influence in proportion to their family's size and to the amounts of goods and services they offer to the Great Gnoll for distribution.

Stealth and secrecy are the Gnolls' primary defense. They do not have a large standing army, relying on an elite force of rangers, thieves, and warrior monks. Skilled masons work with tacticians to make their caverns easily defensible against almost any opponent.

GNOLLISH TOWNS

Each Gnollish town is different in layout and feel, as Gnolls prefer to work within existing underground spaces, changing them as little as possible. No more than 10% of any vein will they mine, so that the natural beauty of the underground remains. They take great joy in working in stone, metal, and gems, and fashion works of beauty rarely seen elsewhere.

GNOLL-CHILDREN

Gnoll-infants are carried around by working family members and later learn jobs in imitation of their elders. They are considered adults when they create a work that is too good to melt down.

WORSHIP

Worship is led by the family elder. They worship the Stone Father, Who raises mountains, and His sons, Fire and Water, Who create the Gnoll-homes. Especially beautiful grottos are chosen for shrines and are decorated with gifts of finely worked jewels and stone.

The daily fare of the Gnolls of Stonehold is mushrooms, berries, fish, and Grotti. Grotti (which are goats) are nurtured on mosses and lichens grown in large underground caverns. Grotti meat is generally served with mushroom wine and berries in Grotti-milk.

DAYS OF REST

A rest day is held every ten days. Every fifth rest day (that is, every fifty days,) is a fest day. Festivals involve bright colors, loud singing, dancing, and consumption of amazing amounts of musty mushroom wine.

THE GNOLLS OF STONEHOLD

Racial Origins: Legends say that the Gnolls were born of the stuff of the mountains, or that they were created by the Lords of Essence. Other myths report that Gnolls are a race of Elves or Men forced underground millenia ago. In either case they are a race separate from all the races of Men and live apart from all surface dwelling folk. The Gnolls have lived in the Claedesbrim Mountains (at various sites) for over 7000 years. In this time they have remained a mystery to men, seen rarely if at all.

Favored Ecosystem: Gnolls live underground. They prefer natural caverns found in mountainous areas, especially those with large deposits of gems and minerals. Other requirements are running water and surface vegetation that can be cut to grow mushrooms and feed Grotti. Gnolls prefer wooded slopes and alpine meadows.

Political Structure: The basic political unit of Gnoll life is the family. Each family is ruled by its eldest member, who answers to a hereditary king, the Great Gnoll. The Great Gnoll meets with the family elders every fifty days to discuss policies and matters of import. Elders act strictly as advisors in these meetings, but a wise king listens closely.

Social Structure: Marriage is outside the immediate family and is considered to last until death. Children are raised by both parents and carried in hip-slings and are taught the value of hard work very early, learning tasks by example. All Gnollish produce is considered either the property of the Gods or the Great Gnoll, and the Great Gnoll distributes goods to the people as needed. In practice the goods are placed in storerooms and taken as needed, although elders may adjust the distribution to keep things equal. Failure to contribute to the family is punishable by banishment. Theft is not a crime, for Gnolls own nothing of their own which could be stolen.

Military Structure: Although all Gnolls are trained in the use of weapons, the levy is rarely used. For most purposes the Great Gnoll relies on an elite force of Rangers and Thieves, organized in bands of four, two member of each class. A Gnollish town is further defended by elaborate traps built into the mountainside and the tunnels. All Gnoll-homes also have a secret back exit.

Currency: Gnolls do not mint coins. All goods are owned by the Great Gnoll. If nothing needs to be purchased or traded, who needs money?

Language: Gnollish soldiers and elders know Seoltang, although it is rarely used. Gnolls also use a language of their own, but it is never used with non-Gnolls and has never been translated. Gnollish repeats many of the sounds found in their caves; grinding rocks, dripping water, and the ring of hammers on stone.

Appearance: Gnolls stand 3' tall and have brownish skin, small features, and gray hair and eyes. On the surface, they dress in drab grays and greens, wearing loose cloaks over tunics and trousers. In winter they line their cloaks with Grotti fur to keep out the chill. Boots are of Grotti leather with low heels and sport little decoration.

Housing: Gnolls live communally, at least 10-20 sharing a single cavern. Other caverns serve as kitchens, workrooms, storerooms, and stables. Furniture is usually of stone and sometimes carved from the rock walls of the caverns. Wood is used when speed of construction, lightness, or flexibility are required. A wealthy tribe will make furniture of metal, wrought iron and burnished copper.

Diet: Gnolls eat Grotti or fish, the Grotti being favored. Hunting is rare, as Gnolls prefer to stay belowground, but patrols may sometimes return with venison or rabbit. Once a year the Gnolls go out to gather berries and rushes for the Grotti stables. A variety of mushrooms, moss, and lichens are grown underground. One of the lichens is ground to make a sort of bread and a mushroom is fermented to make the infamous mushroom wine. This wine has a heady, musty flavor that one must grow to love, and it is also quite potent.

Worship: Gnolls worship a triad of deities, the Mountain Father and His Sons, Fire and Water. Gnolls turn the most beautiful caverns they find into shrines and fill them with their greatest works of metals and gems. Worship is considered a private affair, each Gnoll going to the shrine on his own to meditate upon the wonders of the underground world.

3•THE TROLLS OF THE UPPER KALDSFANG

Trolls are semi-nomadic hunting creatures common to the Kaldsfang Mountains. Fearing and avoiding sunlight, they hunt at night and hide in caves by day. They live in family groups of six to ten, dress in ill-cured hides, and hunt in groups of two to five, using great wooden or bone clubs. Their diet consists of elk, deer, and Karnelin, sometimes varied with bear, wolf, or man.

Troll families avoid each other and are generally uncooperative except during the high feast of the winter solstice. Then they meet to trade goods (and partners) and to dance grotesquely in the dark of the moon. Little more is known about Troll culture, as they show even more hostility toward non-Trolls than toward others of their race.

TROLLS OF THE UPPER KALDSFANG

Racial Origins: Trolls originated as slaves of the Lords of Essence, adapted for strength and endurance. They were brought to the area of Quellbourne by the Sorcerer Zenon during his overthrow of the Wizard's Council. They have since settled in the high country around Claedesbrim Bay.

Favored Ecosystem: Trolls prefer heavily wooded hillsides and must be able to find caves to live in, as they do not build shelters. Trolls prefer temperate or cooler climes and despise sunlight.

Political Structure: Trolls do not form a nation or tribe; instead, they live in small family groups ruled by the largest, strongest male. When Trolls gather for any purpose, they are led by the strongest male. Gatherings of Trolls are, thankfully, rare.

Social Structure: Trolls "marry" for an indefinite period, usually five to ten years, but sometimes for life. A male Troll lives with his mother, a female with her mother or husband. All Trolls meet annually at the Dark of the World (winter solstice), a great feast where marriages are often reshuffled. Trolls have no legal system; disputes are settled by combat. Very little work is performed by Trolls, who prefer to take what they need from others. When work must be done, it is done by the weakest member of the family. Hunting is considered sport, not work.

Military Structure: As Trolls rarely form into war bands, they have no set military structure beyond the family. They always attack as a horde, charging forward screaming and waving their clubs. Only the very brightest Trolls understand the complexities of ambush, missile fire, and defense, and discipline can only be maintained in small family units.

Currency: Trolls do not understand the ideas of coinage or barter. Thus, their economy is based on "I want, I take."

Language: Trolls communicate through a series of grunts and hand signals, interspersed with fewer than 100 words. This language is

4•THE WORSHIPPERS OF THE SPIDER GODDESS

Hrassk is a thoroughly evil deity, a mistress of spiders and vermin. Her cult is small and confined (thus far) to an area on Smatoth Mountain, in the south of Quellbourne. Worship involves the sacrifice of humans (when obtainable) or other life, on the night of the new moon. Reduction Poisons are used and are milked from the sacred Giant Spiders on the eve of the sacrifice. (This is an eighth level poison which reduces all internal organs to jelly.)

Priests are granted a +5 to their resistance roll vs. poison, every second level. At tenth level a priest will often (60% chance) be given a Giant Spider servant from his goddess. The priesthood is not restricted as to race or sex. Robes are black with silver trim; a silver spiderweb is depicted on the back. Moonstones are sacred to the cult and are used in several ceremonies. (See section VII for more about the sacrifices of Hrassk.)

very blunt and easy to translate, which is convenient, because Trolls speak no other, preferring combat to chatter.

Appearance: Trolls are 8-10' tall and very broad. They are amazingly strong and bear claws on their fingers and toes. Trolls are covered with thick mats of black or brown hair. Their faces are extremely ugly with deep-set red eyes, broad noses and 2" long fangs. Trolls dress in ill-cured hides or pelts, usually as a loincloth or kilt, possibly with a short cloak. More elaborate costumes for festivals consist of a complete animal hide with the head intact. Weapons are clubs of bone, wood, or stone, or swords and maces stolen from more intelligent (but far less fortunate) creatures.

Housing: Troll families live in small caves. (A typical troll lair is described in section VII.3.) A family of Trolls usually consists of 6-10 individuals. Cave homes are rarely reworked by their inhabitants, although crude furnishings may be added.

Diet: Trolls are primarily carnivorous, eating Karnelin, Elk, Deer, and anything else they can catch. They consider both Man and Bear to be delicacies, avoid Wolf, and detest Kral. Meat is cooked over a fire in the cave. Trolls drink water, although beer and ale are enjoyed if they can be found.

Worship: Trolls worship the spirits of the animals they hunt and the forces of nature. A small portion of every kill is burned in sacrificial fire, although no prayers are said and no ceremonies are performed. Every year, on the winter solstice, Trolls gather to "Hunt the Spring." This involves a series of wild dances performed by Trolls costumed as beasts. No Troll leads the dance, which is a circle dance without discernable pattern. Each dance is begun spontaneously and is accompanied by the beating of clubs on rocks and trees. Anyone or anything approaching such a dance and observed by the Trolls will be asked to join the feast — as the main course. Wanderers are considered to bring good fortune, and each Troll family will be given a bone of the kill as a good luck amulet.



HRASSK

5 • THE MONKS OF THE TEMPLE OF SHAALJIN

Shaaljin is a Goddess of peace. Her followers believe that the Goddess will reward those who least disrupt this world. Thus, they spend most of their time meditating on the peace of Shaaljin. The only action taken by the monks is to gather food. They gather the smelly but edible seaweed Standool from the beach and take a portion of the shipwrecked cargo that an eddy of the Claedesbrim Current deposits on the shore. Their clothing consists of bits and pieces of cloth that have likewise washed ashore. They collect a few eggs from nesting Hudvaarks, if that can be done without much disturbing the birds. They do not farm, for that would disturb nature. They do not beg, for that would disturb man.

Their temple was built by spell-casters from Quellburn, who sought a retreat from city pressures among the peaceful monks but who were unwilling to share their habit of sleeping on bare, cold rocks. Monks now sleep on the floor of the temple.

The Monks of Shaaljin have always been a small group. Generally only those who feel great remorse over disruptive deeds of the past would join so strict an order. At present there are seventeen monks. The youngest is a 33-year-old man, while the oldest is an Elf of 700 winters. They have no leader, as a "leader" might disturb the lives of the others. Luckily there are few leadership decisions to be made. The Monks do not preach, for that would disturb the air. Nor do they pray, for that would disturb the serenity of the Goddess. The men do not shave, for that would disturb their beards. If asked, and if promised that large areas of land shall be given over to peace, they may act to counter groups that are causing large amounts of disruption. Of course, any "action" would be passive resistance. They would much prefer to be left alone, to continue their meditation in peace.

THE WORSHIPPERS OF HRASSK

Racial Origins: The Worshipers of Hrassk, or the Hrasskain, were originally refugees from the fall of Quellburn. Taking refuge in a cave, they discovered a Giant Spider killing members of their band. Unable to slay the spider, they began to bring it sacrifices. As these sacrifices became ritualized, they "tamed" the spider and its offspring, worshipping it as a manifestation of Hrassk, the Spider Goddess.

Favored Ecosystem: Hunter-gatherers, the Hrasskain inhabit wooded slopes. Their religious beliefs make it prudent for them to avoid other men, although lightly populated areas are ideal.

Political Structure: Five priests rule the Hrasskain. Each priest controls a different area of cult life, and together, the priests form a rigid hierarchy. A death causes all members below that point to move up one rank. There are always four acolytes to the priesthood, ranked by their length of service. Villagers are all considered equal. New acolytes are those who have served the priests most effectively.

Social Structure: Marriages are arranged by priests and are considered permanent. All disputes are settled by the priests. Disputes are rare; the priests may demand a sacrifice. All wealth is given to the temple except the minimum needed for survival, so trade is almost unknown.

Military Structure: All Hrasskain are trained in the use of obsidian spears and daggers. They usually attack from ambush led by the Mind of Hrassk or the Venom of Hrassk. Their weapons are

often poisoned. Aside from ambush, they use the tactics of a mob. Their fanaticism makes them fearsome enemies.

Currency: No currency is used by the Hrasskain. They do not trade with outsiders.

Language: The Hrasskain speak a dialect of Seoltang, although the priests use a stultified version of Quells, the language of the old Wizard's Council.

Appearance: Standing 5'4" to 6'0", the Hrasskain are a small people. They are fair of skin with blond hair and blue or green eyes. Priests wear black robes with silver trim and a silver web embroidered on the back. Moonstone jewelry is sometimes worn. Villagers wear the uncured hides of animals caught in the hunt. Their hair is often matted and rarely washed. They carry obsidian spears and knives whenever they leave their huts.

Housing: Priests and acolytes live in rooms in the Temple of Hrassk. The other Hrasskain live in thatched wood huts, generally of one room, with little furniture and no decoration. The entrances to all the huts are required to face the temple, and all natives must bow when they enter or leave their huts.

Diet: The Hrasskain are hunter-gatherers, which is reflected in a very diverse diet. Villagers donate the tastiest morsels to the priests.

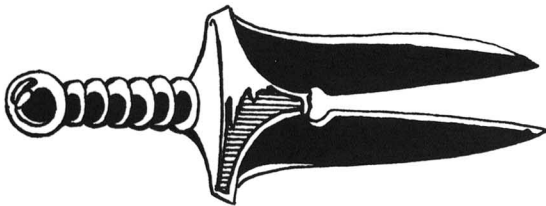
Worship: Hrasskain worship Hrassk the Spider Goddess. All Hrasskain are fanatically loyal to the priests of Hrassk's temple. This worship requires the sacrifice of various intelligent beings (or even of temple followers) as explained in section VI.3.

6•THE REBELS OF GALTOTH

In sharp contrast to the peaceful Monks of Shaaljin on Feortoth, the adjoining island of Galtoth is infested by the violent and destructive followers of Ruusak. This splinter group originated nineteen years ago when a young monk, Dom Kifis, bored with months of inactivity and light-headed from hunger, had a vision. He saw the Goddess Shaaljin arguing with a mighty consort, the God Ruusak. In the monk's vision, Ruusak stormed and blustered, raging that all life exists only by destroying something else, and that peace would never come until the mountains were cast down and the world was a featureless sphere. Hearing this, Shaaljin silently wept until she melted into tears and joined the sea. Ruusak then screamed in triumph and called upon all thinking peoples to join him in destruction.

On awaking from his vision, Dom tried to convince the others to join his new mission. Two were persuaded, but the others remained intent on their meditations. The terrible threesome tried more forcefully to persuade the peaceful monks to join them. Loud, one-sided arguments turned to escalating acts of violence, starting with the stomping of Hudvaark eggs and squabs and culminating in the bloody death of an unresisting older monk. Rebuked by the unnoticing serenity of the remaining Monks of Shaaljin, the rebels sailed away to the adjoining island of Galtoth. There they engage in trying to cast down the steaming mountain and to destroy all signs of life. (Ingesting plants and animals is considered the most thorough means of destruction.)

Twelve sailors have since augmented their numbers. Given a choice between conversion and death, they join enthusiastically in their new life. Births are especially welcome, as children are pliable converts to the Ruusak way of life. Wild celebrations take place at the birth or conversion of a new Destroyer. At night, the Destroyers huddle in one of the volcanic tubes scattered on the slopes, warmed by a hot spring where they also cook their food. Killing of fellow-worshippers is discouraged. It is felt that a living Destroyer is more effective in causing destruction than a dead one. However, they foolishly destroy all treasure, even magic items, that they find.



REBELS OF GALTOTH

7•THE ICE KRAL OF TRELKINAARK

The Kral are a fierce warrior race which raids settlements throughout the land of Quellbourne on fast square-sailed longships. The only honorable profession on the island of Trelkinaark is that of warrior; all other work is done by children and slaves. Loss of Warrior-status is a severe blow, but some older or crippled Ice Kral survive to become overseers of slaves or teachers of children. In either position they are harsh taskmasters. The only requirement for being a noble, or Warfarer, is the possession of longship and crew.

THE ICE KRAL

Racial Origins: Related to Sea Kral (see ICE's *Creatures and Treasures*, p.59), Ice Kral are normally found above the arctic circle on islands and ice flows. This group migrated to the Island of Trelkinaark after the fall of Quellbourne. They partook in the destruction of Quellburn at the behest of Zenon, and the island was their reward.

Favored Ecosystem: Rocky coasts and colder climates are preferred by the Ice Kral. They also have a great love of the sea and will not settle inland unless forced by a great power.

Political Structures: Ice Kral are ruled by a hereditary King, the oldest child ascending to the throne. Several noble families are led by Lord Warfarers. The only requirement for the title of Lord Warfarer is possession of a longship and crew. This results in a very unstable nobility, as each Lord Warfarer intrigues to increase his personal power and to prevent anyone else from obtaining a ship or crew. All other adult Ice Kral are warriors.

Social Structure: Males and females are accounted equals in Ice Kral society; the only distinctions are based on power and personal ability as a warrior. Slavery is common, but only non-Kral are enslaved. Each Lord Warfarer has absolute authority on his ship, and the king has absolute authority on land. The only social rules are deference to superiors, The Law of Battle, and the Law of the Duel. The Law of Battle is a complex honor system based on success in battle which serves to give rank to shipmates and to determine the division of prizes captured. The Law of Duel is a series of rules regarding challenges which determines how personal disputes and insults may be settled and the forms of combat allowed. These combats are not frequent and are usually to the death. Duels may not be overruled by any authority.

Military Structure: Ice Kral do not have a military as such: rather, all adult Kral make their living at war. Normally Kral serve the king for ten days in each 70-day month as guards, patrols, or as crew on the King's longships. In times of war, all Ice Kral serve the king and are organized into crews serving under their Lord Warfarer.

Currency and Economics: Ice Kral economy is based on barter. Kral do not trade with outsiders, and coinage is only accorded the value of its metal content. Goods are only produced by children and slaves. Other items needed by the Kral are taken in raids.

Language: When speaking to non-Kral, Ice Kral generally speak Seoltang, the trade language of Quellbourne, which they have learned from their slaves. Their native tongue sounds like a collec-

tion of clicks and whistles. Each crew speaks a slightly different dialect of the Ice Kral language, making translation by outsiders almost impossible. For communicating over long distances, Kral have a simple set of drum and whistle codes which all Kral are taught at an early age.

Appearance: Shorter than men and vaguely ape-like, Ice Kral stand 5'6" tall, with broad shoulders and long arms. They have long dexterous fingers capped by long nails. Their skin is a grayish-blue and their heads sprout thick white hair, which spreads across their shoulders and down their backs. They have piercing green eyes, deep-set under beetled brows. Ice Kral almost invariably wear leather armor and carry their great Kaltaans at all times. They disdain the use of shields as cowardly, preferring to carry a throwing dagger in the other hand. This dagger has been the downfall of many a rival warrior, as Kral are ambidextrous, and tend to throw the dagger under the guard of their opponent. Cloaks are common, usually of coarse undyed wool, although geometric patterns are sometimes dyed into cloth or armor. The most common patterns are complex knots and square-cornered spirals.

Housing: Ice Kral build in stone, and defense is their first purpose. High walls, arrow slits, secret exits, and traps are common in the homes of Kral Warfarers and in the homes of warriors as well. These defenses are often subtle, as Kral politics are rife with treachery and duplicity, making a neighbor often one's greatest enemy.

Diet: Kral are almost completely carnivorous and prefer their meat fresh rather than salted. Meat is usually cooked as roasts, although stews are common in lean times. They occasionally eat fish. There are very few spices in Kral cooking, and the preferred drink is cold water if captured ale and wine are not available. Breads and vegetables are considered food for slaves.

Worship: Only two deities are of importance to the Kral: Kralta'ain, a god of war, and Menachrahan, a god of the sea. Both are worshipped on shipboard, and ceremonies honoring each are conducted by the Lord Warfarer. The war god is by the offer of the heads of captives. The more valuable the captive, the greater its value as a sacrifice. The sea god is generally given 10-20% of the take from pirate raids, these items being ceremoniously dumped over the side of the ship into deep waters. If the raid is unsuccessful, 50-100 gp of treasure is substituted. Both sacrifices are considered necessary to prevent the loss of ship and crew, as the gods will take what is theirs whether it is freely given or not.



KRAL KING

The King of the Kral is a hereditary position but is frequently challenged. Each dynasty tends to last no more than three or four generations. Kings tend to be ill-tempered, martial, suspicious and brutal, like most members of their race.

ICE KRAL CHILDREN

All Ice Kral children, male and female, are trained in the arts of war from the age of four. Training begins with the young Kral learning to care for equipment. Then they learn to repair, make, and finally to use the tools of a raider. Most of the weapons known on Jaiman are used by the Ice Kral, but they favor throwing knives and the Kaltaan, a broad-bladed mace.

THE KRAL ECONOMY

The Kral economy is simple. Warfarers raid, then barter their prizes for the supplies needed to raid again. Parents receive the wealth from their childrens' labor, but the children barter as part of their training. Slaves are also a valuable part of the economy, doing most of the routine labor. They are chattel and no more. It is thought that slaves should be thankful to have their heads.

SERVICE

All adult Ice Kral are required to give at least 10 days each seventy-day month to their king as crew of his raiding ships, or as guards of the city, or at the watchtower of Keltinaak'est. This keeps the nobles subservient, for the troublesome can be sent on impossible missions. When a Lord Warfarer is serving his or her tithe, he or she will be appointed to a post of honor such as Lord Warfarer of the City Defense or Lord Captain of the King's Raiders.

RELIGION

Religion is simple. Worship is conducted by the Warfarers who offer captured heads to the warrior god and captured goods to the sea god. Warfarers failing to appease these deities will undoubtedly lose their ship and crew. Feast days occur after each successful raid and are noted primarily for drunkenness and brawling.

MILITARY MATTERS

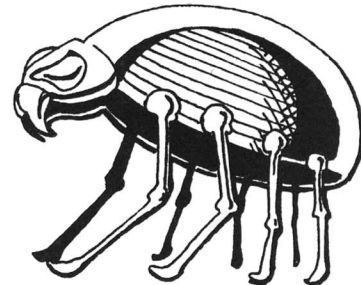
The Ice Kral have no military as such, other than having every adult trained in the arts of piracy and war and owing service to the king. The current king, Nelkinaak, has six longships with two full time crews, and a loyal bodyguard of fifteen.

8 • THE UNKNOWN PEOPLES OF QUELLBOURNE

Other, isolated groups are undoubtedly hidden in the silver mists of Quellbourne. Among others not noted below, these include:

- Outlaws and outcasts, pirates and smugglers, waiting for the memories of their faces and deeds to fade and the prices on their heads to be forgotten.
- Shipwrecked sailors building rafts for their dreamed-of escape, with tools they have salvaged or stone tools of their own devising.
- Temporary camps of the lawless Fustir-Gost, or Umli, joining forces for pioneering or before raiding warmer climes.
- Small hairy half-glimpsed things seen at night or perhaps created from the fumes of strong drink.

No one has tallied the total population of Quellbourne. Census-taking is neither a safe nor a well-paid position in the Land of the Silver Mist.



PART VI

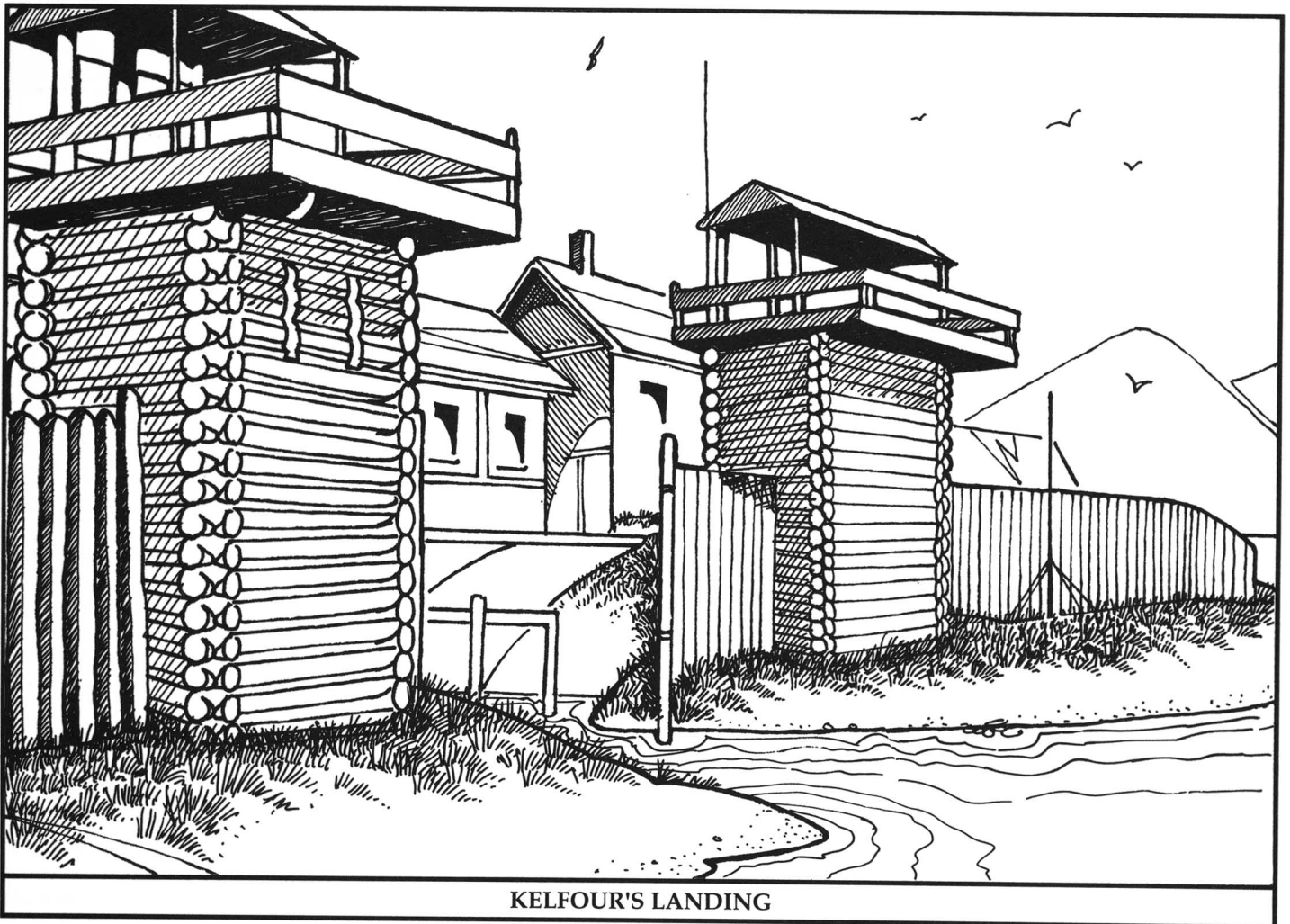
• PLACES OF POWER •

1 • KELFOUR'S LANDING

Kelfour's Landing is a small coastal town situated on one of the few flat areas of the rocky slopes that descend from the Kaldsfang Mountains to Claedesbrim Bay. The population varies from three to five hundred, but seasonal influxes of traders and trappers bring the total to over 2000.

The town is surrounded by a palisade of stout 12' high logs of oak and Windak. Two sets of gates of vertical oak logs, barred with iron, provide entrance by land or by river. Flanking each set of gates are two wooden towers forty feet tall and continuously manned by four guards, looking seaward to warn of Ice Kral raids.

The river gate crosses the river and allows merchants who pay the fees to dock inside the town. One copper piece is charged to all who enter either pair of gates, along with 5% of all merchant goods brought in and 3sp per night fee for docking within the walls. This money is used to support the full-time professional guards and the Militia, and to keep the walls in good repair. Armed guards are supplemented by members of the Citizen Militia, wearing leather armor and bearing short swords and daggers. Three groups of four are on duty at any one time, working eight hour shifts. Two of these groups patrol the town, and one mans the towers. These groups are doubled during the trade season.



KELFOUR'S LANDING

The town's buildings are all built of wood, rarely more than two stories high. The streets are narrow and rutted, and often blocked by merchants and criers. A large central square serves as a park for most of the year and as a bazaar during the seventy-day summer trading season. The wealthier shops cluster around the square, while warehouses and gaming halls hug the waterside. The rest of the town is mostly smaller shops and houses.

On the south side of the square stands a large rectangular building with a slate roof. This is the Moothall, open to use by any group or individual, as long as it is rented by a Citizen. A room to the side houses benches, tables, podiums, portable altars, and special items that regular users pay to have stored there. A fee of 5cp per hour covers the cost to the town for upkeep and administration of the hall.

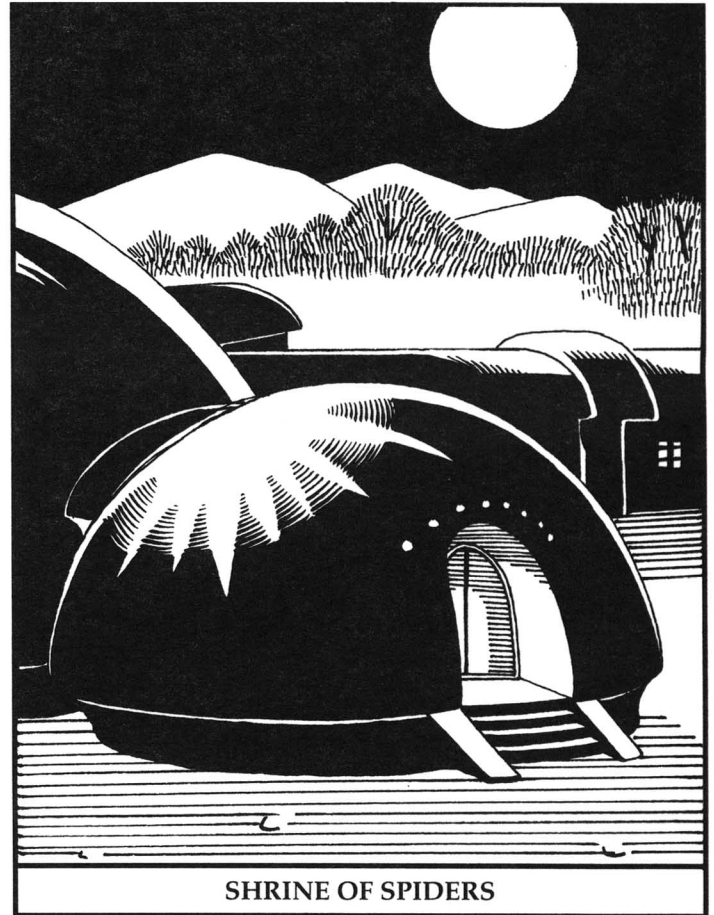
Prices in the town are high due to the boomtown economics. However furs, fish, and lumber are fairly cheap. (A list of prices in town is given in a table in Part IX.) These prices should be increased by at least twenty-five percent in the trading season.

2 • STONEHOLD, FORTRESS OF THE GNOLLS

The entrance to Stonehold is almost invisible, shielded by brush and shrubs. The brush that covers the hillside also conceals a well-guarded fortress. Poised above the entrance, a pile of boulders can be released by the Gnolls inside. Singly or in groups, these boulders crash down the slopes, crushing attackers. The slope is also riddled with small holes from which the Gnolls can fire crossbows with deadly efficiency.



STONEHOLD



SHRINE OF SPIDERS

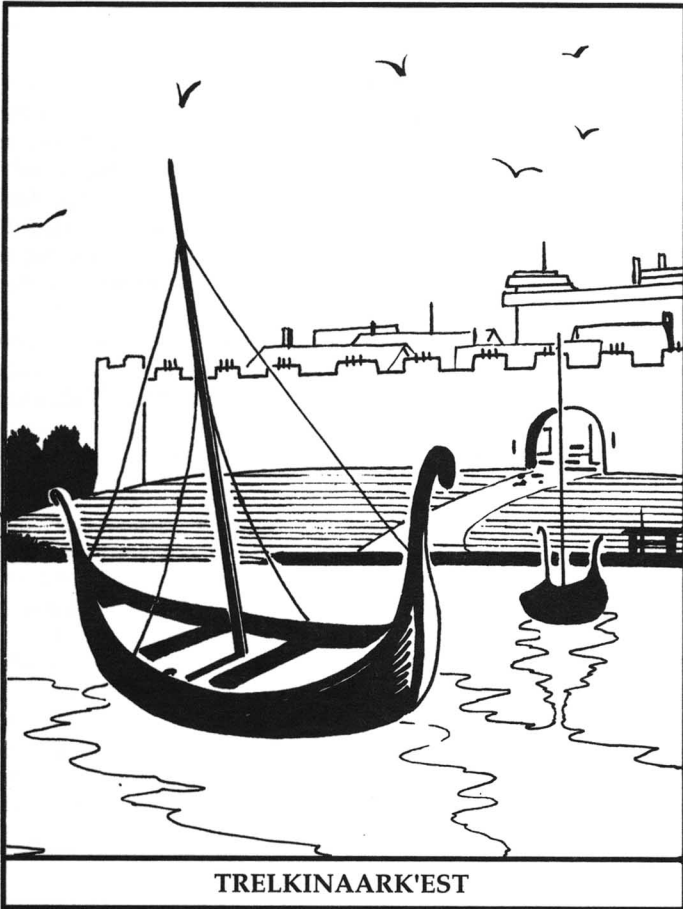
The entrance door to Stonehold itself is designed to look like the slope of the mountain and can be locked shut with a thick bronze bar. The door opens to reveal a long straight passage with several hidden pits. This hall opens in turn into a large cavern with several low walls to hide defenders. The open area before the defensive walls is guarded by a cache of boulders hidden in the ceiling. Four passages lead deeper into the mountain.

The four passages continue to branch as they stretch deeper into the earth. Tunnels honeycomb the mountainside, interconnecting mines and caverns which Gnolls have adapted as dwellings, workrooms, kitchens, warehouses, and gathering halls. Although some modifications have been made, the natural beauty of the stone has been left intact. This beauty is especially striking in the shrine halls, mines which have been worked only enough to display the remaining minerals to best advantage.

One of the largest natural caverns, about eighty feet across, serves as the Great Gnoll's Muster Hall. It is here that all 316 Gnolls gather for festivals or in times of danger. A secret exit from this hall leads for miles through the mountain, an escape route. This route has not been used for 160 years. Only the Great Gnoll, his heir, and the captain of the royal guard know of its existence, or how to avoid the 27 death traps along its length.

3 • THE SHRINE OF THE SPIDER GODDESS

The Shrine of Hrassk, the Spider Goddess, is a fine example of somber grandeur. Of polished black basalt, a great domed central chamber rises forty feet into the air. A large domed foyer and eight



TRELKINAARK'EST

long rectangular rooms extend from the main chamber, in the shape of a Giant Spider.

Above the main entrance are eight large moonstones, each the size of a grown man's fist, to represent a spider's eyes. The foyer is completely bare except for two candelabra. The floors are of polished black marble.

The main chamber is lined with black basalt. A web of red laen supports the ceiling. The center of the floor is dominated by a black marble altar that has red laen manacles anchored in the stone at the four corners. The spacing of the manacles suggests human sacrifice. The floor is black basalt with tiles of other dark stones showing images of death and pestilence. There are four exits along each side and torch sconces between the doors.

The exits from the main chamber lead to the Legs of Hrassk. Five of these "legs" hold the quarters of the priests of the temple, while the other three house acolytes, stores, the kitchens, prisoners, and the Giant Spiders. There are currently three Giant Spiders living in the temple.

The Servants of the Temple live in thatched wood huts and hunt and gather in the surrounding woods. The huts are not decorated, as all wealth goes to the temple. Servants wear the hides of their kills and carry obsidian weapons. They are not used as sacrifices if other suitable victims can be found. All are fiercely, almost hypnotically, loyal to the Spider Goddess, though this might change if the priests and their Spiders were removed.

4 • THE TEMPLE OF SHAALJIN

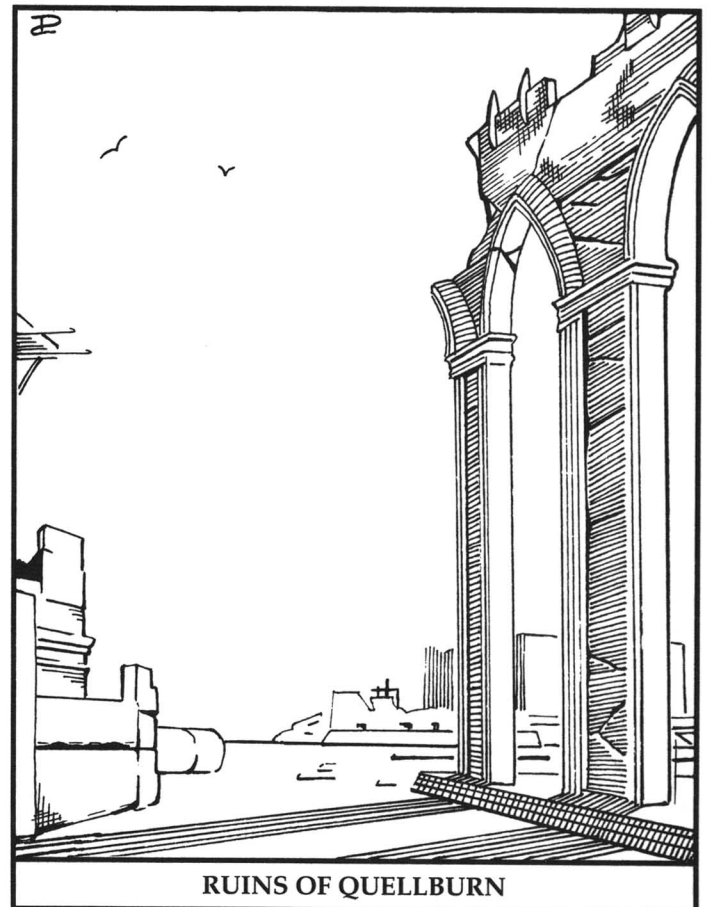
The Temple of Shaaljin is an eight-sided room, 13 feet high, with windowless double doors facing the four major compass points. Built with driftwood and roofed with shards of volcanic glass, the temple is not visually impressive. The floor is dirt. There are no rugs, tapestries, or other forms of art. There are no religious symbols, only eight walls and a roof.

All monks live in this one room. The only piece of furniture in the room is a large trunk which holds the magic items that the temple has collected over the years. These items formerly belonged to supplicants of the temple and are held here to prevent their magic from disrupting the world.

5 • THE GEYSERS OF GALTOTH

The Destroyers of Galtoth have not constructed any shrines or even shelters, since their god Ruusak requires tearing down rather than building up. They endeavor to cast down the very mountain they live upon, and to block the hot springs that bubble forth at several locations. In the process they have created several geysers which erupt at irregular intervals. One such geyser, Galraak, located just south of Galtoth's jagged summit, erupts in a dazzling twin plume on an almost daily basis. Stanraak, another near the base, has a strong sulfur stench and a reputation for dissolving any metals thrown into it.

One hot spring survives undammed in the volcanic tube where the rebels shelter at night. By common consent, this spring has not been destroyed.



RUINS OF QUELLBURN

6• TRELKINAARK'EST, HOME OF THE ICE KRAL

Trelkinaark'est is a small town, built for defense. Situated near the center of the Island of Trelkinaark, it is a walled town of stone buildings and cobbled streets. At least four Ice Kral longships, each with a single square sail, are in the harbor at all times. The most formidable building in town is the palace of the king, a stone fortress standing in the center of the town. Other nobles have large stone homes as well, and even the smallest dwelling is built for defense.

Many non-Kral are visible on the streets. Unfortunately, all of them — whether Men, Gnolls or Trolls — wear the studded leather collar of the slave.

7• QUELLBURN, THE CITY IN RUINS

The once-proud capitol of Quellbourne and fabled City of the Twelve Magi, Quellburn is a metropolis of ruins. The broken buildings are the lairs of Trolls, Bear, Wolves, and bandits. The only structures still intact are the great gates, the garrison barracks and armory, and the Citadel. All are places of power and danger, still holding the traps and guardians of the Twelve. If the adventurers can overcome these hazards they will be rewarded, for the most valuable treasures of the magi rest within the city.

The greatest "living" danger in Quellburn is Zenon. Having no memory of his former glory or goals, he wanders the Citadel thinking that he is the last servant of the great Council. He has not yet gained entry to the Lord Cleric's Purification Chamber. It is in this Purification that his memory would be returned to him, and his evil desires quelled.

PART VII

• PLACES OF ADVENTURE •

In this section, parentheses indicate information that the Game-master may want to conceal from the players.

1• THE STREETS OF KELFOUR'S LANDING

The small coastal town shelters from 500 to 2,000 ruffians, fur traders and trappers, its stout palisades forming a stern barrier to the eye of the interloper. The river flows through, and two gates open to welcome the adventurous party into the warmth and hospitality of the village built at the base of the sheer slopes of the Kaldsfang Mountains. Consult color insert map.

High points of any visit to Kelfour's Landing are detailed below. Adventurers looking to buy goods for a journey would be wise to bargain in the wild port-town. See Part IX.

1. Tyron's Arms. Tyron the Weaponsmith specializes in blades. Swords, daggers, knives, and axes designed for combat and for more peaceful pursuits fill the store. Ninety-five percent of these weapons are bronze; others are steel. Ferrous alloys are rare in Quellbourne.

One exceptional weapon stands out, a two-handed sword of white alloy with a Threk leather hilt and an ivory pommel. This sword was commissioned by Gerdar the Duelist. Gerdar has left the weapon with this challenge: anyone who can best him with a two-handed practice sword can have this prize. Anyone who loses must pay a "mere" 100gp. These contests are held on Five day in the town park, with Helmath the Healer acting as referee. Gerdar is a 6th level fighter, rank 12 in two-handed sword. (Practice swords are not well-balanced and are -10 to hit. Treat wounds as 75% minor and 25% actual: i.e., 75% will heal at twenty hits per hour while the other 25%

must be healed normally. Conduct the combat until one of the combatants is "unconscious" or submits.) [STR 18, DEX 14, SPD 3 PD 6, 5 levels with Great Sword. Practice Swords are -1OCV and do 6D6 Normal Damage (as great club).] News of Gerdar's offer and his latest success can be had at every inn and tavern. Gerdar has bested twelve warriors in the last eight months.

2. Beldreck's Gaming House. Beldreck's is an unpretentious wood three-story building. The first floor is one large room holding a bar, seven poker tables, five dice tables, four knife targets, and a wrestling pit. The knife targets can be rented at 3sp per half-hour, and betting will be conducted on the contests. Wrestling is held every second day, daily in the market season, and again bets are taken. Wrestlers are paid ten percent of the house take if they win, nothing if they lose. On all other games the house "take" is sixty percent. Therefore, if the characters place a bet they should roll percentile dice. On a forty or less, the gambler's bet is doubled. On anything else, the house keeps the bet.

Drinks are relatively expensive; the only foods available are salted nuts and spicy sausage.

A crier is paid to advertise Beldreck's every afternoon and evening and can be heard through the streets. For a sip or a copper, the crier will also whisper the favorite in the next wrestling match.

Most townspeople believe that the second floor holds offices, and the third floor is living quarters for Beldreck and the guards. This is only partially correct. (The second floor also houses a small but growing band of thieves. The band currently works in town picking pockets and stealing goods from out-of-town merchants. However, their interests extend beyond the town walls. Some particularly bright Trolls sell them information regarding which miners and trappers have been the most successful and where they

are going next. The thief-band quarters are always guarded by a sixth-level thief and two fourth-level rogues. Loot is kept in Iolan's warehouse and sold either to foreign merchants or at Dernik's Well Loved Goods. Both of these locations are detailed below.)

3. Iolan's Warehouse. This large three story warehouse is broken up into ten-by-ten spaces. Each of these spaces may be rented for 1gp each month. Three of the spaces on the second floor adjacent to Beldreck's are permanently rented to the band of thieves for 10gp per month. These spaces are connected to the gaming house by a secret door; the buildings meet at this point. The main door to the warehouse is always locked (*Very Hard*, -20) [-2 to Lockpicking Rolls] and guarded by a fourth-level rogue and three dogs. A passkey is required to enter, and identification — or a gold coin — must be shown to the guard.

4. Dernik's Well Loved Goods. Dernik's is a pawn shop. Dernik pawns things at fifty percent of their value and holds them for one month, redeemable for an extra ten percent. After that time, the price increases to a thirty percent markup. The items are available to anyone who walks in the door. Dernik's has an ever-changing variety of goods, usually cheap and often damaged. Frequently pawned goods include cloaks in summer-month and damaged tools.

(Dernik's other source of income is the band of thieves, for he also acts as a "fence." Again the items are not very valuable and are available for eighty percent of new value. Dernik makes a forty percent profit on stolen goods, and they are usually worn but not damaged.) Dernik himself is a third-level rogue and lives above his shop. He has a large poisonous cobra which he releases in his shop every night to discourage thieves and rats. The shop also has a lock (*Hard*, -10) [-1 to Lockpicking Rolls].

5. Kren Talog's. Kren Talog is a trapper/explorer who came to Quellbourne seven years ago in search of wealth and the Striped Veercat. On his first trip out he found a small abandoned village in the mountains. The village held some wealth and was the site of an abandoned copper mine. Kren sold a map of the copper mine to a prospector and moved into town. He is currently trying to sell a second map, which details a mine in the Feorich, but he has never been there, and no one has shown much interest. He is asking 40gp for the map, and haunts the inns and taverns, looking for a stranger to buy it. No one knows its true value. Kren Talog's Silver Mine is detailed later in this section.

6. Jarlik the Furrer. Jarlik makes his money by selling unusual furs and hides to traders from the west. (He does a little taxidermy on the side.) He has several Veercat, Bear, and Karnelin hides, but is short of Threk skins. He has posted a sign on his door, "Top Prices Paid for Threk Hides." His prices range from two to twelve silver pieces for an intact hide, depending upon quality of the hide and the bargaining shrewdness of the hunter. He will not fund a hunting expedition. This is the famous Jarlik who bred the local hunting dog which bears his name. (See Part IV, #3.) He does not trade in "Jarlik hides."

7. Sen Dalatin the Alchemist. The front room of Sen Dalatin's house is a small shop where one can buy Runepapers, Potions, and other items. (The price is three times normal.) Sen Dalatin will also recharge Staves and Wands (at similarly exorbitant prices.) He will pay ninety percent of the value for other magic items and will sell those that he cannot use.

Sen is working on a large order for Cheldar's Bathhouse. He is looking for three dozen "Dreamer" plants for potions of illusion, and will pay 25gp each for the plants.

8. Cheldar's Bathhouse. More than just a bathhouse, Cheldar's caters to luxury of every kind. Here a weary PC can find charming companionship, fine food, and strong drink. For the wealthy and jaded, there are even shows of illusion and phantasm. These shows cost 100gp and are for audiences of one to five.

Cheldar's always has six guards on hand, all fifth-level Fighters, whose main job is to see that the paid companions come to no harm. Private rooms have peepholes for the guards or clients.

9. The Raging Threk. The Raging Threk is an inn named for its owner, a man of fiery temper. He is clever enough to hire Keltos the Bard, who tries to keep the patrons quiet with tales of the Wars of Dominion and the "Ballad of Rame Kelfour."

Currently in the tavern is Lentarn, a Half-elven forester who is looking for a work gang to go up the River Rame and bring down a stand of Windak. The pay is not great, 5tp per day or 3tp per tree, at the worker's preference. The price per tree is for trees delivered to the port of Kelfour's Landing.

2 • STONEHOLD

Stonehold has been the home of the Gnolls of Kaldasfang since before the founding of Quellburn. It is well-defended and free of vermin and taller intruders. If an outsider should manage to pass beyond the first hall, he will find the path treacherous, as the halls are lit only by fungi.

The hidden entrance to the Gnoll's fortress reveals a remarkable series of caverns within the underground complex. Here, the 3' high Gnolls spend their lives, working the mines and guarding each other from aboveground wrongdoers.

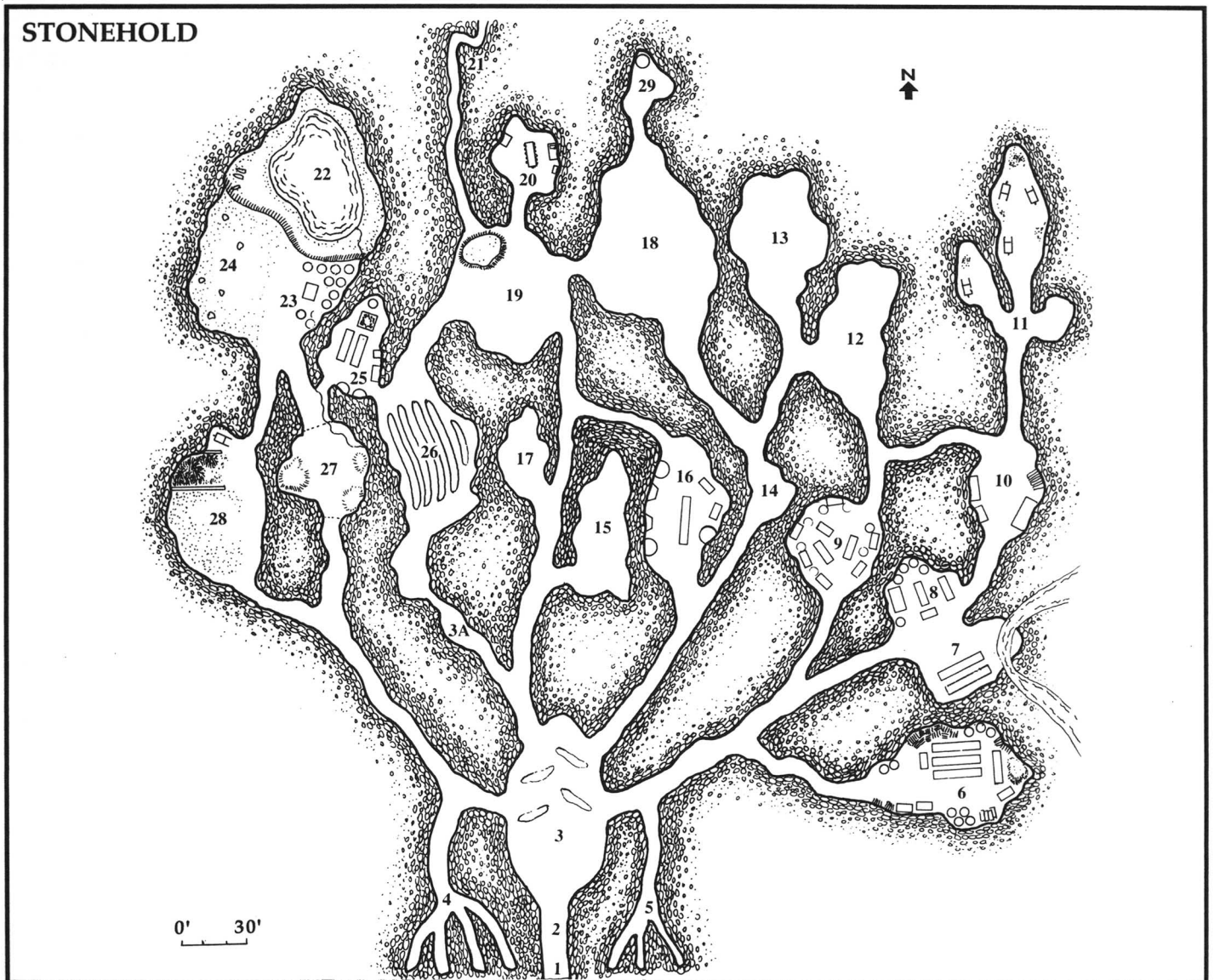
1. The Entrance. The entrance to Stonehold lies on a heavily brush-covered slope. The hidden door is 4' high by 5' wide and is designed to look like a rock outcropping. The door is barred from the inside by a heavy bronze bar.

2. Entrance Corridor. This 100' long corridor is 4' high by 5' wide, as are most of the tunnels in Stonehold. The tunnel is a round basalt volcanic tube, with the bottom foot filled in with packed dirt to make a level surface. Gnolls have placed four pit traps along the length of the corridor, *Very Hard* (-20) to detect [-2 to Perception Rolls to spot]. Each pit is 4' on a side and 20' deep. The traps are triggered when a weight of more than 80 pounds is placed on them. The covers of these pits close immediately, sealing in the unfortunate victims.

3. Main Hall. Most visitors to Stonehold never pass beyond this large hall. The four passages leading further into the mountain are always guarded by fifth-level rangers and are protected by a pair of portcullis designed to trap creatures weighing more than 80 pounds. The four low walls in the room are three feet high, backed by six inch ledges to stand on. They are designed to shield Gnoll crossbowmen when the hall is under attack. A strong trap door above the visitor's side of the hall holds back four tons of boulders and stones, enough to crush attackers and block the entrance passageway if the lever is pulled. The lever, situated at intersection 3A, is located above the reach of young Gnolls and requires the strength of two grown Gnolls to activate.

3A. Lever Intersection. (See preceding paragraph for information on the lever.)

4. and 5. Guardposts. These branching hallways end in small alcoves, each having one arrow slit overlooking the main entrance. Each alcove contains three crossbows, sixty bolts, and four wall-mounted levers. The levers control the release mechanism for the boulders poised above the outside entrance.



6. Storeroom. Formerly a copper mine, this large cavern is used as a storeroom. It has wide bands of green ore running through the walls in a wavy pattern. Seven cords of firewood, thirty-two Grotti fleeces, four kegs of mushroom wine, dozens of stone picks and axes, thirty crossbows, four hundred bolts, seven lengths of Grotti cloth, and fourteen bushels of dried berries are stacked neatly on shelves and on the floor.

7. Hideworks. In this cavern the Grotti hides are converted into armor and other useful items. Ten to twenty Gnolls work here. Low stone benches hold all the tools necessary for scraping, tanning, shaping, tooling, and otherwise working the Grotti hides. All the tanning is done in tubs beside the creek at the back of the cave. The creek leaves the mountains miles south of Stonehold.

8. Clothworks. Fifteen to twenty-five Gnolls produce and work cloth here. Along with the Gnolls, the room holds three pedal driven spinning wheels, two looms, several pots of dye, dyeing tubs, scissors, needles, and Grotti fleeces. To one side are patterns and forms for turning the goat-cloth into clothing. The dyes are of two sorts, pale and drab tones from mushrooms and meadow flowers, and flame colors and greens from lichens and minerals.

9. Jewelworks. Most Gnolls prefer to work in this area. Twenty to thirty of them can be found here at any time. The work includes the making of jewelry, art work, and religious offerings in jewels and precious metals. Some practical utensils are also made here. The cavern holds seven small forges, each with a workbench strewn with hammers, tongs, and small anvils. Gemcutting tools, grinders, and polishers are scattered through the room.

All Gnolls do some work here for religious purposes, forming items of great beauty. At any given time at least 1000gp worth of gems, materials and finished items are in the room.

10. Woodworks. Only five to ten Gnolls are found here at any time, as they prefer stone and metal for furniture and utensils. Here Gnolls make furniture, containers, and some weapons and utensils. The room contains workbenches, five cords of lumber, saws, lathes, planes, and other woodworking tools. There are no screws or nails. (Joining is done without them.)

11. Mines. These three chambers are active mines, worked by ten to twenty Gnolls. Gnoll miners are artists in their own right, as a tour of the mines will show. Here lie copper and tin, and the ores that have been left are beautifully sculpted, to best display twists and flows

formed by the mountain itself. The miners work with picks, hammers, chisels, and polishing cloths. Ore is moved in small wheelbarrows to the smithy.

12. Living Area. Forty-eight Gnolls reside here. Gnolls live communally, so the room is a maze of beds, trunks, tables, chairs, and playing young. About two-thirds of the furniture is made of stone; the rest is of wood. Many small stone and metal utensils are scattered around, including brushes, combs, needles, knives, and gamepieces. Gnolls do not store individual wealth, so no coins are kept here, only items of a practical or religious nature.

13. Storage. Furniture, pots, pans, mugs, bowls, barstock, and ore are kept here. Most of these items are either stacked or placed in barrels on the floor. A set of shelves is carved into the west wall on which are placed particularly fragile items.

14. Shrine. This shrine is dedicated to the Mountain Father and his Sons. Carved from a pocket of obsidian and quartz, the walls glisten in the torchlight. The altar is a plume of shining obsidian. Spikes and clusters of quartz protrude from the walls, while alcoves and ledges hold offerings in the form of goblets (three gold-trimmed goblets studded with gems, worth 10 gp each), obsidian-bladed daggers (five, worth 5 gp each), jewelry (six opal and gold rings worth 5 gp each, three gold necklaces worth 2 gp each), and sculpture celebrating the Gnoll-form in all its diminution. The sculpted art pieces are delicately wrought of tin and iron and studded with opals, quartz, and jet; each of the eight pieces is worth 1 gp and weighs 30-50 pounds. None is magic.

Three to five Gnolls can usually be found here meditating on the wonders of the mountain depths.

15. Living Area. Ninety-six Gnolls are housed in this living area, which is similar to room 12.

16. Metalworks. This smithhall is used for smelting and forging base metals and turning the ore into items of beauty. Four forges and two smelting kilns are in the room, as are eight large anvils, hammers, tongs, chisels, clamps, and other tools. worth 5 gp in total. Fifteen to twenty-five Gnolls work here.

17. Living Area. Twenty-eight Gnolls, mostly rangers and thieves, live here, so armor and weaponry are found among the other items. Otherwise this small cavern is similar to room 12.

18. Living Area. One hundred forty-three Gnolls live in this hall, the largest living area in Stonehold. The room is similar to room 12 in other respects.

19. Musterhall. The full citizenry of Stonehold meets in this large natural cavern to hear the words of the Great Gnoll.

A large platform of natural rock stands before the secret escape tunnel (see #21 below). From this dais, the Great Gnoll addresses his people. The shape of the cavern is acoustically efficient, the Great Gnoll can easily be heard throughout the cavern.

20. Great Gnoll's Cavern. Furnishings in this room are simpler than one would expect for a leader of 316 Gnolls. They include a small bed, a large table with twelve chairs, a trunk, and an armor stand. The table is for meetings with the family elders and holds a ledger recording the trade balance with other Gnoll tribes. Gnolls do not interact with the peoples of Trelkinaark'est or Kelfour's Landing.

The armor stand holds a Gnollish Full Chain Suit and a Pot Helm (both +15) [Def 8 (both Suit 8 Helm), but only -2 to Dex Rolls/DCV].

The trunk holds the hereditary weapons of the Great Gnoll. One is "Semtang," a (+15) [with +2 Accuracy] Military Pick; made of an

enchanted Steel Two blade and an oak haft, Semtang has four symbols inlaid in malachite on the haft. Touching these symbols while concentrating causes the following spell effects (double the effects in the hands of a Gnoll):

—*Shelter Finding* 3x a day [Detect Type (Shelter) at range — 256 x Range (1 mile) 3x/day]

—*Self-cloaking* 1x a day [Cloak, -5 to others' perception rolls 1x/day]

—*Traceless Passing* 2x a day [Treat as Obscure, -4 to tracking rolls (+1/2 limitation) 2x/day]

—*Passing Lore* 1x a day [Detect and Analyze Set (Beings who have passed within range of caster's location in past hr.), 16x extended range (32")]

Another is Preldog, a light crossbow of yew, enchanted to +10 [enchanted with +1 accuracy]. In the hands of a Gnoll it will also reload itself and fire silently.

Also scattered about the bottom of the trunk are 2316sp (for use in trade.)

21. Escape Tunnel. Access to this passage is through a secret door that is locked (*Extremely Hard*, -30) [-4 to Lockpicking Rolls] and trapped (*Sheer Folly*, -50) [-6 to Perception Rolls to spot and Lockpicking Rolls to disarm] with a Klytun needle trap. The tunnel is 3', 6' high, 4' wide, and runs for eight miles to a small vale high in the Kaldsfang. Along the length of the tunnel are twenty-seven death traps designed to stop all pursuit. These traps, all *Hard* (-10) [-1 to Perception Rolls to spot] to detect, include poisoned crossbow bolts, falling boulders, Lord Symbols, and others. No two traps have the same mechanism, trigger, or release, but all are intended to give the same result to the uninitiated — death.)

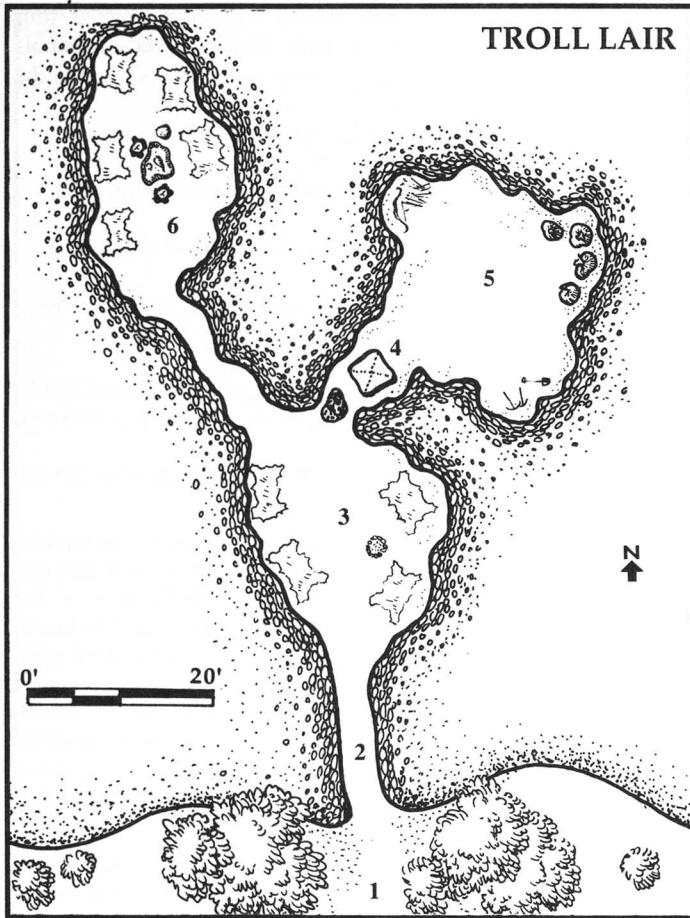
22. Lake. The dark, calm waters of this lake are fed by a drip from the ceiling and by a spring six feet above the surface on the north wall. The ripples arising from two sources criss-cross the lake and reflect off the walls, creating a pattern that is ever-changing and mesmerizing.

The lake empties into a small stream near the brewery. It is seventeen feet deep at its deepest point and well-stocked with fish, which feed on kitchen scraps. Gnolls fish the lake with rowboats and nets but prefer Grotti-stew to fried fish, so the lake remains well-stocked.

23. Brewery. Gnolls cherish mushroom wine, so four to six happy Gnolls work in the brewery at most times. The brewery has a large press, cauldrons for boiling the mushrooms, filters, barrels, and casks. Mushrooms are boiled in lake water and pressed to get all the juice out. The juice is then put into large oak casks to ferment. These casks are aged for seven months before the wine is ready. It is then drawn and filtered through the fibrous leaves of the Flimelar shrub and decanted into Windak casks until consumed.

24. Lichen Farm. In the days of the glory of the Wizard's Council, the Gnolls traded works of metal and jewels for five spelled stones. These stones are imbedded with Utterlight True, Three Times Daily, and allow lichen and moss to grow beneath the earth. The Grotti herd is kept here for about half the day and in their stables the other half. Seven or eight Gnolls herd the shuffling, grazing Grotti.

25. Kitchen. A natural chimney winds up from this chamber through the mountain to an inaccessible cliff, making it an obvious choice for the kitchen. Most of the cooking is done in a large fire pit. Soups and stews are made by placing hot rocks in cauldrons, while ovens are used for baking lichen bread. Most cooking utensils are of wrought iron or bronze, with wood handles. The work surfaces are all of natural stone, polished to a glossy finish.



26. Dining Room. Seven level ridges of stone run the length of this cavern. These ridges are used as tables and are flanked by stone benches and chairs. Meals are served three times a day for two hours each, but if a Gnoll is hungry at any time, something is always available in the kitchen.

27. Grotti Stable. The stable is fenced off so that the Grotti do not wander freely through the complex. A small creek runs through the room, providing water for the beasts. Rushes are gathered from the banks of surface streams to provide bedding. The bedding is changed frequently, and some odors filter into the kitchen and up the chimney; thus, the cavern always smells rank.

28. Mushroom Farm. This room is broken up into two sections. In the smaller area, waste from the kitchen, bedding from the Grotti stables, plants from the surface, and other wastes are composted into rich loam. This loam is then spread through the rest of the cavern and provides nourishment for several varieties of mushroom growing there.

29. Shrine. After the somber torch-lit basalt of most of the rooms and tunnels, the brilliant peacock colors of this grotto dazzle the eyes. Sculptured copper, nickel, iron, and lead ores are shaped to best display convoluted layers, folds, and twists of rock. The colors displayed are rich blues, greens, rust, and dull silver. The altar is a large burnished cylinder of bronze, topped by a burning oil lamp made from a huge hollowed-out sapphire. Light flickers through the sides of the precious stone. Offerings of gold and bronze inlaid with ruby, amethyst, emerald, and malachite glitter from niches and crannies (worth a total of 10,000 gp). In the wavering light they seem

like living presences. None of the items is enchanted, although many of them are priceless, being the best the Gnolls have made over the centuries.

Young Gnolls often worship here, praying for the skill to make their first masterwork.

3 • A TROLL LAIR

All Trolls are ugly, venal and brutal and of necessity, live with other Trolls. The lair detailed below represents the home of a typical Troll family which has not yet branched into a clan, or a group of extended families. Tidying up after oneself is not required or even desired.

The lair of Mergrek and his family houses eight Trolls, who do not modify existing caverns but merely bury them in filth.

1. The Entrance. The entrance to a Troll lair is usually cloaked in berries, such as Flaeshorn. The thorns of these shrubs do not bother the Trolls, and the berries add to their food supply. More intelligent Trolls will hang pieces of metal from the bushes, to clank together and so warn of intruders. Mergrek has the bushes — but neither the brains nor the metal alarm system.

2. Hall. This short stone passageway leads to the main chamber of the lair.

3. The Main Chamber. The crude and broad main chamber is the home of four young Trolls. Trollings use elk and deer thigh bones as clubs, and sometimes play bruising games using skulls as balls. Beds are of old leaves and uncured hides. The Trolls cook here and store haunches of smoked meat. The cavern is dark and filthy, and there is rarely anything of value in it.

4. Trap. The entrance to the treasure chamber in a Troll lair is always protected in some way. In this case, the treasure is in a separate cavern and is doubly-guarded. A 600 pound boulder blocks the tunnel itself, and a pit covered with grayish brown leather sits beyond the boulder. The pit is thirty feet deep but *Easy* (+10) to detect [Pit is 5" deep, +2 to Perception Rolls to detect].

5. The Treasure Cavern. The treasure cavern is as filthy as the rest of the lair, littered with leaves, twigs, and bones. Among litter lie four large leather sacks. These sacks contain two Great Brown Bear hides, two wineskins full of sour wine, a potion (of Blood Stopping True), 487tp, 263cp, 128sp, 5gp, and a (+5) Battle Axe [Does 2D6 +1]. Also in the room are three picks, twelve arrows, one composite bow, and one shovel.

6. Mergrek's Quarters. This chamber provides living quarters for the adult Trolls in the family. These are Mergrek, his mother Ningurk, and his two wives, Riktruk and Prentik. (Mergrek hunts with his wives and his two eldest sons, so these five are eighty percent likely to be away at night.)

The pallets in this room have more hides than those in the main chamber. A flat stone serves as a table and holds a haunch of meat and a copper goblet. Two stumps and a rock are used as chairs.

4 • THE SHRINE OF THE SPIDER GODDESS

The gloomy but grand temple of the Worshippers of Hrassk instills awe and a healthy dose of fear into first-time visitors to the cult's cultural center. Second-time visitors are rare. Even spider-lovers will be hard-pressed to feel at home here, in the temple dedicated to blood sacrifices.

Set in a small clearing in a pine wood, the Shrine is surrounded by the huts of Hrassk's Servants. Strangers are attacked without warning, chained in the temple, and sacrificed when the moon (and Karamon) calls for it.

1. Huts. Thirteen thatched huts used by the Servants of Hrassk face the shrine. If any of the nineteen occupants sees an unfamiliar face, he will try to capture the stranger for later sacrifice. The Servants are all normal humans, fighting with obsidian spears.

Hut contents are scanty. Total possessions of the Servants are: twenty-three obsidian knives and spears, two sets of flint and steel, three 5-gallon cookpots, and a few hides for clothing, altogether worth next to nothing.

2. Exterior. The entire shrine of Hrassk is built of black basalt polished to a mirror finish. Iron-bound oaken doors open on the entrance hall. The doors are plain and unadorned. Eight moonstones, each the size of a man's fist, are set in two rows of four above the entrance.

3. The Entrance Hall. The hall is black basalt lit by two elaborate, scrolled candelabra with eight candles apiece. The floor is teak. (This room is always manned by one priest and two Servants from the huts.)

4. The Central Chamber. A large basalt dome 110' in diameter and 40' high forms the imposing central chamber of the Shrine of Hrassk. The ceiling is supported by a web-like tracery of red laen. Candle sconces are positioned at each of the eight exits to the Legs, and four candelabra mark the corners of the altar.

The altar is a black marble block rising 4' from the floor in the center of the room. The sides of the altar are covered in bas-relief in the images of spiders and vermin. Atop the altar are four red laen manacles sunk partially into the stone. The basalt floor has inlaid tiles depicting the death of creatures by poison and pestilence.

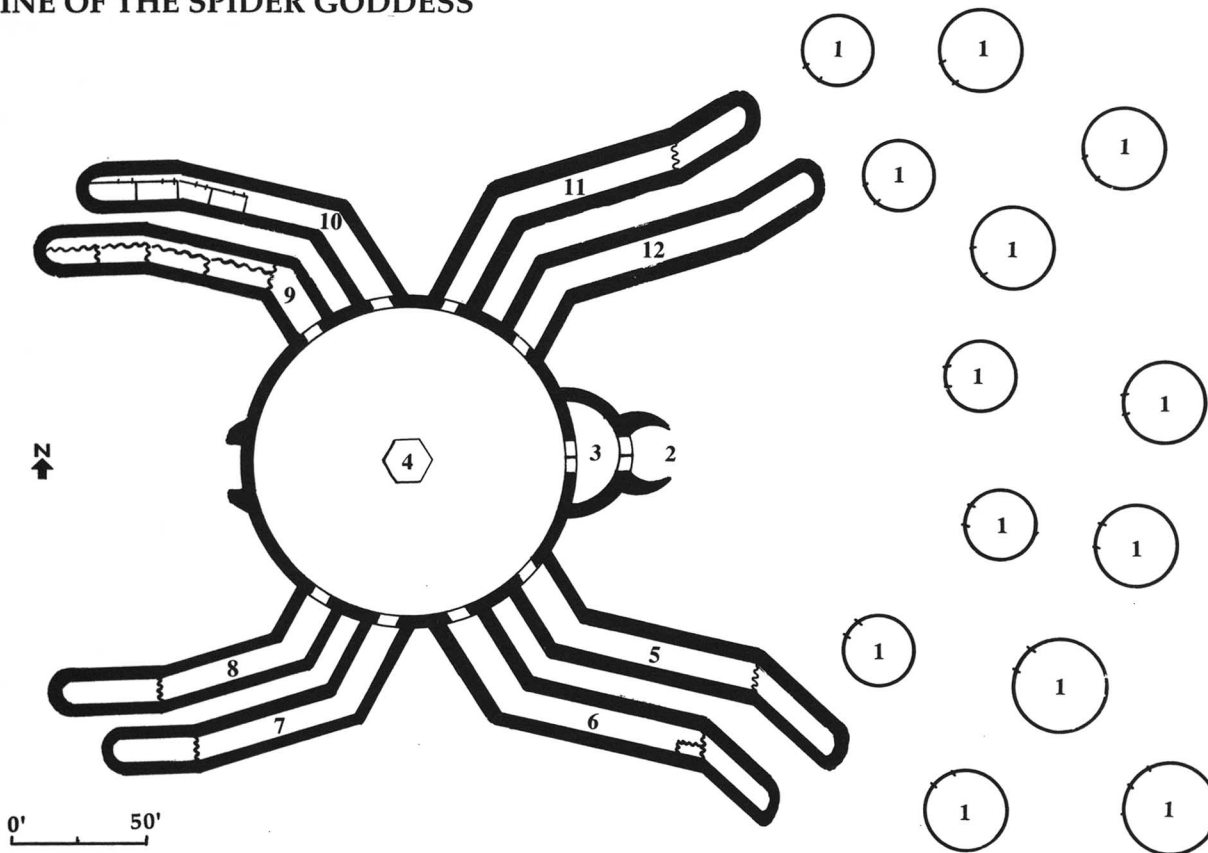
5. The Leg of Valtar. This long, corridor-like room is the Leg of Valtar, High Priest of Hrassk, a 12th-level cleric. The outer room holds a desk and three chairs. The walls are covered with murals depicting the power of Hrassk. The desk is locked (*Easy*, +10) [+2 to Lockpicking Rolls] and holds records of tributes paid to the shrine. Valtar carries all of his personal wealth.

The curtained area contains a bed with satin sheets, velvet covers, and an embroidered Ice Goose down pillow. Under the pillow is an elegant stiletto worth 50 sp. Under the bed is a vial of spider venom. (See *Master Plant, Poison, Herb Chart* in Part IX.)

6. The Leg of Trandel. A long, narrow room, this is the leg of Trandel, Fang of Hrassk. The main room is decorated in red velvet and crystal, with a full length gilt-framed mirror, two soft chairs, and a low table of polished Windak. The curtained alcove in this Leg holds a simple bed covered in wool blankets. A smaller curtained alcove is full of elaborate ceremonial vestments worth 10 gp to the right, twisted cleric back home.

7. The Kitchen and Dining Room. The main chamber of this leg holds a large open fireplace, a stone oven, a wooden worktable, and a dining table with 5 plain wooden chairs. The alcove contains deep shelves holding all manner of food and supplies for nourishing the bodies of temple members.

SHRINE OF THE SPIDER GODDESS



8. The Leg of Faeldin. Faeldin, Eye of Hrassk, lives in this Leg. The main chamber includes a large trunk full of maps and descriptions of the surrounding areas, an ornate wooden chair, and a black marble statue of the spider goddess with moonstones for eyes.

The alcove contains a rather large bed covered in rich brocades. On the wall are three cloak hooks, one each for ceremonial, hunting, and daily cloaks.

9. The Leg of the Acolytes. Here are the cells of the four acolytes of the temple, the Feet of Hrassk. Each cell is curtained in black and holds a small bed and a single wall hook. There is one plain wooden chair in the antechamber.

10. The Leg of the Victim. This is the only Leg with stone internal walls, for it houses the cells for prisoners of the temple. These cells have basalt walls and iron-bound oaken doors. Manacles are set into the walls of all the cells but are rarely used, as the sacrifice should not be damaged. The cells currently hold two Ice Kral, a merchant from Kelfour's Landing, and a Gnoll. All seem dazed from drugs and fear. (They will recover if given three days of rest.)

The rest of the Leg is the home of the cleric's pets and servants, the Giant Spiders. (These fearsome creatures are described in the *Master Beast Chart* in Part IX.)

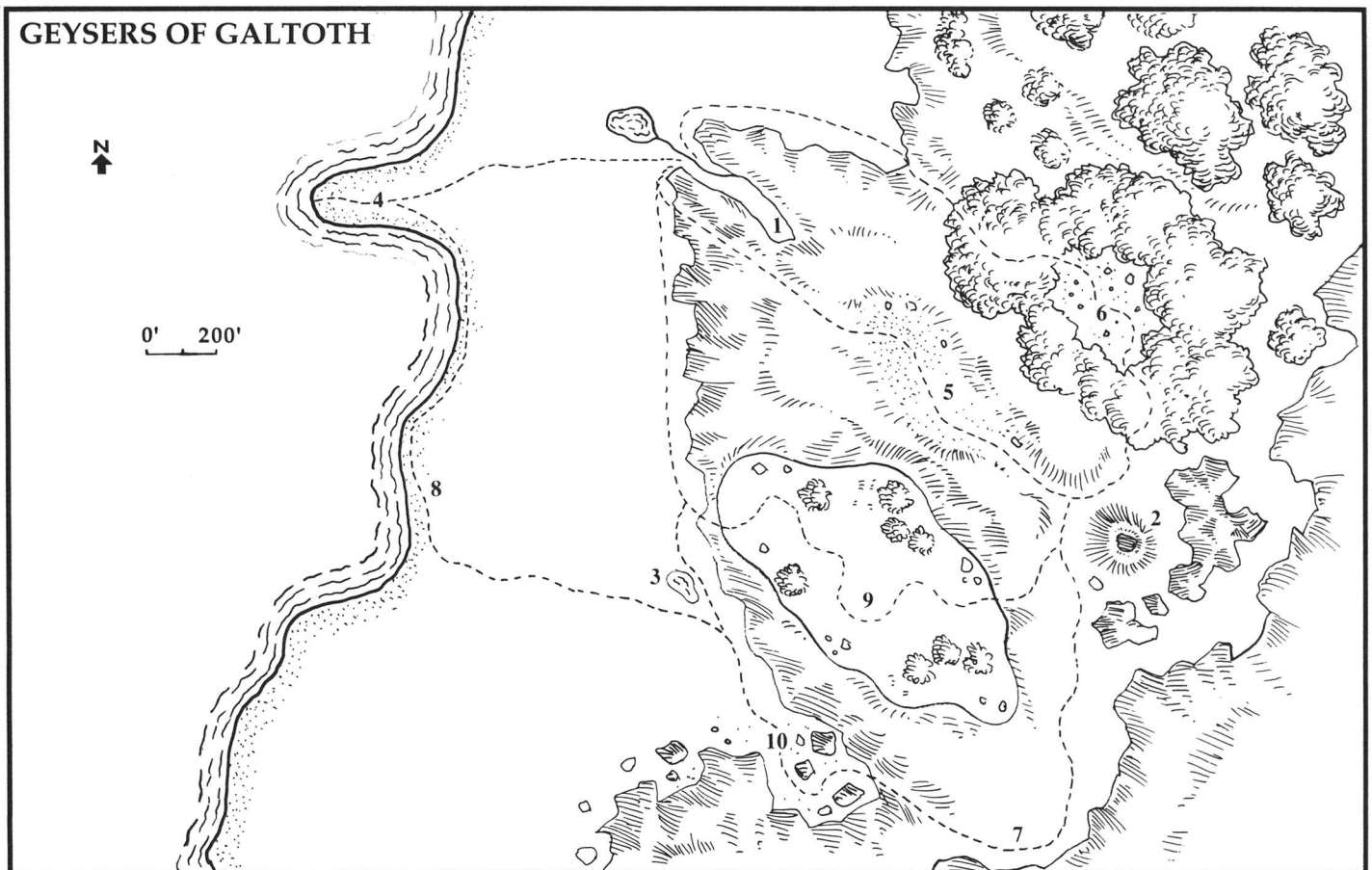
In a small locked (*Medium*, +0) cabinet are the temple's cult objects. These include the sacrificial Twin Bladed Obsidian Knife (enchanted to +15, it will poison its victim on a roll of one on a d20. The poison is a 7th level reduction poison.) [+2 accuracy. Will Poison Opponent if 1/2 or less the to hit number is rolled on any strike. Poison is 2D6 CON and 2D6 BODY Destruction], six crystal decanters of spider venom, ropes of spidersilk for binding victims,

and the Gold Spider Helmet the victim wears. The helm appears to be a golden spider resting upon the head of the victim. Obsidian fangs prick the neck of the wearer; the helm has the effects of a *Calm I* (Channeling Calm Spirits) [4D6 Dominate, no range, pacify target only (+3/4 limitation)] spell and can only be removed if the curse is lifted or the victim dies.

11. The Leg of Karamon. Karamon, Mind of Hrassk, lives here. It is Karamon who plots the raids of the temple guards on the isolated miners and trappers in the area. The alcove contains a simple bed with a small nightstand. The nightstand holds a candle and a scroll describing the Troll population of the area. The outer area holds a desk, chair, and a large trunk. The desk holds papers describing the temple troops, plans for attacks on certain camps, and a book on military history. The trunk contains a +15 kong knife, a bronze breastplate, leather greaves, and a bronze shield [with +2 accuracy].

12. The Leg of Askylor. This Leg is used by Askylor, Venom of Hrassk. Askylor is the enforcer of Hrassk's will among the people of the temple. It is he who assures loyalty and deals with the treasonous, through drugs, torture, and sacrifice. His room is sparsely furnished with a small bed, a wooden chair, and a plain table. (he large knobs on the chair look out of place, and in fact they screw off to reveal vials of Kaktu and Hith-i-Girith)

Askylor's weakness is his love of fine tapestry, and this weakness is revealed in the four works hung on his walls. Two depict Hrassk striking the treasonous, one is of a hunt for wild boar, and one is of a large and bloody battle. All of the tapestries are valuable and are the total sum of Askylor's wealth. These tapestries are worth 2gp each.



5•THE GEYSERS OF GALTOTH

Powered by natural hot springs, the famed Geysers of Galtoth spout and froth year 'round, although only one poses any threat. The Destroyers themselves, fanatical devotees of ruination, are more dangerous; anyone who opposes their determined struggle to destroy the mountain upon which they live may pay for it with his life! Less martial adventurers will be invited to join the Destroyers and to smash and discard all of his belongings.

1. Lava Tube. The Destroyers of Ruusak shelter their miserable selves here. A lava tube two hundred feet long burrows into the mountain without branches or caverns. The Destroyers have no personal possessions, so the only feature of note is the hot spring. The spring is located eighty feet back into the tube. The spring reaches a temperature of 230°F and is used by the Destroyers to cook their food. They throw seaweed, fish, or meat into the water and drag it out with sticks.

2. Galraak. The Galraak geyser formed when diggings around a hot spring collapsed. The Destroyers come here occasionally to dig at the rocks around the geyser, rooting for tubers or buried treasure to destroy. Galraak erupts every twenty to thirty hours, spewing water superheated to over 230°, so exploring the area may be dangerous.

3. Stanraak. Stanraak has a strong sulphur smell and empties into a large pool. The pool is actually strong sulfuric acid that will dissolve most metal items placed in it. The water is cloudy and yellow. The Destroyers have not noticed that not all metal items dissolve in the bubbling pool. Undissolved items include 6gp, 137sp, and a Ring of the Left Hand (allows the wearer to use his left hand as effectively as his right).

4. Promontory. This small promontory is a monument to the Destroyer's labors. When a rock or stone is pried loose from the mountain, it is carried here and dumped into the sea. Nineteen years of stones have resulted in a 263' long spit of land. At high tide the spit is completely submerged.

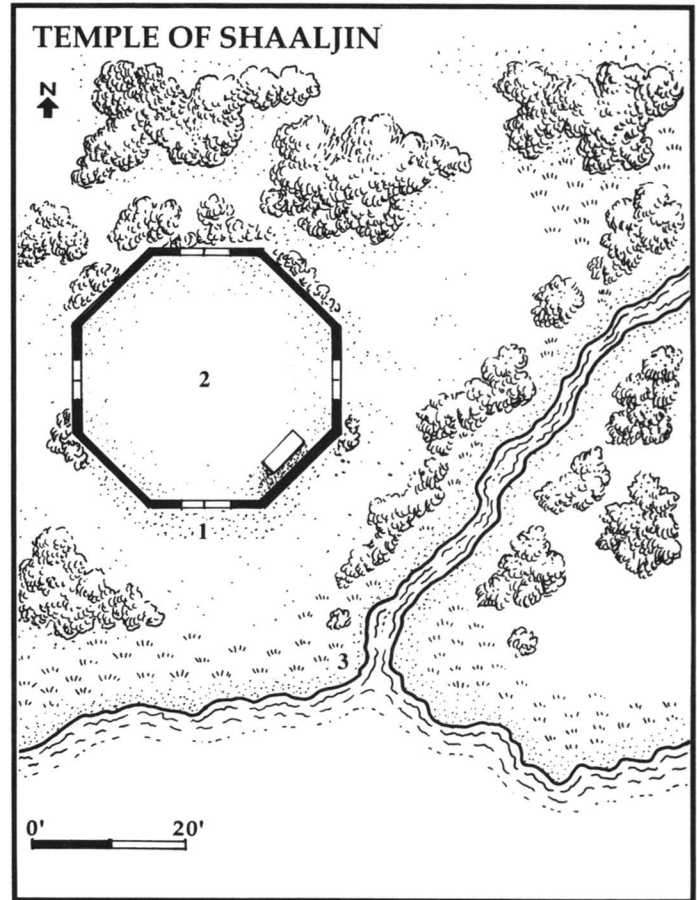
5. Sandworks. Three of the Destroyers make sand. They bang rocks together until they have reduced the stones to a fine powder. The sand is then carried to the promontory and cast into the sea.

6. Lumbering. Here a large stand of Windak is being cut down by two Destroyers. Working with stone tools, they laboriously hack through the trunks of the trees. When one of the trees is cut down, a rare occasion, it is cut into manageable pieces, carried to the promontory, and cast off. Some pieces are used as prying levers, but eventually they splinter and are consigned to the sea.

7. Boulder Drop. Four Destroyers work here prying boulders loose, using large branches as levers. The freed boulders often bounce down the slope, causing destruction. If they can be lifted, they are then carried to the promontory and cast seaward. If not, the boulders are pushed into the sea wherever possible. This is the most successful "operation" of the cult. Every splash raises hearty cheers of destruction.

8. Food. The cult gathers much of its food in this cove. A large mass of Bladderwrack grows close to the shore, which also shelters many fish and shellfish. This area has been heavily, even destructively, harvested, but the Bladderwrack grows back quickly.

9. Hunting. Four Destroyers have littered the ground with pits, deadfalls, and other traps, to reduce the wildlife in the area. This also increases the food available to the cult. The area is very dangerous,



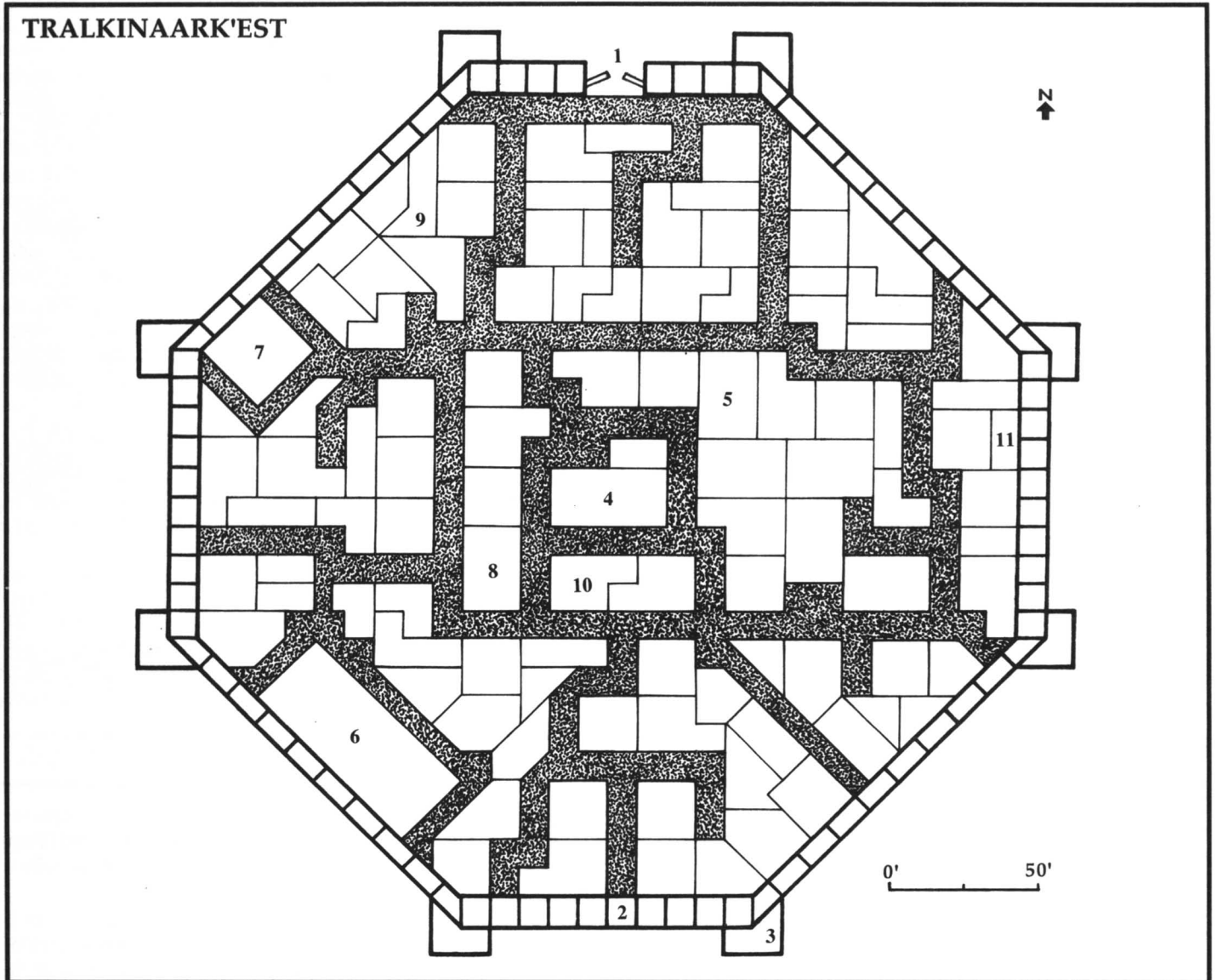
and unescorted characters are 60% likely to trigger a pit trap each third round. Such traps are Medium (+0) to detect and avoid [Traps are triggered on 11>, and are, of course, +0 to Perception rolls to detect and avoid].

10. Tunneling. Two Destroyers have decided that the best way to cast down the mountain is to damage its foundation. Thus, working with wood prybars and stone picks, they dig into the side of the mountain. With inefficient tools, they have managed to dig sixty-two feet into the mountain.

6•THE TEMPLE OF SHAALJIN

Built upon the remote island of Feortoth, this simple octagon is home to the unworldly monks who live here, shunning all material pleasures and goods in pursuit of spiritual perfection. In keeping with their beliefs, nature has been allowed to go her own way; wanderers are generally ignored, although a quiet word of reproof may be whispered to the occasional rambunctious intruder. The monks are as much admired as scorned in most ports and villages.

1. Entrance to the Temple of Shaaljain. Four pairs of wooden doors to this temple face the four points of the compass. The doors are of wood with a simple latch. Each door is 6' tall, 4' wide, and 4" thick. The walls are overgrown with a twisting vine that the monks have not pulled down. The north door is held shut by sturdy vines; no attempt has been made to open it. There is no chimney or smokehole, for the monks eat their food raw. The roof rises to a point, upon which is a carved wooden compass.



2. The Interior. The shrine is simple. The walls are undecorated wood, without tapestries or hangings. The floor is the dirt of the island, packed down and worn smooth by the passing of the monk's feet. The only furnishing is a large trunk 4' by 8' by 4'. The trunk is locked (*Very Hard*, -20) [-2 to Lockpicking Rolls] and trapped with a poison needle (*Hard*, -10) [-1 to Perception/Lockpicking to notice/disarm] which causes 24 hours of sleep but no permanent damage. This trunk holds all of the magic that the monks have gathered. The hoard includes a (+15) Long Sword [+2 accuracy], a (+10) Dagger [+1 accuracy], and a Gold Ring (+2 Mystic Spell Adder) [treat as +1 aid to magic roll]. Also inside is a sack containing 237gp and 1837sp. The rest of the hoard was destroyed by the followers of Ruusak before they left for Galtoth.

3. Outlet of Gen Da'al Creek. This outlet holds a large bed of shellfish and seaweed. Here the monks gather most of their food. There are berry bushes along both banks of the creek and several kinds of fish which the monks gather with dip nets.

7 • THE ISLAND OF TRELKINAARK

The rugged crescent-shaped isle in the center of Claedesbrim Bay is the rocky home of Ice Kral, pirates and other ne'er-do-wells of the region. Since the collapse of Quellbourne, the Kral have built two crude settlements upon the island. Its many coves and inlets offer safe harbor to any and all. In the center of the slender island stands the walled town of Trelkinaar'est, the cobbled and stony bastion of the Kral clans, where visiting adventurers may well wind up chained, slaves to the gruesome Kral.

THE TOWN OF TRELKINAARK'EST

Journeyers to the Kral capitol had best be well-armed or well-supplied, or both; many who visit leave in chains and sail the high seas as galley slaves for a decade or two. The town is as much a fortress and presents a martial face to the stranger.

1. The Great Gates. Gates of solid oak are bound with steel. The double doors are 10' wide and 12' tall, and are usually closed. The gates are triple-locked (*Sheer Folly*, -50) and opened by a winch and

pulley system [-6 to Lockpicking Rolls]. Only the King, the Captain of the Guard, and the current Lord Warfarer of the City Defense have keys to the gate.

2. The Outer Wall. The outer wall of Trelkinaark'est is 12' thick and 65' high, made of basalt blocks. The walls are crenelated and patrolled by three pairs of troops. Each guard is armed with a heavy crossbow and a Kaltaan, and each pair makes a full circuit of the walls in two hours.

3. Towers. There are eight towers on the walls of Trelkinaark'est. Each irregularly-shaped tower has the cross section of a square minus a large trapezoid where the tower abuts the 135 degree angle of the wall. These towers are forty feet along their longest side and 110' tall. Each tower is locked (*Very Hard*, -20) and manned by three Warriors at all times [-2 to Lockpicking Rolls]. One of the Warriors is from the king's crew, and two are from the Lord Warfarer of the City Defense. Thus, one of the King's longships must be in the harbor at all times to provide guards for the walls and towers. All patrols in the city carry alarm whistles, and each tower is topped by a large drum. The towers are crenelated, and each holds two ballistae. Each tower is used for housing siege supplies. Those supplies include food, water, wine, oil, ballista spears, boulders, crossbows, bolts, and spare weapons.

4. The Palace. The king's palace is a large stone structure. It is mapped separately, and the main floor is described below.

FIRST FLOOR

A. Overview. The palace is built of basalt blocks, with walls three feet thick. The main building is 24' tall, while the guard barracks reach to 48'. Both are crenelated and patrolled by the King's bodyguards.

B. Barracks. The guard barracks houses only troops fanatically loyal to the king. They are rarely full. The building is four stories tall; each story holds four cells. These small (5' by 7.5') rooms each house one warrior. The furnishings consist of a bed, a trunk, four cloak pegs, and a torch holder. Most are personalized in a military manner by their current occupants. The cells in the top two floors also have arrow slits.

C. Audience Chamber. Here the King meets with the Warfarers to discuss policies and pass decrees. The king sits on a large oak throne, the back of which is carved in an intricate knot pattern. A button on the right arm of the throne will fire a spray of eight darts from the back of the throne in an arc before the king [OCV 8]. Treat the darts as light crossbow bolts +30. This is the only furnishing in the room, as the Warfarers must stand before their king. Murals depicting piracy and war cover the walls of the chamber and conceal eyeholes. Behind these eyeholes are four of the king's guard, who ensure that he does not have trouble in "private" meetings.

D. Watch Halls. These halls are reached from the audience chamber by secret doors (*Hard*, -10) [-1 to Perception Rolls to spot, -2 Lockpicking Rolls, -1 to Lockpicking to disarm] that are locked (*Very Hard*, -20) and trapped (*Hard*, -10), with a gong which sounds an alarm. Each of these halls is patrolled by a pair of guards who watch the audience chamber through the concealed eyeholes. See room C.

E. Guardpost. The guardpost houses two more guards who rotate with those on duty in room D. The room holds a bunk bed, a table, two chairs, and a Falkaan set worth 50cp. Played on an octagonal board, Falkaan resembles chess. Each player gets nine pieces: a ship, a fort, a Lord Warfarer, a spy, a slave, and four Warriors. The game is played fiercely by all Kral.

F. Treasury. This secret door (*Very Hard*, -20) [-2 to Perception Rolls to spot, -6 to Lockpicking to unlock, -2 to Lockpick to disarm alarm, -8 to disarm acid] is locked (*Sheer Folly*, -50) and doubly trapped with an alarm (*Very Hard*, -20) and six pints of acid (*Absurd*, -70) which fall from the ceiling onto intruders. This acid is very strong and will eat through a metal helm in two rounds. If not washed off, the acid will cause 15 hits per round [Acid will eat through 2 Def of armor/segment. The acid does 1/2 D6 killing damage/segment.].

Five large trunks dominate the room. The first trunk holds the armor of the First Lord Warfarer, a present to the first Ice Kral King from Zenon. This is a suit of Full Chain of Enchanted Steel II (+15) which can also cast *Unfog* and *Calm Water II* (Base Magician Water Law) three times Daily, each [Def 8 armor, only -1 of DCV + Dex Rolls. Also: Transform: fog to clear air 1D6 (Air has minimal BODY), Area is 4" radius. Transform: Waves to Smooth Water 4D6, Area is 6" radius.].

The second trunk contains the weapons of the First Lord Warfarer, also a present from Zenon. These weapons consist of three Throwing Daggers, (+15) [+2 accuracy] Long Door, and a Kaltaan (+15) [+2 accuracy + 3D6K vs. users of "Mind-based" spells (Mind Attack, Domination.)] *Of Slaying* users of Mentalism.

The third trunk holds 389gp, the fourth holds 4378sp, and the fifth holds gems and jewels worth 865gp.

G. Trophy Room. Trophies and mementos of past Kral kings decorate this large room. The great banner of the Wizard's Council, the skin of a Tergon, the horn of a Bellacorn worth 5 gp, a Gnoll-sized crown worth 10 gp (to a Gnoll), and the figurehead from a war galley are all proudly displayed. Stairs lead to the second floor.

H. Kitchen. A large stone fireplace and oven dominate the center of the room. A large worktable is placed nearby; pans, pots, and utensils are hung from the walls. The king's personal servant, slaves sleep here.

I. Pantry. The walls of this room are covered in shelves crammed with smoked meats, grains, and dried fruits. Meats predominate, as the Ice Kral are largely carnivorous, the other foods being for the servant-slaves.

SECOND FLOOR

J. Library. The king's "library" actually has few books. A large desk stands against the east wall and gives a view through an arrow slit. A bookcase stands against the north wall, and a crude map of the area hangs on the south wall. The desk holds three ledgers, all written in the king's hand. The first holds an accounting of the king's troops and a diary of their actions. The second details the troops of the other Lord Warfarers with notes on their past actions and possible motives. The third is notes on other settlements in the area, especially the defenses of Kelfour's Landing, and the seasonal variations of the Claedesbrim Current.

K. Exercise Room. The king and his bodyguard maintain their fighting trim in this well-equipped chamber. A sparring mat fills the floor, bars and ropes are attached to the ceiling, and wooden sparring weapons hang on the walls. The long hall provides throwing range for two man-shaped knife targets.

L. Study. The king holds private meetings with Warfarers, spies, and his guards in this elegantly appointed room. It has a seascape mural, a Great Brown Bear rug, and Windak furniture. The furniture consists of a table, four padded chairs, and a small chest. The chest holds three bottles of wine (worth 5 sp each), six sheets of parchment, a quill, and ink. It also has a secret compartment

holding two throwing daggers worth 5 sp each. On the table is a bronze Falkaan set, usually with a game in progress. Stairs in the hall outside this room lead to the first floor.

M. Bedroom. Nelkinaak has a very large bed, the only furnishing in this room. The king comes here to sleep and considers any other furnishings a distraction.

N. Bathroom. A padded Windak chair with a hole in it and a brass gong are the furnishings of this room. A chamberpot under the chair is emptied by the servant-slave summoned by the gong.

5. Warehouse. This warehouse holds the king's plunder, much of it stored against hard times. The door is locked (*Hard*, -10) [-1 to Lockpicking Rolls], and the warehouse is guarded by two of the king's men. Typical goods include merchant goods that have been diverted from Kelfour's Landing, such as flour, root crops, wine, dried southern fruit, bolts of cloth, leather, iron tools, and rare woods. The contents are ever-changing and quite valuable.

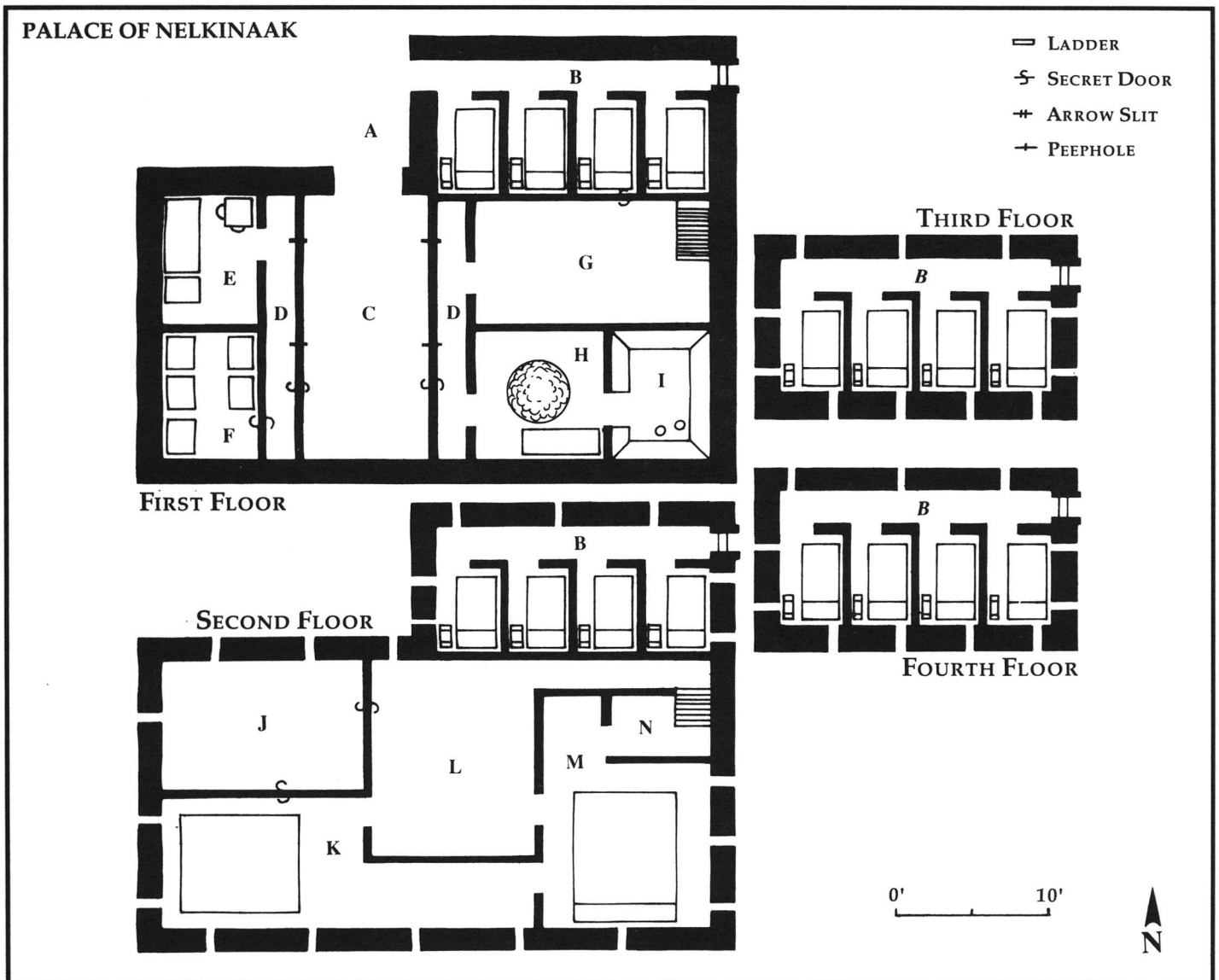
6. Slaves' Quarters. Slaves of the Ice Kral are kept in this large building. The state usually appropriates slaves taken by Ice Kral Warfarers to provide labor for farms and roads and to prevent the formation of private armies. This three-story building contains the

large open barracks in which the slaves are held. They are allowed no wealth or property, so there is nothing of value in the building. Currently 478 slaves are kept here. They form the nucleus of a revolution if they could be given leadership and weapons.

7. Kalnik'tatiin's Estate. Kalnik'tatiin is a Warfarer with two longships and one full crew. He is recruiting a second crew and has his eye on the throne. As with most of the Warfarers, his estate is guarded by loyal bodyguards, locks, and traps. He also supports a small network of spies to learn the plans of the king and the other Warfarers.

8. Fralkinellint's Estate. Fralkinellint is loyal to the king. He owns two longships and has two full crews and would rather not risk them. He pushes the king to allow the use of slaves on raiding ships, to increase the number of crews he can field.

9. Tinkaalrek's Estate. Tinkaalrek, master of one ship and crew, sees Kelfour's Landing as a growing threat as the number of settlers increases. He feels that the Ice Kral should act now to raid the port town and to remove the threat. Many of the other Warfarers prefer not to risk their ships on such a raid, but that idea is changing.



10. Keltinrak's Estate. Not a Warfarer yet, Keltinrak has seven warrior sons who have all been very successful. Shrewd and careful, the family is secretly building a long ship further up the coast and finding friends to provide the crew. Keltinrak knows that the other Warfarers will oppose his entry into their ranks, so he is trying to finish the ship and go out on a raid before anyone can stop him. He will reward slaves who help him in his ambition.

11. Strenlak's Estate. Strenlak the overseer nominally works for the king training promising household slaves. Actually, he gathers information for the king from the slaves. He also sells knowledge he gets from the king to Kalnik'tatiin, and sells information about everyone to Tinkaalrek. This is a dangerous game, but Strenlak plays it well, and his fortune grows. His job is made easier by his ability to get information from slaves in exchange for sparing some lashes.

THE WATCHPOST OF KELTINAAK'EST

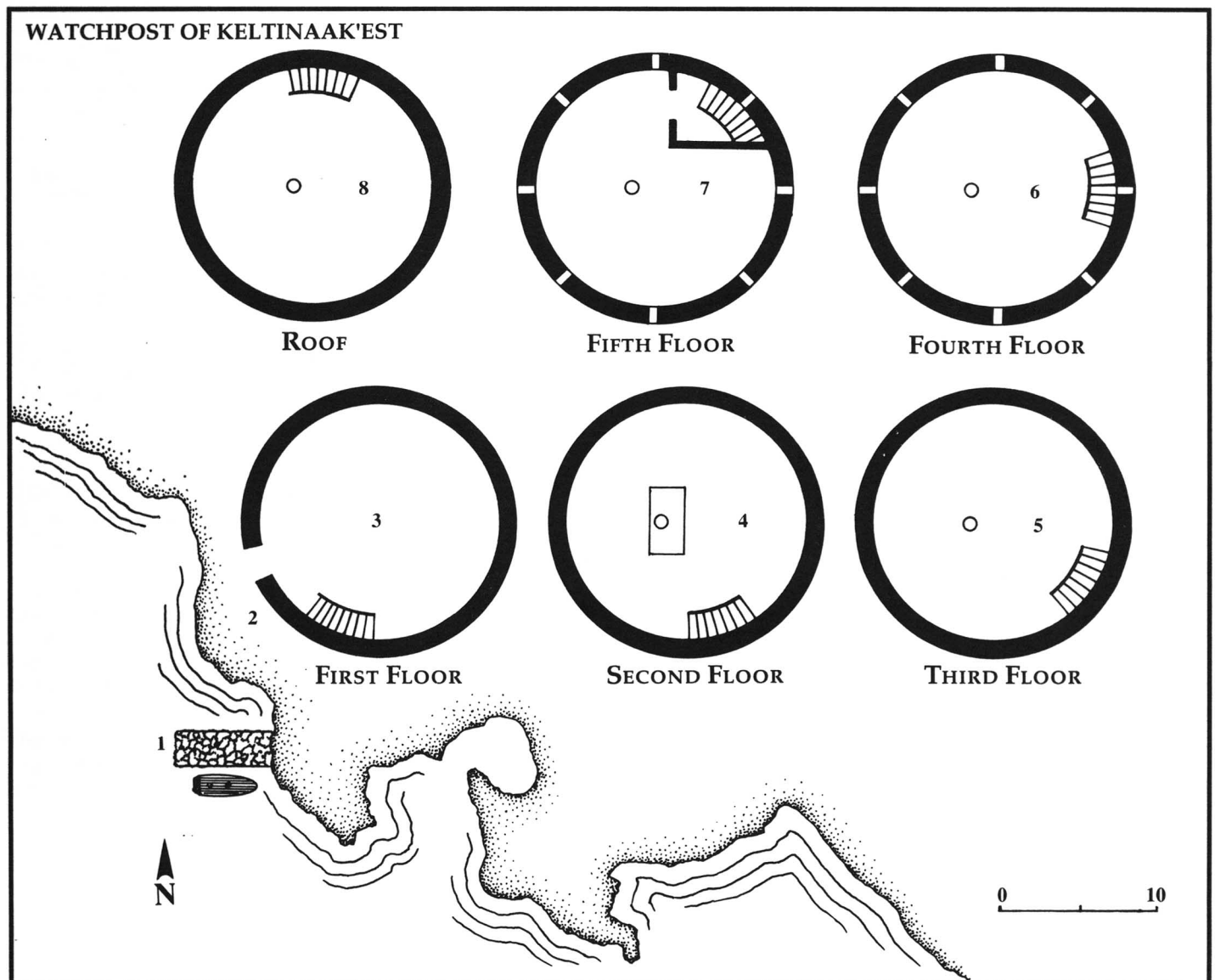
Here, in this stone fortress, the Kral Warfarer performs his duty in the solitary watchtower, scouring the seas for trouble or a merchant ship to plunder.

1. The Pier. One longship is always docked at the stone pier of Keltinaak'est. The pier is basalt, thirty feet long and ten feet wide, with stone moorings for the long ship. There are usually three Ice Kral on duty on the ship. These Kral carry whistles to alert the tower in case of trouble.

2. The Tower. The tower of Keltinaak'est stands on a rocky promontory. The tower is forty feet in diameter and rises seventy feet into the sky. The top of the tower holds battlements to allow for easier defense from raiders. The positioning of arrow slits on the top two floors reveals to the observant character that these floors have fourteen foot ceilings.

3. Storage. This room is filled with crates of food, barrels of water and wine, firewood, scores of throwing daggers, dozens of spears, and boulders for hurling from the roof.

4. Kitchen. The second floor contains a large fireplace in the center of the floor, its chimney heating the three floors above. The room also contains a table with eight chairs, a workbench, pots, pans, dishes, and other paraphernalia. The Warfarer on duty brings one or two slaves to do the cooking and cleaning. These slaves sleep in the kitchen.



5. Barracks. Twelve cots and twenty-four wall pegs are in this room. Usually, four cots are in use. One peg in each pair is for a cloak and the other is for a satchel. The Kral's satchel holds all of his or her wealth. An Ice Kral satchel usually contains a few coins, throwing daggers, rope, and healing herbs. A Kral sleeps with his hand on his Kaltaan.

6. Recreation Room. This room holds knife targets, sparring mats, and a table and chairs. The table holds cards, dice, and Falkaan, a form of chess with nine pieces for each player and an octagonal board. Two to three Kral are in this room at any given time.

7. Warfarer's Room. This room is reserved for the Ice Kral Warfarer currently on duty in the tower. The room is locked (*Very Hard*, -20) [-2 to Lockpicking Rolls] at all times to prevent unwanted visitors. The contents of the room are a large bed, a table, two chairs, and a large trunk. A given Warfarer will bring with him the customary tapestries, art work, books, money, liquor, and other personal items. These items change with the Warfarer on duty.

8. The Roof. The roof is flat-topped and battlemented. The middle of the floor holds the chimney and a large bronze drum. The drum is used for warning the troops of danger or sending messages to Trelkinaark'est. Forty boulders, three cauldrons for boiling water, and seven barrels of water are stored up here. Two guards are always on duty on the roof.

8 • QUELLBURN, THE CITY IN RUINS

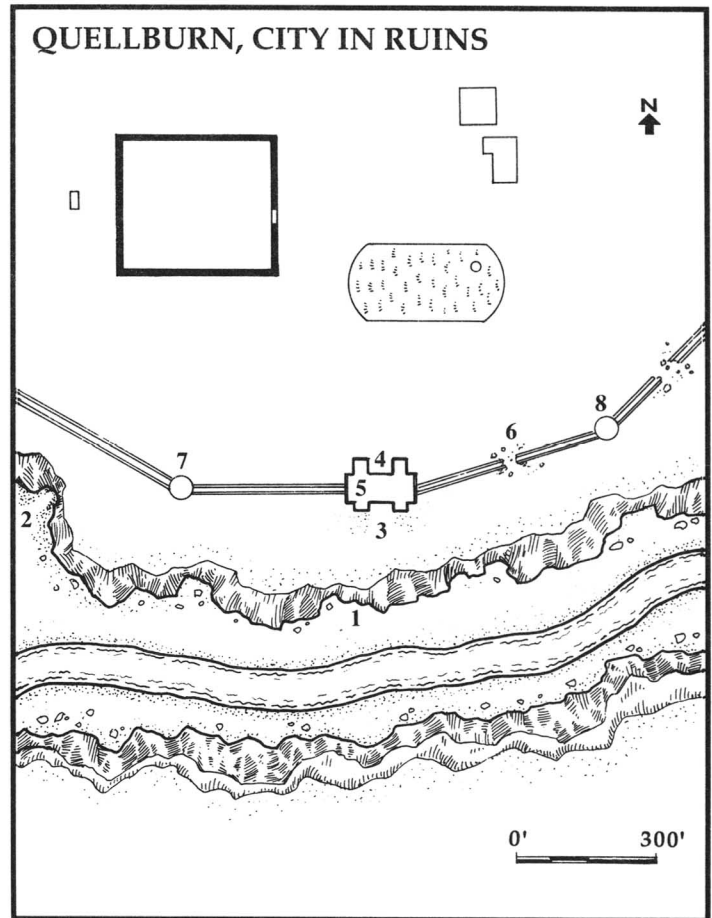
Crumbled blocks and smashed building stones greet the visitor to this once-vibrant city, the capitol of Quellbourne. The outer city has been pillaged by Trolls, Threk, and Tergon (see Part IX). Left standing after the battle and raids are the city gates, the walled and heavily-trapped Citadel, the barracks and armory — all else has fallen or is about to collapse, destroyed at the hands of Zenon. The city which housed thousands of folk now offers refuge to Trolls, bears, wolves and bandits — and to Zenon as well, powerful servant of the Unlife.

Adventurers are well advised to steer clear of the Fallen City. However, if they must explore it, perhaps searching for the fabled Treasures of the Twelve, they had best be prepared to meet trouble of every kind, from man, beast — and worse!

ACCESS TO THE CITY

1. The Cliffs. The first challenge for those wishing to explore the city of Quellburn is to enter it. The plateau rises 200 feet above the Colewaether River; all traces of the ancient road were destroyed. The cliff here is nearly vertical, although frequent ledges appear to offer firm footing. A further threat to travellers are the Tergon, great carnivorous worms which lunge out of the cliff face to attack climbers.

2. The Tunnel. Leading from the valley of the Colewaether to the center of the city is a great tunnel. This passage winds up through the plateau, twenty feet wide and climbing at a thirty degree angle. This tunnel was formed by Zenon in the fall of the Council to allow Ice Kral and Trolls to enter the city unopposed. The tunnel opens one hundred feet from the rear of the Citadel.



Over the past 210 years, the slow drip of water on limestone has made passage more difficult to traverse. A cave-in at the entrance has made the opening *Hard* (-10) [-1 to Perception Rolls] to find, and water makes the ascent very difficult. Characters without ropes should make a *Very Hard* (-20) [-2 Dex Roll/10 minutes, with ropes, Dex Roll/30 minutes] maneuver every ten minutes to keep from falling, while those using ropes, stalactites, and stalagmites only need make a *Medium* (+0) maneuver every half hour. A fall results in a roll on the A crush critical table for every 20% failure. [Characters take a 4D6 normal attack for every "1" the DEX roll is missed by.] Each critical has also dropped the character five minutes down the tunnel. The entire ascent should take three hours plus lost time from falls.

There is also a twenty percent chance per hour of a Tergon attack. If such an attack occurs, the characters fight at -30 and must make a *Medium* (+0) Maneuver each round to maintain balance. A fall will take the characters temporarily out of range of the Tergon. [Tergons will attack on 8 > once/hour. Fighting characters fight at half CV and must make a Dex roll once/phase to avoid a fall.]

Other Approaches. The ideal way to enter Quellburn would be to fly or to teleport. If player characters cannot manage this feat, two other approaches should be considered. The first is to travel up the Colewaether River looking for an easier ascent. The other is to approach across the plateau from the south or the north.

The Colewaether is virtually impossible to navigate upstream. It is swift, freezing cold, full of rapids and hidden rocks, and edged by cliffs.

Approach across the plateau is not ideal either. From the south, ascent to the plateau is fairly easy, but a detour around the river canyons puts the characters on a waterless plain, in danger of attack by reptilian Threk, Tergon, bandits, and Blotth's poisonous gasses. An approach from the north is not much improvement. The cliffs are sheer and extend from the bay for sixty miles north of the city.

THE GATES AND THE GATEHOUSE

3. The Gates. If the adventurers climb the cliffs, instead of taking the tunnel or plateau approaches, they will be confronted by the great gates of Quellburn. These iron-bound oaken doors stand 30' tall and 40' wide. Set in a stone gatehouse, the doors are barred from within by a one foot thick bar of eog.

4. The Passage. If opened, the gate reveals a 60 foot long passage leading to the outer city. This passage is lined with arrow slits, roofed with murder holes, and floored with spiked pits. The pits were customarily covered with sheets of iron but were uncovered when the city was attacked, and are still exposed. The far end of the passage is still barred by a rusty portcullis.

5. The Gatehouse. Very little of value remains in the gatehouse besides the door bar. Fifteen bronze swords and seven bronze pikes with brittle handles are scattered among the debris littering the stairs and ramparts. None is of exceptional value, they are mixed in with skeletons, rags, worthless armor, wood and stone shards, and 64cp.

6. The Walls. Although not apparent from the front, it is no longer necessary to enter Quellburn through the gates. The north and east walls of the outer city are broken in several places, and creatures wander through freely.

CITY OVERVIEW AND THE PARK

Most of the city is in ruins following the destructions of battle, followed by years of pillaging. Kral, Trolls, and Demons carried off most items of obvious value from the shops and houses. Occasional Trolls still roam the ruins, along with Threk, Wolves, and Bear. All feed upon the herd of wild Torkaan that range through the area.

Quellburn is a city of the dead. Streets are littered with rubble and bone, most dating to the city's fall. Few buildings have a corner of roof standing, or an unclogged cellar, and wandering these ruins are Ghosts, Ghouls, and Wights. Altogether the ruins are a very unhealthy place to spend the night.

THE PARK

This large area was formerly a park. Now an open area of scrub and grasses, it boasts a small herd of Torkaan and many rabbits. It also hosts the Headless Ghost of Veernon the Merchant. Veernon died in the fall of the city, his head removed by a Demon sword. Now his spirit wanders the park seeking heads to replace his missing skull.

His headless skeleton lies at the feet of the statue of the First Lord Animist. It bears 10gp, 127sp, and a gold necklace with a large diamond (108gp value). Stacked neatly by the shoulders are seven skulls.

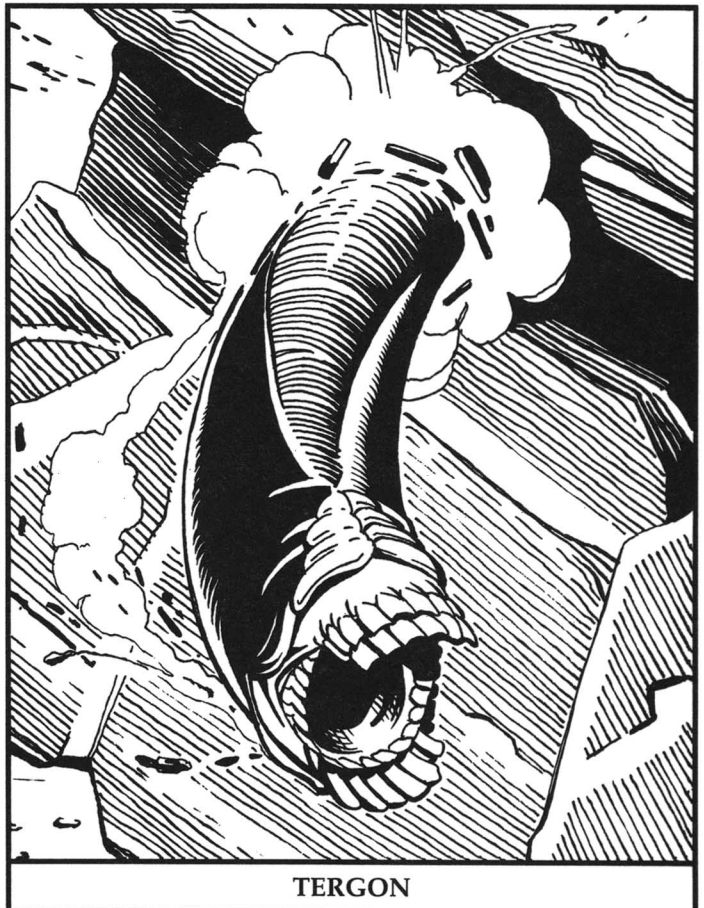
THE TOWERS

Originally, twelve towers guarded the proud outer walls of Quellburn. All were 30' in diameter and once thrust 100' into the sky. Two such structures survive.

7. The West Tower. The wooden floors within this tower were destroyed by flame. Thus it holds only one room, home to Aktagog, the most powerful Troll in Quellburn.

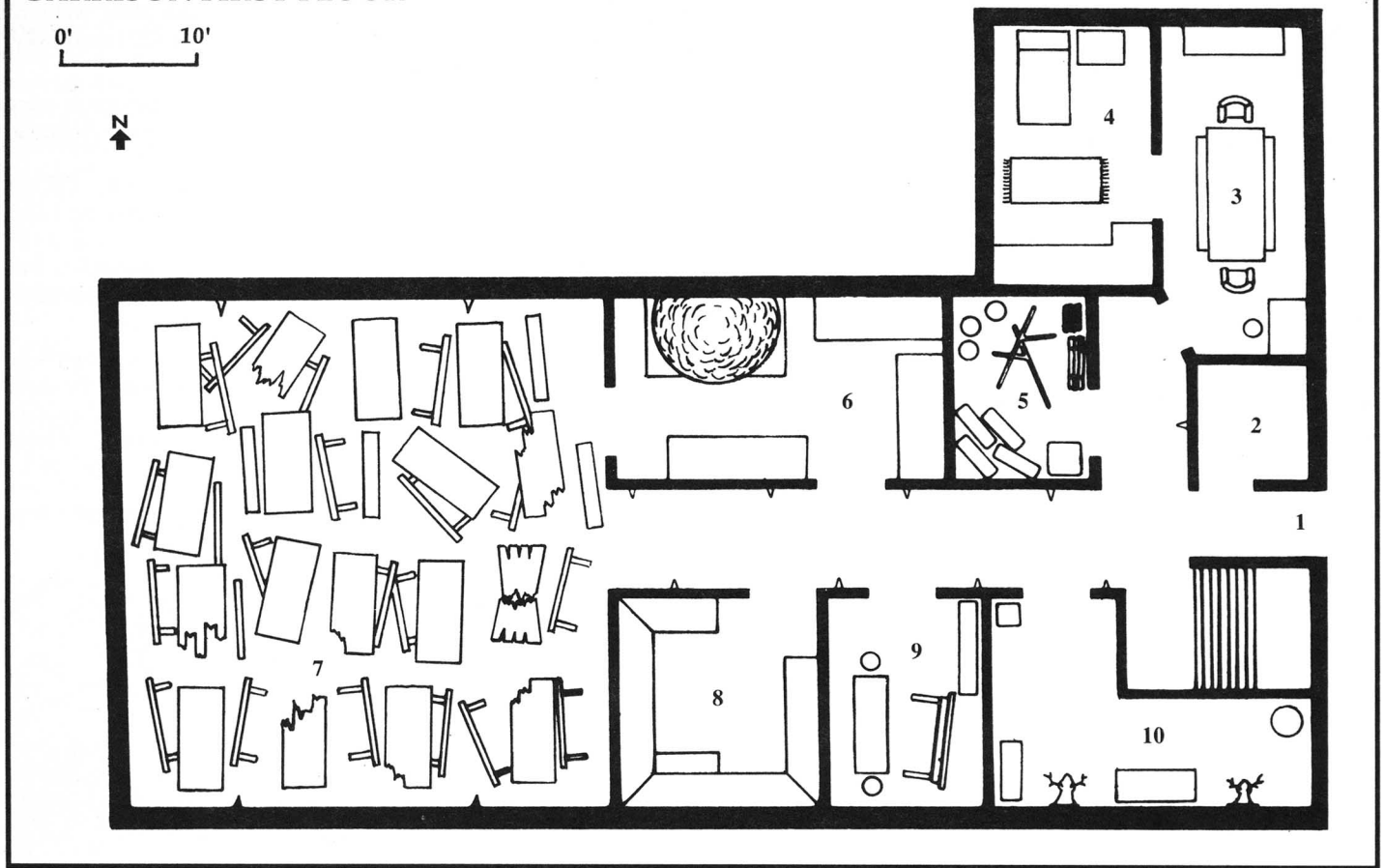
Aktagog was powerful figure when he first climbed the cliff, but a fortunate find has made him the most feared mortal in the outer city. He discovered the cache of a master armorer and so wears a +15 Chain Shirt [8 Def, only -2 to DCV/Dex Rolls] and wields a +10 Battle Axe [+1 accuracy]. He also wears a *Dog Ring*, which helps him to withstand the Wolves common to the ruins.

8. The Tower of Weardan. Weardan was the last Lord High Seer of the Council and modified this tower to be able to watch the stars. The bottom four floors have been thoroughly looted and contain nothing but dust and broken furnishings. The fifth contains several tables and high stools covered with charts of the heavens.



TERGON

GARRISON FIRST FLOOR



The sixth floor is remarkable. An open skylight allows the sun to shine on a massive leather chair. The chair has wheels which rest in circular grooves cut in the floor, allowing it to circle around the skylight. Before the chair is a bronze telescope with quartz lenses. A table at the side of the room holds an astrolabe, a sundial, and a globe of the heavens. All are made of brass, and the stars on the globe are marked in quartz, amethyst, and citrine. All are valuable and are guarded, for Weardan still haunts the tower. As the city fell about him, Weardan fled to his tower to search the heavens for a sign of delivery. His seeking revealed the fall of the Council; despairing, he took his life. Thus he stands today as a Revenant seeking others to join him in his doom.

THE GARRISON

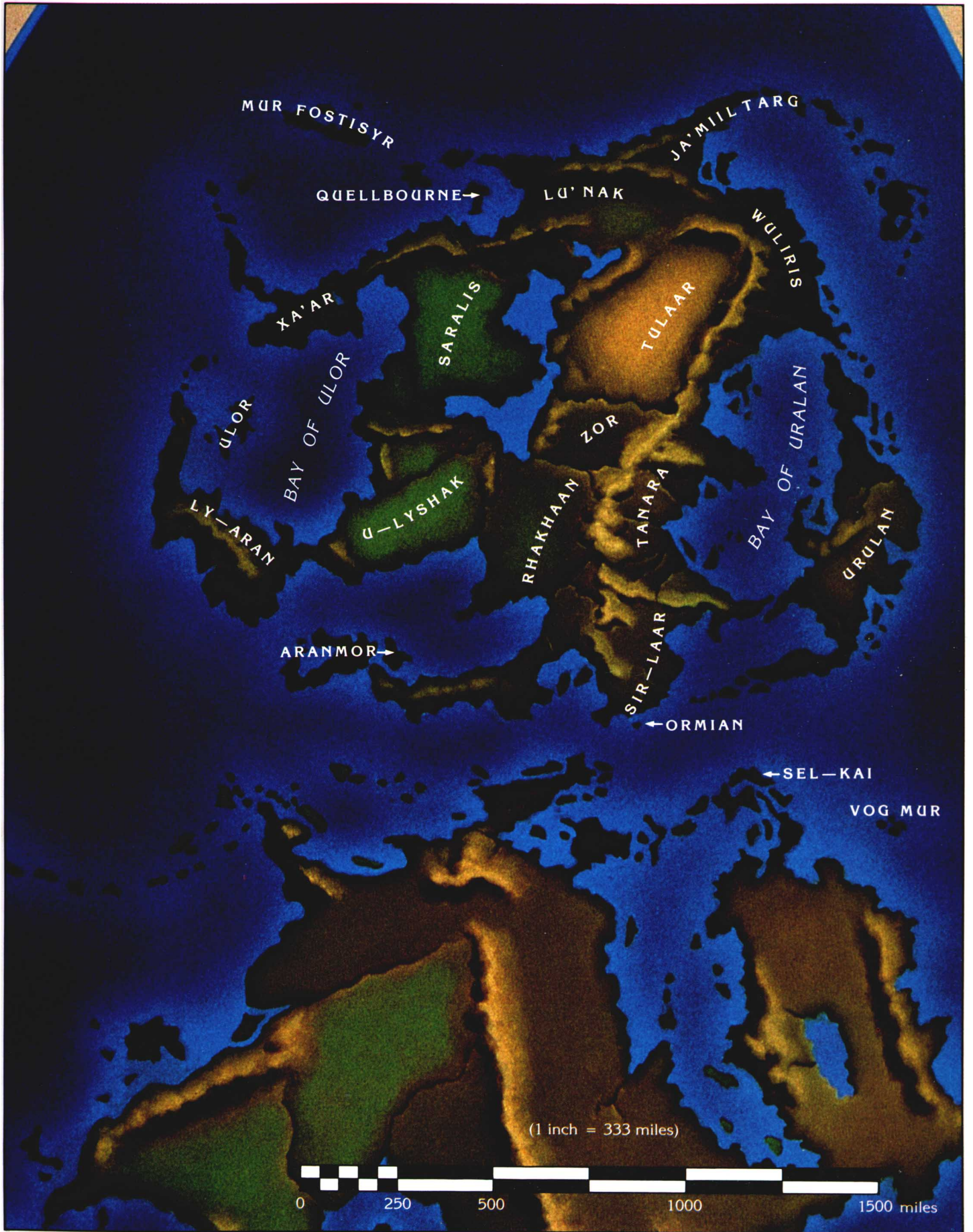
Once home to six companies of Quellburn's finest fighters, the fallen garrison of the city guard is a sad and dangerous monument to a lost cause. The suddenness of Zenon's treachery caught even these experienced soldiers off-guard, and battles raged within the walls of the garrison itself. Strange noises and eerie moans disturb the calm of the night, making sleep all but impossible.

FIRST FLOOR

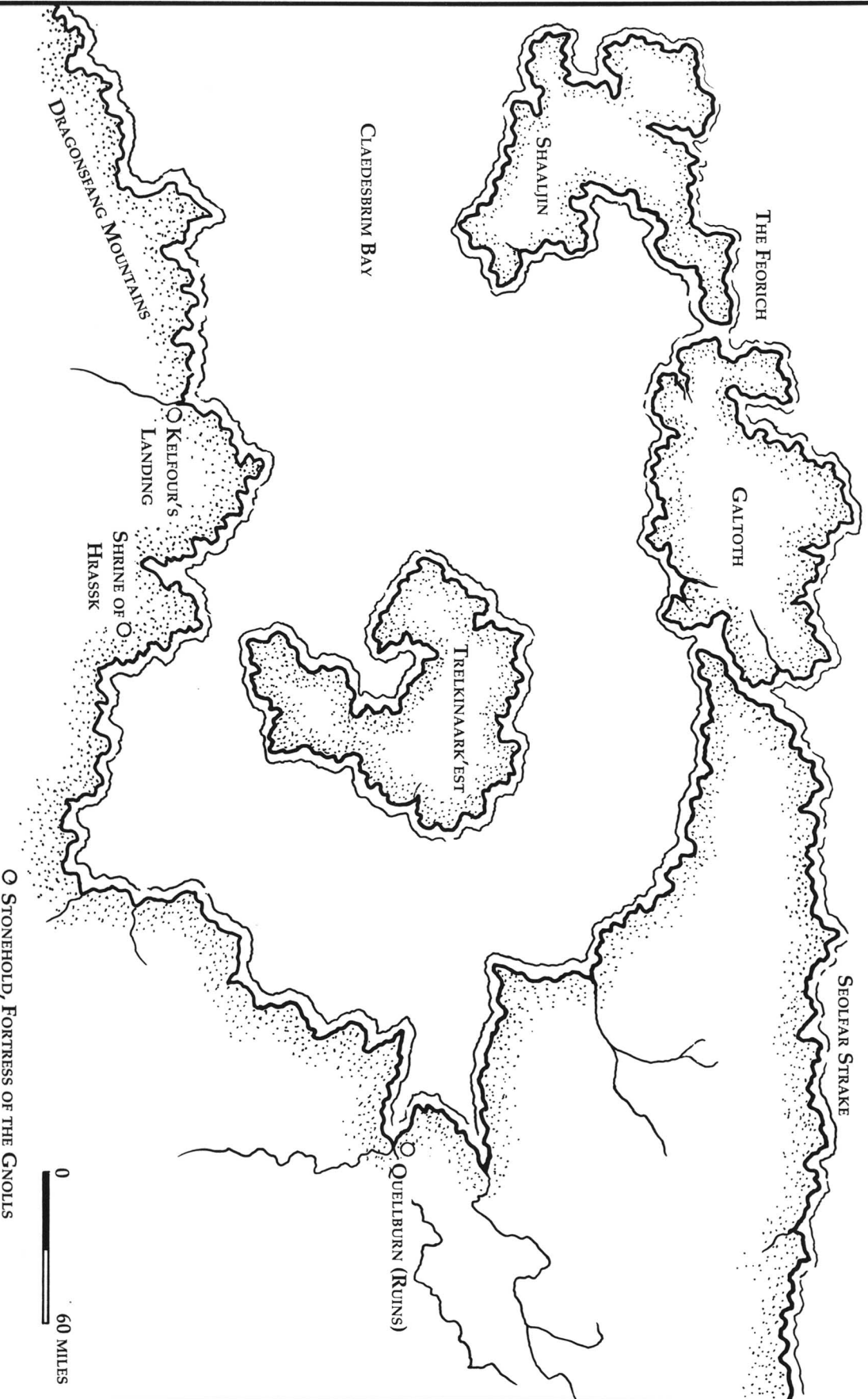
1. Entrance. The garrison is built of huge limestone blocks. It has no windows, although arrow slits on its top floor add to its defenses. The building has been scarred, pitted and gouged by Demons and other foul beasts. The area around the building is littered with remains of Trolls and Ice Kral, for it is here that the city guard made their final stand. The ruins within are largely unlooted. Several members of the guard continue to defend them.

2. Guard Post. The entrance to the garrison no longer has a door. Several skeletons are scattered around, and the hinges are strangely twisted. Those with tracking skills may notice animal tracks in the dust, *Hard* (-10) [-1 to Perception Rolls] to discern, mostly those of Wolves. Wide stairs lead up into darkness on the left. On the right is the heavy wall of a guard post, pierced by a small grilled window torn by a three inch gap with discolored edges — the result of a Firebolt.

The hall extends further. Sconces every ten feet hold the remains of burned torches. All rooms have at least one torch sconce. If not noted otherwise, all sconces are of stone, of no value, and contain nothing, or the burned stump of a torch. On the right, the corridor branches to follow the side of the guard post. This corridor is choked with debris where the wall of the guard chamber was blown outward above knee-level. Shards of bone and wood can be seen on the inside. Nothing of value remains.



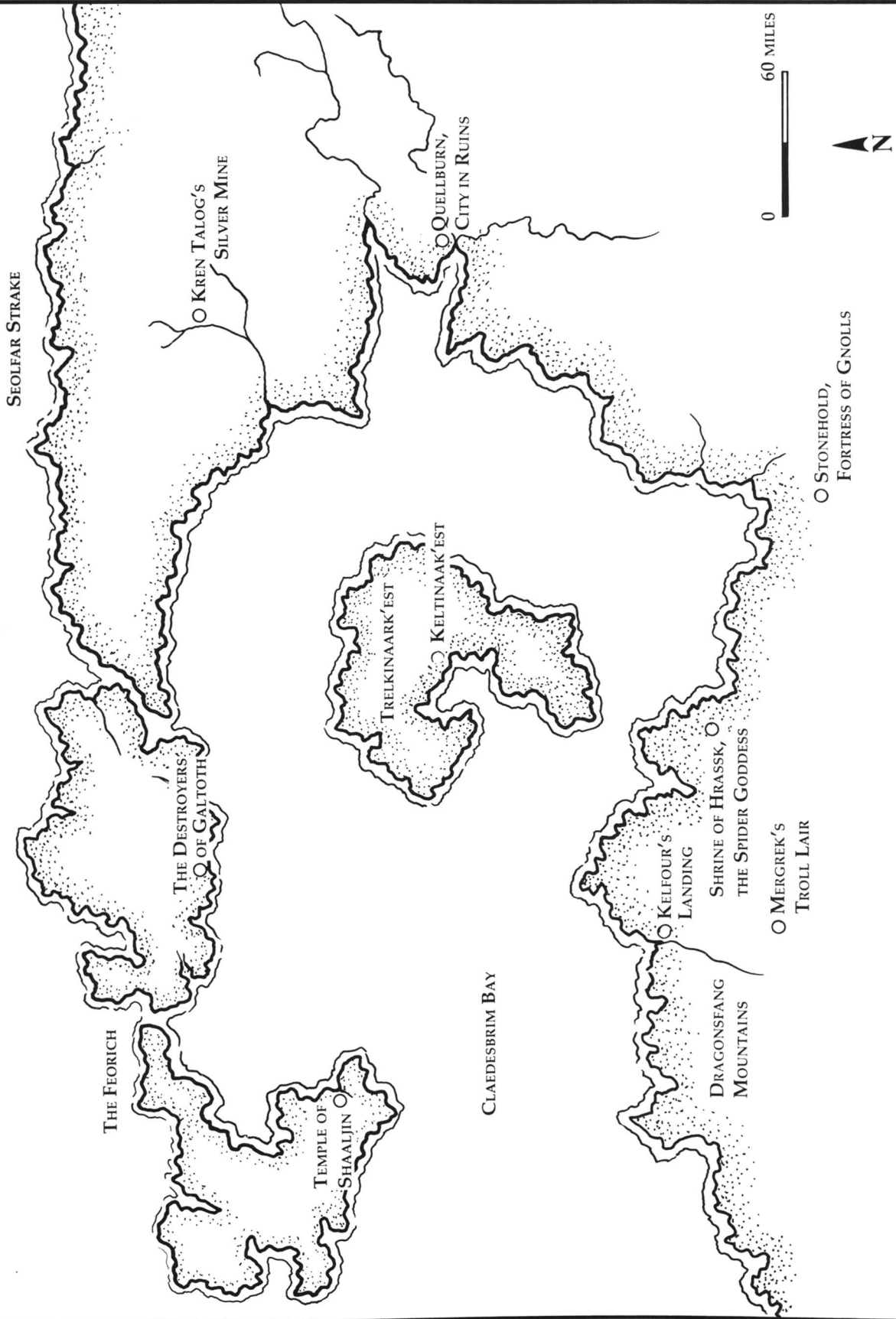
QUELLBOURNE: PC MAP



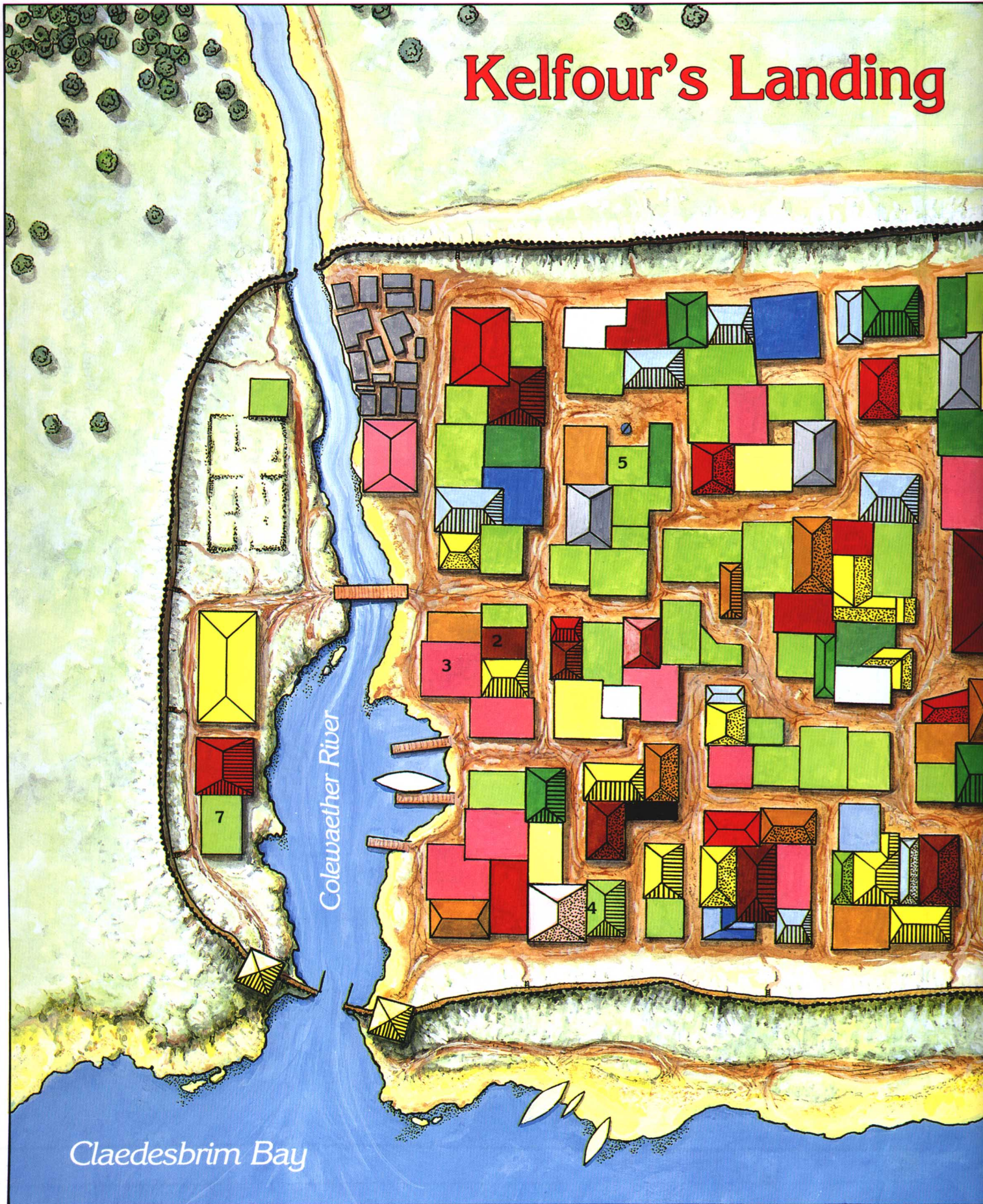
0 60 MILES

○ STONEHOLD, FORTRESS OF THE GNOLLS

QUELLBOURNE: PLACES OF ADVENTURE



Kelfour's Landing

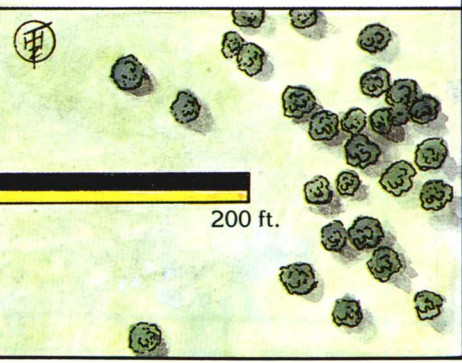
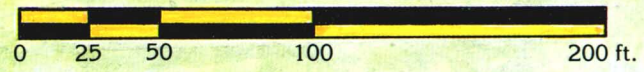


Claedesbrim Bay

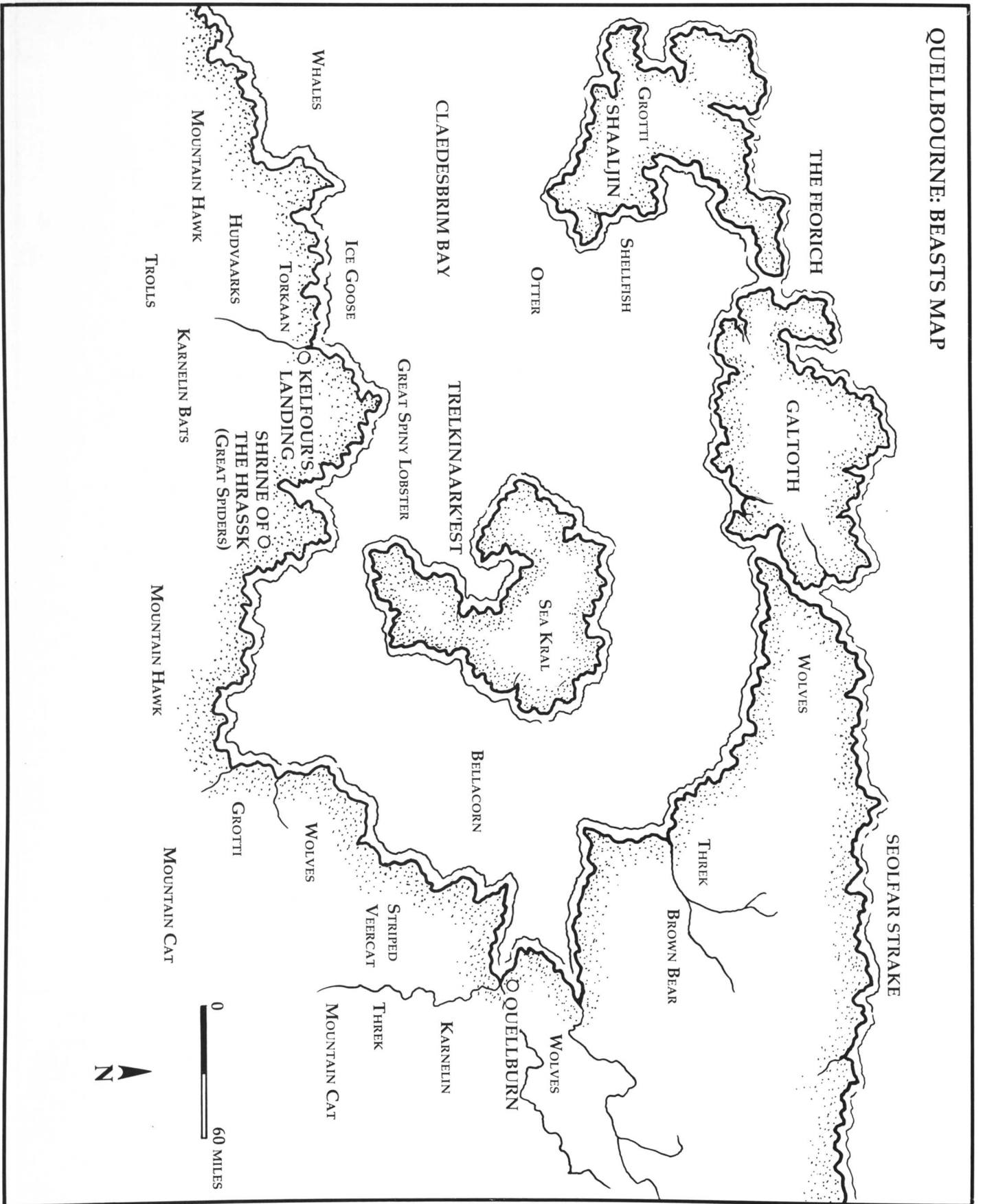
-  Bridge
-  Dock
-  Earth/Dirt
-  Gate
-  Pathway
-  Water
-  Ruin

-  Sand/Gravel
-  Sandbar
-  Ship/Boat
-  Tree
-  Vender
-  Palisade
-  Well

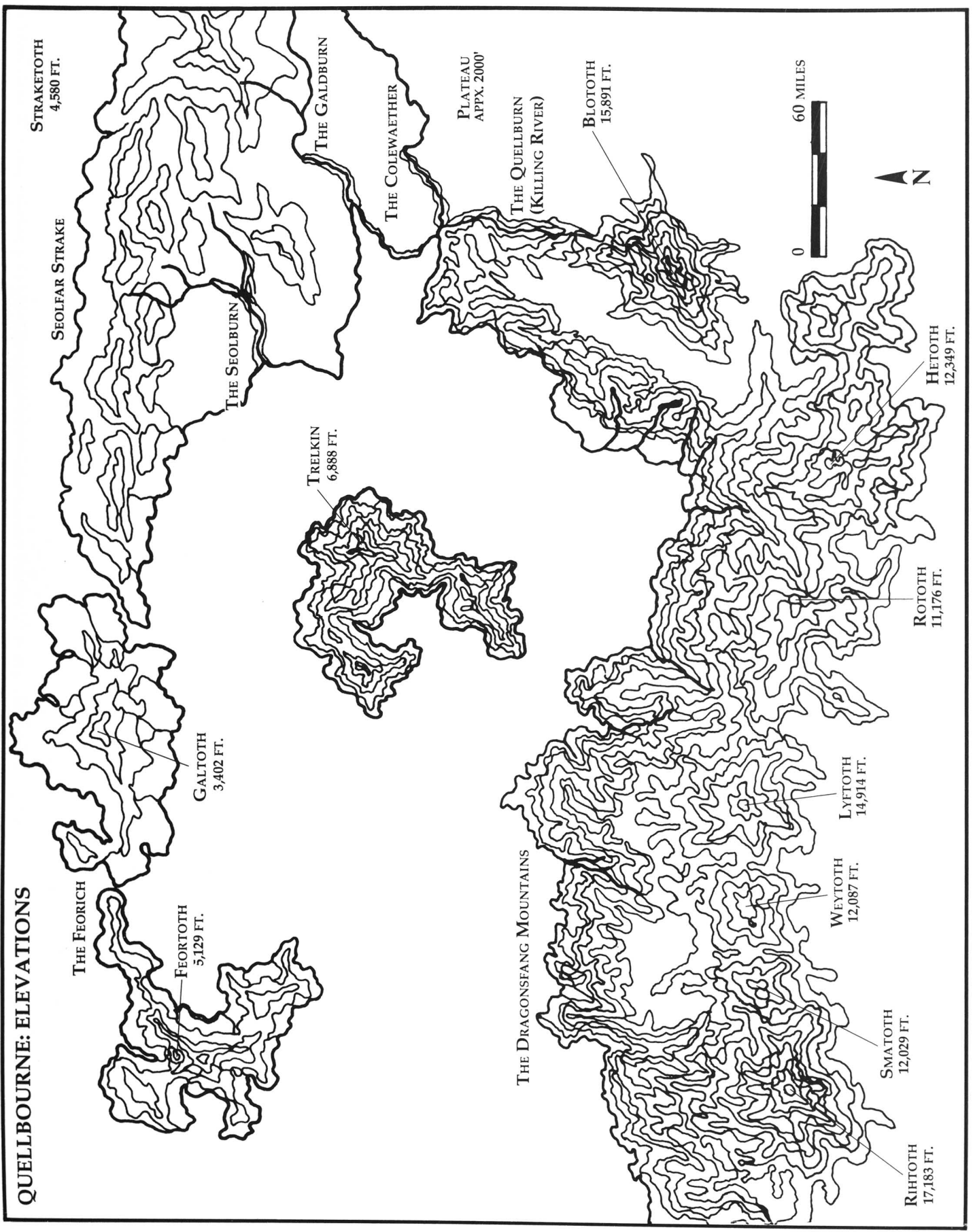
-  Armourer
-  Art Dealer
-  Barracks/Tower
-  Brewery
-  Brothel/Bath House
-  Butcher/Fish
-  Cartographer
-  Chandler
-  Clothier
-  Flute Maker
-  Fortune Teller
-  Gaming House
-  Grocer/Baker
-  Healer
-  Herbalist
-  Inn
-  Jeweler/Gemcutter
-  Leather/Furrier
-  Livestock
-  Locksmith
-  Merchant Guild
-  Money Lender
-  Moot Hall
-  Pawnshop
-  Prospecting Supplies
-  Residence
-  Rope Maker
-  Sail Maker
-  Scribe/Bookkeeper
-  Scrimshaw
-  Shanty
-  Shipwright
-  Shoe Maker
-  Smith
-  Stable
-  Tanner
-  Tattoos
-  Tavern
-  Warehouse
-  Weapon Maker
-  Weaver
-  Woodworker

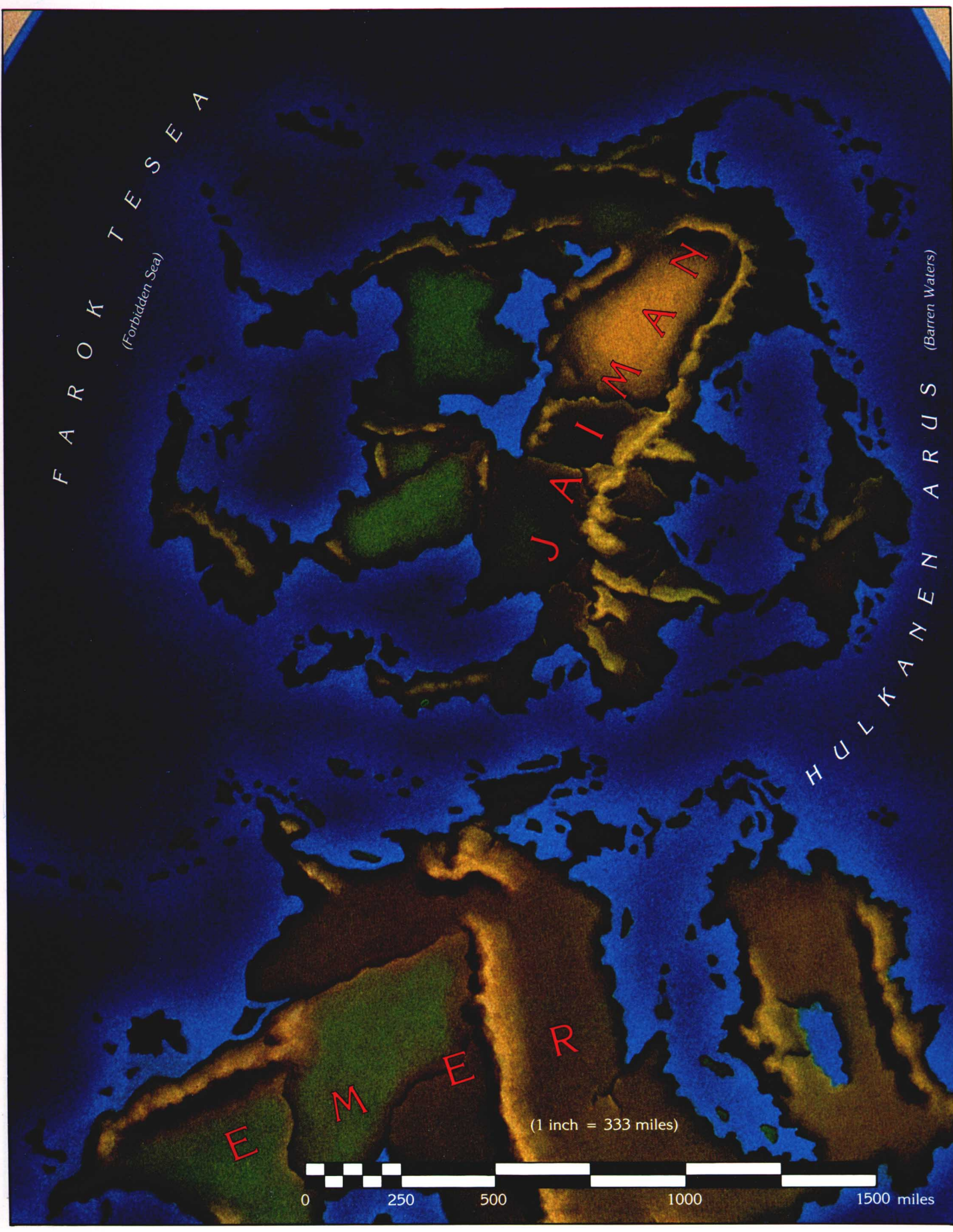


QUELLBOURNE: BEASTS MAP



QUELLBOURNE: ELEVATIONS





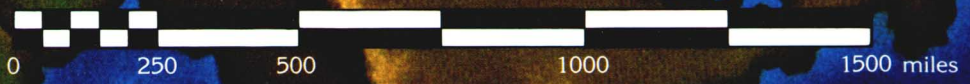
F A R O K T E S E A
(Forbidden Sea)

J A I M A N

H U L K A N E N A R U S
(Barren Waters)

E M M E R

(1 inch = 333 miles)



3. Captain Tocselek's Outer Room. The lock has been broken. A ten-foot table of polished Windak stands in the center of the room, flanked by benches. Campaign chairs with brass hinges are neatly positioned at the head and foot of the table. A third bench stands against the far wall. Over it is a fresco of the proud emblem of the garrison, a shield divided into six fields, each showing a bird or a beast. These represent the six companies housed on the three floors above.

On the left wall are crossed pikes. Against the right wall is a large, heavy-looking, cluttered desk. At the moment that anyone notices the desk, a tall, sandy-haired man rises abruptly from the chair pushed back slightly from the desk. Dressed only in a short waist wrap and sporting an air of authority, he calls out: "Who the devil are you? How did you get in here? Guards! Guards!" Grabbing a sword from beyond the desk, he rushes forward, swinging. This is the Ghost of Captain Spreng Tocselek, Garrison Commander. He will not pass beyond the doorway, but he presents a convincing illusion of an outraged officer. On closer examination, the desk is covered with a layer of gritty dust, as is everything else. The papers, all dull records, are yellowing, and the ink and a mug of ale are dried. Nothing of value is in the desk.

4. Captain Tocselek's Bedroom. The door is not locked, but is obstructed (by the mummified corpse of the Captain. His throat was slashed by the Troll who broke in.) A trail of dried blood leads to a simple, unmade bed. A well-made (+5) Sword [+1 Accuracy] is still clutched in Captain Tocselek's bony fingers. A wardrobe contains four faded uniforms. (2gp, 5sp, and 15tp have fallen through the pockets into the bottom of the wardrobe, where a small Karnelin horn statuette of a young woman lies dressed in a scrap of silk.)

A table beside the bed holds a simple brass candlestick covered by melted candle wax and a small brass whistle for summoning the guard. A drawer in the table holds a +5 Dagger [+1 Accuracy]; three spare candles have melted over a ledger filled with less formal notes about the garrison, such as "Must speak to Lt. Harsan abt. mint for breath." Stuck in the wax are a lock of auburn hair, powder in a twist of paper labelled "for indigestion," and a tortoiseshell comb. The alcove contains a small rug, a carved wooden meditation medallion, porcelain fixtures, hair oil, sweets, a tarnished brass mirror, another comb, and spare undergarments.

5. Storeroom. The door stands ajar but the room has not been looted. It holds stacks of blankets and mattresses (insect-eaten), thirteen whetstones, six vials of sword oil, several dozen torches (very dry), four cords of firewood (tinder dry), three chairs, and a disassembled bunk bed. Any search of the blankets is 40% likely to result in the bite of a poisonous spider. This is a common spider whose bite causes three hits and a painful swelling. [Spider Bites on 8>. Damage = 1 pip killing.]

6. Kitchen. The door stands open. The most prominent feature in this room is the huge stone fireplace with ovens. The fireplace is large enough to roast an entire calf and holds the spit. Several knives, pots, pans, and kettles hang from hooks on the walls.

Three large work tables line the rest of the room. Under them lie three straw pallets for the cook's assistants with skeletons and sacks resting on them. Total contents 5tp, three buttons, a piece of chalk, a chipped bowl, and a whetstone.

This room is home to a pack of Wolves, four adults and three young. The Wolves sleep during the day. One to three adults hunt at night. The hunting Wolves are 5% likely to return every round that the characters are in the room. [Wolves will return on 8> every turn (12 segments) characters are in the room.]

7. Mess Hall. These doors have suffered damage, as has the room beyond. Once a torch-lit mess hall seating up to 100 guards, this room was the site of a pitched battle during the fall of the city. Most of the furniture is broken, and the room is littered with skeletons of Men and Trolls. Three ghosts, two Men and one Troll, continue the fight. If disturbed, all three will attack the party. A thorough search of all the bodies will reveal several good weapons, 83 chipped and blood-rusted daggers, 37sp, 156bp, 369cp, 862tp, a +10 Spear [+1 Accuracy - Will Transport (to owners hand only +1/2)] which will *Long Door* back to its wielder, a +15 Broad Sword [+2 Accuracy], and a *Belt of Balancing*, [Adds +2 to DCV vs. Trip and Unhorse maneuvers] which when worn reduces unbalancing criticals by 1.

8. Pantry and Cook's Quarters. A skeleton holding a cleaver is stretched face down outside the door. The door is locked (*Easy*, +10) [+2 to Lockpicking Rolls]. This was a large pantry serving the garrison kitchen. Most of the food was eaten by rats and beetles 200 years ago. What is left is no longer edible. There are still 107 pottery mugs, 118 wooden bowls, and 114 wooden spoons. If the adventurers step beyond the doorway, they will be attacked by fourteen Giant Rats.

The cook's pallet and possessions are in the far corner. Shelves beyond the pallet hold lists of stores, dusty herbs, and personal possessions. These include a collection of the teeth of strange beasts the cook has served. (Roll for 10-30 teeth on the Master Beast Chart in Part IX.) A pouch holds 37gp, 7cp, gnawed sealing wax, a twelve-sided stamp, eight nails, and a deck of fortune cards.



9. Officer's Mess and Common Room. It is locked but *Easy*, (+10) [+2 Lockpicking Rolls] to open. A bench contains various games and a deck of cards with portraits of young ladies on them. One wooden table is empty, bracketed by two chairs. The other lies overturned. Surrounded by splintered wood, cards, broken crockery, and bloodstains, is a two-foot hole leading down into the ground. A Tergon swallowed whole two lieutenants who were playing cards.

10. Trophy Room. Locked (*Medium*, +0.) This was obviously a trophy room, although the thirty Men and Trolls rearranged it quite a bit before death. The room holds the tattered flags of eight barbarian nations, a seven-foot high shield and matching sword hilt, the claw of a fell beast, and a complex one-handed crossbow of Demon-make (+10) [+1 Accuracy].

SECOND FLOOR

11. Common Room, Wolf and Karnelin Companies. The remains of seven guards with cracked ribs and broken weapons lie scattered among three tables and four overturned benches. One skeleton wears a chain mail shirt; the leg is separated from the rest of the body. Also scattered on the floor and tables are dice, cards, darts, dominoes, and a wooden chess set.

Searching the room will net seven daggers, 44cp, and 6sp, plus the equivalent of one trunk's contents from the Trunk Contents Table in Part IX.

12. Lieutenant's Quarters, Wolf Company. The Wolf Company was on duty when Zenon's cohorts struck. Locked, *Medium*, +0. In addition to the basic furnishings of a bed, table, a chair, and a torch holder, this room has armor stands in two corners and four shields on the walls. One of the shields is a *Shield of Camouflage*, +10 to Hiding and +10 DB against missiles [Aid: +1 to Concealment (Hiding Self Only +1/2), +1 DCV (in addition to normal shield bonus vs. ranged attacks)]. The others are a bronze target shield, an iron full shield, and a steel kite. The armor consists of one studded leather full coat, now brittle, and a suit of steel full plate.

A curtain in the corner conceals two uniforms. On the table are a comb, a porcelain candlestick with a melted candle, an hourglass, and 3sp.

13. Lieutenant's Quarters, Karnelin Company. The Karnelin Company was on early day shift the day of the attack, so most guards were sleeping when the attack came. The lock is broken. The dominant colors are black, brown, and dark scarlet in this somber

and brooding room. The small bed has black and brown wool blankets. The remains of the lieutenant lie on the bed, a Troll dagger wedged in his spine.

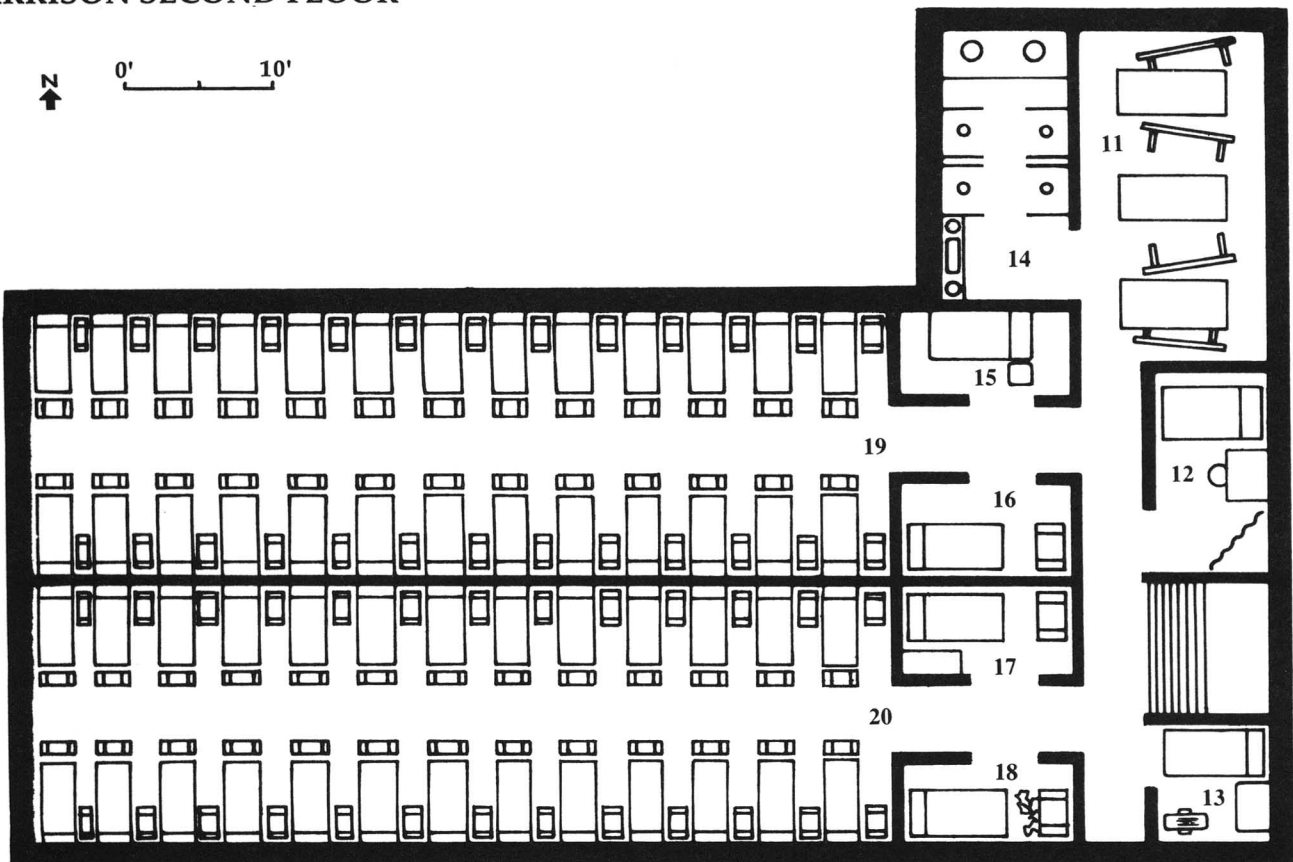
A tapestry depicts war and pillage. Hanging on the opposite wall are a bronze two-handed sword, an iron short sword, an iron rapier, and a steel bastard sword. None is enchanted. Standing in a corner is a grindstone.

A small teak chest holds two neatly folded uniforms, a black clay vase, seven carved obsidian knives, and a vial of lichen — either *The Dreamer* (20% chance) or Dreamdeath.

14. Latrine. The holes here correspond to sinks, toilets, and shower stalls. Pipes in the walls connect to those underneath room #4, then to a cistern under the building. A Troll and a Human skeleton embrace in death. They are surrounded by splintered wood, and by seventeen holes in the floor. Eight holes are lined up along one long wall, seven along the other, and a hole is found in front of each short wall.

15. Second Sergeant's Quarters, Wolf Company. Locked, *Easy*, +10 [+2 to Lockpicking Rolls]. This room holds a large cherry bed with a Striped Veercat pillow, a carved oak nightstand with a Bellacorn tooth glass, a Windak shelf, and two wall pegs. The cloaks that hung on the pegs are now rags on the floor, but the shelf still holds nine carved Karnelin ivory figures and four fine pottery bowls, each with a strange symbol fired into the bottom. Each of the items on the shelf would bring 2-20sp if sold in the market at Kelfour's Landing.

GARRISON SECOND FLOOR



The nightstand holds a Karnelin horn-handled dagger worth 20 sp, a bearclaw necklace worth 5 sp, and a carved wooden box worth 1 sp untrapped, with a secret compartment *Very Hard* (-20) [-2 to Lockpicking Rolls] to find. It holds a tiny key. Nothing is found inside but dust.

16. First Sergeant's Quarters, Wolf Company. A wolf skin is draped over the small bed in this room. A composite bow and quiver have broken and fallen from wall pegs and shattered. A crossbow hangs from pegs, and a small trunk stands against a wall.

The trunk holds three boomerangs, a sling with twenty stones, two (+5) Daggers [1D6 Base Damage], and 100' of light Flimelar rope, plus one trunk's worth of contents from the Trunk Contents Table in Part IX. The (+5) crossbow [+1 accuracy, String Breaks 8+] has a weak string which is 30% likely to break with each use.

17. First Sergeant's Quarters, Karnelin Company. Locked, *Medium*, +0. A skeleton lies on the floor, with a chain mail shirt half on. Near it are a short sword and dagger, still in their sheaths.

The table's contents are intriguing: a Malachite statue of an alluring lady in imitation Gnoll-work (worth 80 sp), a pipe rack with four carved wooden pipes (worth 10 sp), and four small wooden boxes (worth 50 cp each). The boxes hold various blends of tobacco. The room also holds a bed and a trunk. The trunk is locked (*Hard*, -10) [Lock -1 to Lockpicking Rolls] and trapped (*Very Hard*, -20) [-2 to Perception/Lockpicking to Spot/Disarm] to release a dagger smeared with Klytun paste. The trunk trap can be activated three times. The trunk also contains 2gp, 43sp, and five doses of Dreamer Brew. Three gold pieces are hidden in the torch holder.

18. Second Sergeant's Quarters, Karnelin Company. The floor of this room glitters with iridescent flashes in the characters' torchlight. Upon closer examination, these glints turn out to be fish scales. Desiccated food is crusted in the corners, and two empty bottles have been kicked under the bed. A dirty, torn book on the floor tells the history of a cult of Demon-worshippers. The walls are decorated with ink prints of fish, and a fishing pole and pail stand in the corner.

The room also holds a bed complete with skeleton, a stained table, and a closed trunk with rags sticking out of it. The trunk contains a small sharp knife worth 5 sp, a small case with hooks and weights, and seven gold-plated copper pieces. Under the mattress are 9gp, 8sp, and 136cp.

19. Barracks of the Wolf Company. A Wolf skin nailed to the far wall announces the identity of these barracks. The furnishings include forty-eight bunks, stacked two deep in rows down the long walls, topped by forty-eight pallets. One trunk stands at the foot of each pair of bunks, and a second trunk rests to the right of each lower bunk.

The trunks contain rags formerly clothing, polishing cloths, bandages, etc.) and many small items of value. To determine the contents of a particular trunk, consult the Trunk Contents Table, Part IX.

20. Barracks of the Karnelin Company. Contents of this room are similar to those of Room 19, with three exceptions. First, a pair of Karnelin horns is fastened to the far wall of this barracks instead of a Wolf skin. Second, the eleven bunks nearest the door each contain the remains of a body rotted into the straw tick. Last, all the remaining bunks have rumped blankets. The eleven were killed by Trolls before the alarm was raised.

THIRD FLOOR

21. Common Room, Hawk and Owl Companies. Three tables, eight chairs, three benches, a dart board with six darts, four decks of cards, four pairs of dice, and a skittle board crowd this room. One of the tables shows signs of gambling in progress; cards, dirty mugs, dried sandwiches, and a scattering of coins. A total of 32cp may be gathered, one of which has rolled into a dark corner.

22. Lieutenant's Quarters, Hawk Company. Hawk Company was on afternoon and evening duty the day of the attack [-1 to Lockpicking Rolls]. A few guards had gone to bed. Locked, *Hard*, -10.

The lieutenant died in his sleep, of no apparent cause. It was snakebite. The bed is small, as are the table and trunk. Two wooden stools are pulled up to the table. A bastard sword and target shield, both of steel, hang on the wall. The trunk holds a steel suit of full chain, two uniforms, three daggers, a bottle of strong whiskey, 17sp, and a vial of poison ivy sap. Eight silver pieces gather dust on the table.

23. Lieutenant's Quarters, Owl Company. Owl Company was on duty the night of the attack. Locked, *Easy*, +10 [+2 to Lockpicking Rolls].

One wall of this room is devoted to four maps. One shows the flight from Zor, one a classic battle exercise, one the defenses of the city, and one the trade routes of the Mur Fostisyr. The simple bed bears a wool blanket, and the nightstand holds a partial history of Quellburn. The history covers only the first thousand years of the city.

Eight different and ornate helms sit on a shelf. (The third is a Helm of Sight, which allows the wearer to see at night as well as full day; while the fifth has a thin bladder in the top which will break and soak the wearers head with bright red dye.)

A trunk holds uniforms and one trunk's worth of goods, as rolled on the Trunk Contents Table in Part IX.

24. Latrines. This room is similar to room #14, with one human skeleton slumped in the remains of a shower stall. One barrel and chain assembly survives over a floor drain on the opposite wall.

25. Second Sergeant's Quarters, Hawk Company. Locked, *Hard*, +10 [-1 to Lockpicking Rolls]. A trunk holds two precisely folded cloaks, four bottles of very rich vinegar — and very foul wine! — labelled with the names of old vineyards, and six small wheels of different cheeses, all very dry.

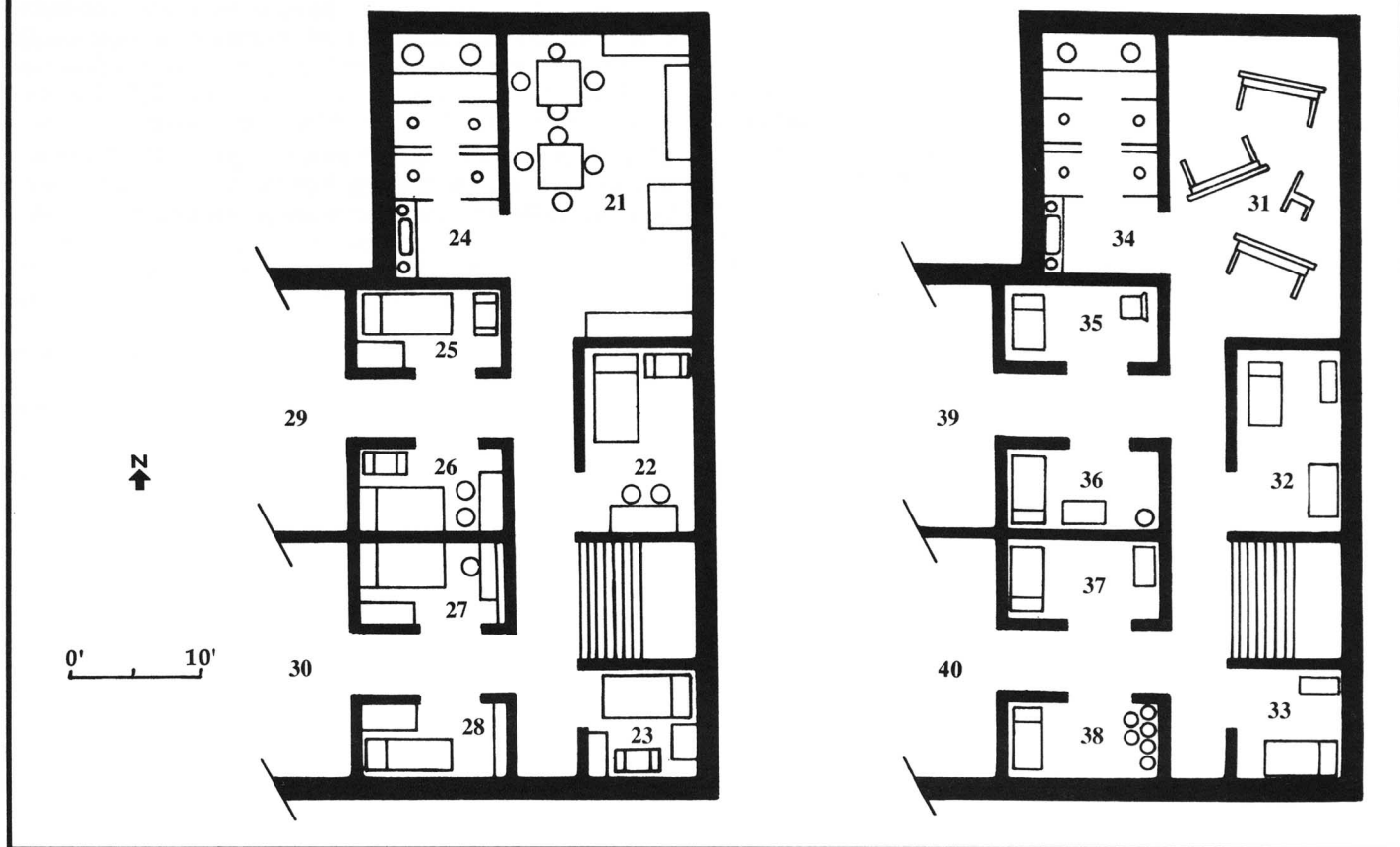
The bed is carefully made and the desk holds three drawers. The first drawer holds letters and notes in neat piles; the second, pens and inks; and the third, neat stacks of coins: 3gp, 26sp, 45bp, 112cp, and 216tp.

An intricate example of fine calligraphy drawing is centered on the wall.

26. First Sergeant's Quarters, Hawk Company. This room holds a rope bed (the ropes weakened to let the mattress fall through, if someone tries to sit on it), a small trunk, a small table, two chairs, and its previous owner, lying near a cutlass and dagger.

On the table is a model of a twin-masted galleon beside a candle stub and a simple iron holder. In the trunk are rotting clothing, flint and steel, a +5 Floating Dagger (will not sink in liquid, but will only support its own weight) [1D6 Base Damage], and a wood smoking pipe worth 50 cp.

GARRISON THIRD AND FOURTH FLOORS



27. First Sergeant's Quarters, Owl Company. Locked, *Easy*, +10 [+2 to Lockpicking Rolls]. The bed in this room is small but garishly ornate. A desk, a chair, a shelf, and a wardrobe fill the room. The wardrobe holds rotting finery, and the shelf supports a badly tuned lute.

The desk holds a quill, ink, seven sheets of blank parchment, and the twelve page *Saga of Sir Calaben of Quellburn*. This is the ribald tale of a dashing young knight and the princess he rescues.

28. Second Sergeant's Quarters, Owl Company. A simple cot, a shelf, and a worktable holds a variety of rusted tools and three Karnelin horns. The shelf is used to display four pieces of scrimshaw, each of a ship on the high seas. These pieces are worth 1-6sp each.

29. Barracks, Hawk Company. Fire damage is evident in this room. Skeletons of forty Men and Trolls cover the floor. These skeletons are mostly unarmed, as the five Animated Skeletons in the room have gathered everything of value into seven trunks for their Troll Specter master.

The Animated Skeletons fight with +5 Spears [Base 2D6 + 1 Damage]. The Specter wears a Ruby Ring (+1 Spell Adder.) [Aid, +1 to Magic Rolls] The chests hold mostly miscellaneous items along with thirty-seven chain mail shirts, most of them with holes, 6sp, 47bp, 213cp, 912tp, and a +15 *Dagger of Returning* (it will float back to the thrower over a 1 round period) [+2 accuracy with (Levitate 10", Independent, returns to owner's hand after thrown only (+1))].

30. Barracks, Owl Company. This is a standard barracks, like room #19. It is empty except for a skeleton in one bed (he was excused from duty for running a high fever) and the glassy stare of a stuffed owl on the far wall. Roll for trunk contents on the Trunk Contents Table in Part IX.

FOURTH FLOOR

31. Common Room, Eagle and Bat Companies. Amid the overturned tables and chairs are five skeletons in chain shirts. If examined, they will be seen to have most of their bones broken. A knife target hangs askew, and six decorative daggers (worth 5 sp each) can be collected along with 34cp in various pockets and pouches.

32. First Lieutenant's Quarters, Eagle Company. The Eagle Company had had early morning duty on the night of the raid. Most were asleep, but since they were on the fourth floor, all awakened in time to mount a defense. Locked, *Easy*, +10 [+2 to Lockpicking Rolls].

This room contains a large Windak bed with posts carved as Dragon's heads. A somber military painting hangs on the wall. A wardrobe, a dresser, and an oaken trunk are the remaining furnishings. The trunk holds rags and a tattered black velvet jacket. The wardrobe holds the ruins of several silk and velvet outfits. The dresser holds an ornate brass candlestick with a melted candle. In the drawers are laces, perfumed letters, ribbons, and other mementos of various ladies, including a ledger with names and addresses. The lieutenant was out for the night.

33. First Lieutenant's Quarters, Bat Company. The Bat Company was on duty when Zenon's allies struck. Locked, *Medium*, +0.

The furniture here is of plain, cheap wood: a simple bed with a wool cover, a table, three chairs, and a locked (*Easy*, +10) [+2 to Lockpicking Rolls] cabinet. The table holds an empty bottle and three copper goblets (worth 6cp each.) The cabinet holds six more goblets and five bottles of vinegar, three red and two white. (The wines have wickedly soured.)

Under the bed is a ledger listing a series of debts, and a pair of "loaded" dice (+/- 1 on a roll of 2d6, at the player's option.)

34. Latrines. The facilities here are much like the latrines in rooms #14 and #24, with slight variations in the state of disrepair.

35. Second Sergeant's Quarters, Eagle Company. This is a very plain room, with a small bed and a wooden chair: the sergeant lived in town with his mistress.

36. First Sergeant's Quarters, Eagle Company. A good-quality, plain wood bed holds the remains of its former occupant (a sound sleeper.) A chest holds a bronze dagger worth 50 cp, some desiccated meat, and an empty water jug. A worktable holds three wide-mouth bottles with mesh covers, blocks of wood, and woodworking tools worth a total of 2 sp and carvings.

The first jar holds the remains of a scorpion, the second a dozen fire ants, and the third a desiccated tarantula. Three carvings depict fierce-looking eagles tearing at their kills. The carvings are strangely malevolent and compelling, and would bring 4sp each in Kelfour's Landing.

37. First Sergeant's Quarters, Bat Company. The bed is short, sheeted; there is a gilt copper piece in the sheets. A bookcase holds scholarly books on tactics, fortress construction, and styles of weaponry. A desk holds sketches of minor variations to horse barding. None is particularly innovative.

38. Second Sergeant's Quarters, Bat Company. This plain room bears a simple cot, six paint pots, and two brushes. Two walls are painted in murals of the founding of Quellburn and the Wars of Dominion. A mural of a vineyard is above the bed, and the wall not visible from the doorway shows various pleasures and amusements.

39. Barracks, Eagle Company. The far corner of this room has been blown out, and sunlight streams in. Half the furniture and most of the defenders appear to have gone with the wall and lie scattered over the nearby ruins.

This opening has allowed a small flock of eleven Gorcrows to nest in the room. These birds will attack armed men only if they or their nests are threatened. If the Gorcrows are defeated, they will be found to have gathered 200gp in gems from the spoils of the city. Half the trunks are also intact and may be searched; roll on the Trunk Contents Table in Part IX.

40. Barracks, Bat Company. This is a standard barracks with trunks (see Trunk Contents Table in Part IX), except for a stuffed Cavern Wing nailed against the far wall and for the Giant Spider webs (with 3 Giant Spiders) interlacing everything. The Giant Spiders will attack if anything touches their webs. See the Master Creatures Table in Part IX.

THE ARMORY

Particularly appealing to the adventurous party in search of booty and weapons, Quellburn's armory stands erect amidst the decay and collapse of the city. The rectangle beckons for careful exploration.

1. The Street. The armory stands virtually undamaged in the midst of the ruined city. Defended by seasoned guards and deadly traps, it survived the fall of Quellburn. Piles of skeletons and a few more recent corpses attest to the continued presence of strong defenses. No Trolls or Demons have broken through the defenses of this structure.

2. The Entrance. The entrance to the armory is a stout oak door flanked by arrow slits. The door is locked (*Very Hard*, -20) [-2 to Lockpicking Rolls] and barred, and trapped with a poisoned needle (*Absurd*, -40) [-8 to Perception/Lockpicking Rolls to Spot/Disarm]. The poison has evaporated leaving the needle as a small threat. The door has taken damage, but a dozen skeletons lying in front hold arrows in their rib cages. The hall beyond the door is tiled in granite and holds candle sconces every thirty feet along its length.

3. Office of the Armory Commander. The room holds a desk, two chairs, a set of shelves, and two skeletons. Both skeletons have fallen across warped bows near the arrow slit, one with an arrow through its eye socket. The leather breastplates and greaves of the skeletons are old and cracked; the weapons have no real value.

The desk holds a complete listing of garrison arms and armor with sizes, a ledger which tells who was using what equipment, and a full set of accounts with various smiths and armorers within the city. A simple corroded brass candlestick holds the melted remains of a candle.

4. Commander's Latrine. This room holds a wooden seat with a hole. A pipe leads up to a water tank on the roof. Another hole in the floor leads to a large underground cavern, half full of rich brown earth. The outlet to the Colewaether River has long since been clogged by waste, refuse and bones.

5. The commander was a man of simple tastes. The single chair is undecorated, the wardrobe holds only simple linen garments, and the bed is covered in rough wool, undecorated. A nightstand holds armor polish, a whetstone, and 20cp. An empty armor stand is in the corner.

6. Smithy. This smithy was used for the repair of horse barding, the manufacture of catapult parts, and the production of the special "Whistling Arrows" of the Quellburn guard. The arrows were made long ago by the armorers of Quellburn and have a pattern of grooves along the haft that produce a high-pitched whine in flight. Such arrows can be heard a half-mile away and are used for signalling in the foggy Claedesbrim, as much as to intimidate foes.

The smithy also contains a forge, three anvils, a variety of hammers and tongs, a suit of chain barding, and seven whistling arrows. Barred ceiling grills allow heat and smoke out and daylight in, both here and in rooms #7 and #11.

7. Weapon's Maintenance. Most of the guards' weaponry was repaired here. The room holds a forge, one anvil, three grinding wheels, hammers, tongs, pliers, three dozen wooden hafts, and four badly nicked swords worth 20 sp each.

8. Training Area. This large open area was used for the training of soldiers. Charts on the walls show simple throws and holds; one chart shows vital wounds. The floor holds a large, moldering tackling dummy and three musty straw mats, a variety of stone weights, and several flexible wooden swords and staves. Two ropes hang from the ceiling. Nothing in this room is of real value.

9. Archery Range. This long, narrow room holds three targets at the far end. A groove has been cut in the stone three feet from the near wall for the archers to line up against. A slate on the wall is marked with white crosshatches drawn with a piece of limestone (to keep score.) Burned-out torches rest in four wall sconces in the corners.

THE CITADEL OF WIZARDS

This elaborate and extraordinary walled complex was home and workplace to Quellburn's Twelve Magi. At one time, this bustling center of magic was alive with the voices of a Seers, Mentalist and Sorcerers as well as the cries and calls of animals of all kinds. Adventurers seeking a bit of magic within these walls will not be disappointed, although many have entered the complex never to exit the stone fortress of magic again.

THE WALLS

From the outside, all that can be seen of this large compound is a seventy foot high granite wall, polished smooth and graven with Symbols of *Light Eruption* (Astrologer Light's Way) [2D6 Dazzle] and *Sleep* (Essence Rune Mastery) [Domination 7D6 (cause Sleep only (+1))]. A scattering of bones around the walls and before the great bronze doors attests to the unsuccessful attempts of looters to enter and pillage the citadel of magic.

ENTRANCE COMPLEX

1. The Great Gates. Eight foot high bronze doors stand open. A skeleton in tattered red robes lies across the threshold. A scattering of other bones nearby provides a further warning of danger. (If anyone attempts to enter these doors without being announced from within, a Point-blank +50 [OCV 10, 10D6 Blast (Normal, Energy)] *Lightning Bolt* will strike him.)

2. Entrance Hall. This hall, tiled in black marble, leads to a second pair of bronze doors. Two other doors lead off to the right. (A secret door leads to a guard chamber.) A second skeleton, dressed in cracked leather armor and carrying a short sword and picklocks, lies in the hallway (in front of the secret door).

3. Waiting Room. Visitors awaiting an audience with the Twelve Wizards once sat or nervously paced in this chamber. The room holds a couch, three upholstered chairs, and two tapestries. The tapestries here were once fine, but are now faded, torn and worth little. A small hole behind a tapestry leads to the guard room, room #4, where any talk by those waiting was monitored.

4. Guard Room. Two skeletons lie on the floor with large dark stains around them, the results of a very strong reduction poison.

The table at the back of the room holds the remains of a plate of meat and two jugs of ale, long dried-out and useless. A total of 9sp lies at the skeletons' hips. Corroded and worthless swords rest in their bony hands.

5. Records Hall. Scribes once worked furiously at these four desks, detailing all of the actions taken by the Council and its servants. The shelves are crammed from floor to ceiling with papers and scrolls, records of censuses, imports, exports, treaties, council meetings, and military actions. (These records weigh over 2,000 pounds and would be worth 600gp to a wealthy historian.)

6. Guard Post. A secret door, locked (*Very Hard*, -20) [-2 to Lockpicking rolls], connects this guard post to the main hallway. It is trapped (*Extremely Hard*, -30) [-4 to Perception/Lockpicking to Spot/Disarm] with a now-harmless and disarmed poison needle trap, which will act from either side of the door and produce an ominous click.

The room holds an overturned table, three broken chairs, and several dried, brown blood stains.

7 Council Audience Chamber. This large chamber was for audiences granted with the Wizards. Four Wizards sat in state on any given day. They rotated this duty, so that each of the Twelve sat here twice a week. (The six columns are actually Stone Golems which will attack anyone who touches the dais without wearing the symbol of one of the Wizards. See the *Master Creatures Chart* in Part IX.)

The thrones on the dais are carved of oak, painted and cushioned. A skeleton in leather armor lies at the base of the dais, his satchel



crushed, as are his ribs. A button on the right arm of each throne will activate the golems, which will obey the activator. A button on the left arm will cause a *Wall of Force* (Channeling Barrier Law) [12 PD/12 ED Ward] to divide the room three feet in front of the dais for ten minutes.

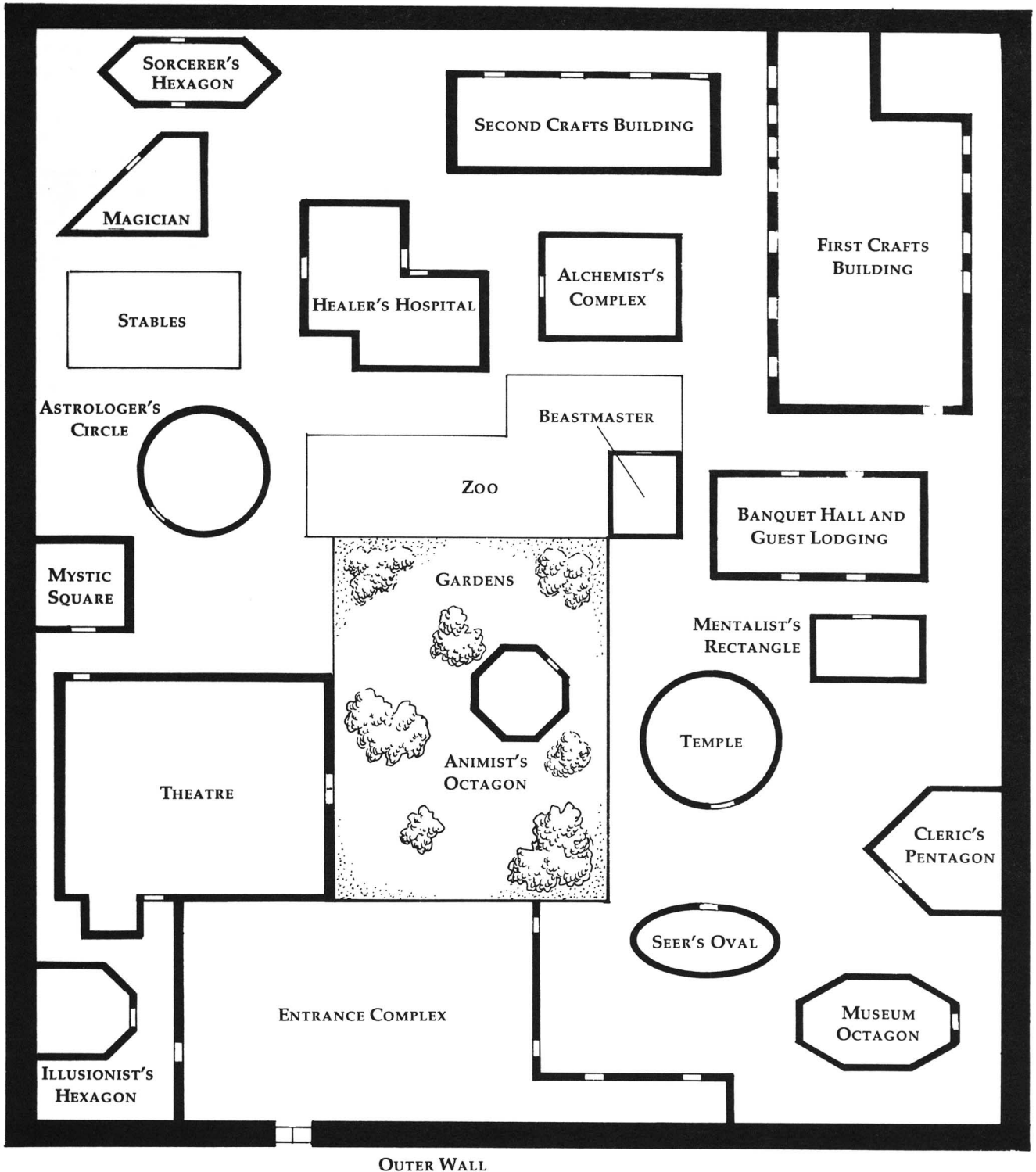
Three colorful but faded tapestries depict with frightful realism the Wizards' battle against the Unlife and also reveal the founding of Quellburn. Still in good shape, these tapestries are worth 20-40gp each. The two secret doors are locked (*Hard*, -10) [-1 to Lockpicking Rolls] but are not trapped.

8. Storeroom. Shelves line this storeroom and hold many now-useless items. Some useful items include: eight quills, thirty sheets of vellum, three vials of ink, two brooms, a pail, twelve candles, and five chunks of soap.

9. Council Conference Room. The doors to this room are locked (*Very Hard*, -20) [-2 to Lockpicking Rolls] and trapped (*Sheer Folly*, -50 to disarm) [-8 to Lockpicking/Perception Rolls to Spot/Disarm. Trap has OCV 6 (anyone picking the lock will be DCV 0) and does 2D6 Damage]. The trap takes the form of a blade, hidden in the wood grain of the door, which pivots out to slash any lock-picker as a +60 Broadsword. The room holds a large oval table and twelve black-enamelled chairs. Each of the chairs has a gilt symbol on the back; Alladyre's is a large hooded eye. Clockwise from her chair, the symbols are: a ghost shape, the figure of a man, a fleur-de-lis, a star, a circle divided into four quadrants, a multicolored cloud, a flask, a starburst, an hourglass, an open hand, and a many-faceted gem. The chairs are works of art and worth 50 sp each in town.

Alladyre's chair has a stack of papers in front of it. The papers include a Healer Rune *Sprain Repair* (one use) [1D6 Heal] and a letter reprimanding Zenon for researches inimical to the purposes of the Council.

CITADEL OF WIZARDS



10. Council War Room. The walls of this room hold two large murals, one of the city defenses, and one of the shores of Claedesbrim Bay, dotted with forts and settlements. Large sandtables hold forty lead figurines in warlike poses, and six small wooden ships. All artwork is excellently rendered and would bring 2sp each.

A podium stands next to a slate board. It holds papers listing troop strengths and locations, now distant history.

11. Council Treasury. This secret door is locked (*Absurd*, -40) [-8 to Lockpicking Rolls] and triple-trapped. The first trap (*Sheer Folly*, -50) [-6 to Perception/Lockpicking Rolls to Spot/Disarm] sounds alarms in rooms #4, 6, 7, 9, 12, and 14. The second trap (*Absurd*, -70) [-8 to Perception/Lockpicking to Spot/disarm; Darts' OCV: 6, 1/2D6 Damage] fires six darts (poisoned with *Carnegurth*, attack as +30 short bow but 1/2 hits) in front of the door, while the third trap (*Sheer Folly*, -50) [-6 to Perception/Lockpicking to Spot/disarm; Gds (10D6 Domination, Area Affect, Radius 3" Command to Remain Motionless Only (+1))] fills the room with a gas made from the Dreamer plant. The resulting hallucinations cause all characters who fail their resistance rolls vs 10th level to remain motionless until they or the gas are removed. This is what happened to the thief inside.

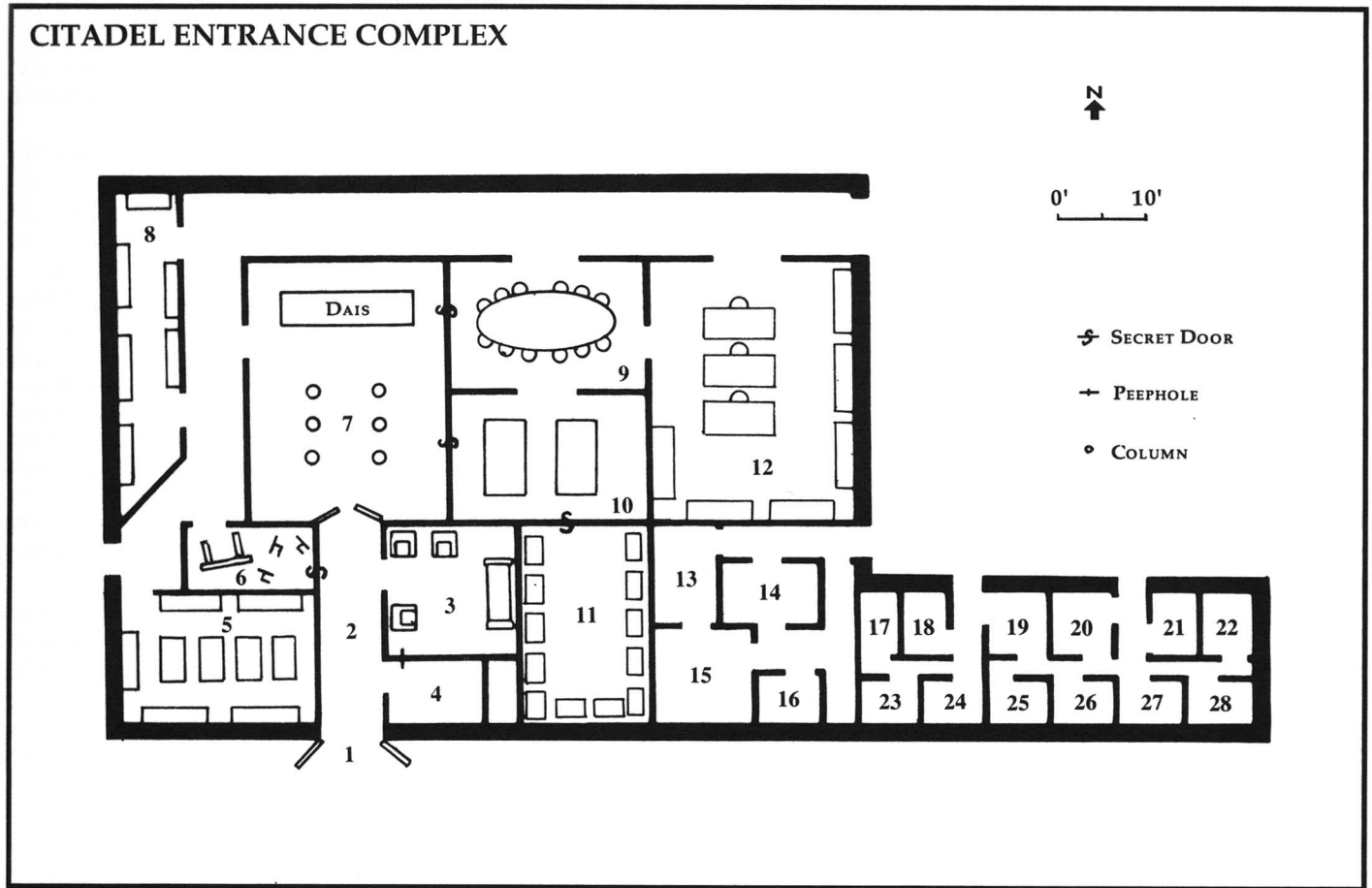
The room beyond holds twelve chests full of coins, gems, and metals. It also holds a body in leather armor: the body has been here for only six months and belonged to the greatest thief in the northlands. He avoided all the other traps until he got here, and under the influence of Dreamer gas, died of thirst without noticing. The chests hold six 100gp eog bars, three 200gp laen crystals, 11327tp, 5216bp, 1318cp, 2737sp, 485gp, and 1369gp worth of assorted gems. None of this is enchanted; it is strictly trade goods.

Also amongst the treasures are Bracers of Taurek (+15 to martial arts OB, 2xPP for Monks, -15 to DB) [Aid: Adds 3 levels with Hand to Hand combat], a Staff of Agonar (3xPP for Magicians, flames on command, holder is immune to heat and cold, and it will cast 3 *Firebolts/day*) [Aid (+3 to Magic Roll, does 1-1/2 D6 Energy Killing when flaming (otherwise as staff); Adapt - Immune to Temperature extremes; 2D6 Killing Blast (3x/day)], and a Gnollish sculpture in platinum and laen worth over 2000gp.

12. Council Library. This door is closed but unlocked and untrapped. The room holds three desks, three chairs, and a large oak sculpture of a knight slaying a small Drake. This once-elegant chamber is lined with shelf after shelf of books, tomes, scrolls, and letters. Many of these books and papers are valuable to scholars, but to select them would take days.

13. General Sprogan's Exercise Room. The general valued his personal strength. This room is very well-equipped. Here one finds stone weights, target dummies, hacking posts, wooden practice weapons, a knife target, ropes and bars attached to the ceiling, and charts of holds and critical injuries. One of the hacking posts still holds a (+5) Battle Axe [Does 2D6 +1 Base Damage].

14. The General's Living Room. This room contains a desk, a trunk, a couch, and a book case. The desk is locked (*Very Hard*, -20) [-2 to Lockpicking Rolls] and trapped (*Sheer Folly*, -50) [-6 to Perception/Lockpicking Rolls to spot/remove] to burst into flame within the drawer. This fire will destroy the three Arrows of Balloon Feather (one use, lift 300 lbs for 10-100 rounds) [Psychokinesis STR 15 (Independent, No Range, End Reserve, 100 END, never recharges, only lifts straight up (+1))], and causes a vial to burst, spreading a cloud of *Taynaga* powder (see *Masters Poisons Chart*



The trunk is also trapped (*Very Hard*, -20) [-2 to perception/Lockpicking Rolls to spot/remove; OCV: 6; 1-1/2 Damage] with a scythe (treat as a +30 axe) and holds 47gp, 263sp, and six bottles of vinegar, formerly choice wine and brandy. The bookcase contains several sculptures and figurines of wood and metal, all with a military theme and of little value now.

15. General Sprogan's Bedroom. A large four poster bed with linen hangings dominates the room. Under the mattress are 17gp [+2 Accuracy]. A +20 steel Dagger lies under the pillow. A simple wood trunk rests upon the floor. The trunk holds a loaded heavy crossbow which will fire at the opener when the lid is raised (point blank). This can be avoided only by standing to the side of the trunk when opening it. The contents of the trunk are a silver chalice (21sp), the remains of a silk kerchief, and a chain belt set with topaz (32gp).

16. The General's Bathroom. This room holds a large tin tub and a fired-clay chamberpot.

17-28. Servant's Quarters. Each of these rooms holds a bed, a trunk, and a chair. The trunks hold items from the Trunk Contents Table (see Part IX), except for the lack of any weapons. Rooms #19, 20, and 23 were used for paired couples, and so have two trunks each.

MUSEUM OCTAGON

This striking building contains valuables of several sorts, both gems and manuscripts of illuminating information. Adventurers would be hard pressed to hurry by such a fascinating site.

Museum. Within this cool, dark room stand the trophies of the Council's victories. Prominent are a +10 *Sword Of Slaying* [+2 Accuracy and +3D6 Killing Damage to Elves only] Elves, +20 vs. Elves, the banner of an Unlife Commander, the hide of a large Bellacorn, and the tail of a Jemsting. (*For more information about the Jemsting, not normally found in this area, see The Shadow World Inhabitants Guide.*)

Museum. Similar to room #29, the second floor of the museum is more scholarly. A collection of forty-six different gems (620gp value) is stored in a sectioned wooden case. Two dozen dried and useless herbs, the jaws of seven large animals, and a sizeable collection of dried insects rest on shelves, all neatly labelled.

Museum Curator's Quarters. This unadorned chamber contains a bookcase, a desk and stool, a worktable, and a small bed. The bookcase contains scholarly works on herbs and geology with copious margin notes, and a collection of more mundane minerals, culled from the museum collection. The desk holds a catalog of all the items in the museum and notes on what new items are needed. The worktable is a jumble of samples, tools, and sketches of how to display choice items.

SEER'S OVAL

Home of the fabled Weardan, this oddly-shaped structure was home and study to the master Seer of Quellburn.

Weardan's Bedroom. Weardan's sleeping parlor is sparsely furnished, having only a bed and a wardrobe. The wardrobe holds mostly rags and one fine cloak (a +3 Seer Spell Adder) [+3 to Magic Rolls for Detect, Analyze, and Clairvoyance/Type spells].

Weardan's Study. This room holds a bookcase, a desk, and a table. The bookcase holds many tomes of magic, but insects have been busy, and only the Seer True Perceptions list to 20th level may still be useful [8D6 or more of an Analyze spell]. Writings on the desk hold warnings of a disaster about to befall the council. These warnings are vague and dreamlike, and even the author seems to doubt their truth.

The large oak table holds a variety of curious stones and carvings, and a silver chalice chased in gold — which generates an *Item Feel* (Mentalism) upon an item (maximum size is a 4" sphere) placed within it once per day [6D6 Analyze (Vague Perceptions only (+1/2)), 1x/day].

Weardan's Living Room. A low, plain couch, two chairs, and a low table are placed carefully around the room. On the table are a silver jug and four cups (47sp). The chairs are of ordinary oak but quite comfortable.

Weardan's Divination Chamber. This room holds a raked sand floor and a stone cylinder in the middle; no footprints mar the sand. A large candle sits in an alcove in the middle of the curved wall. (The user *Teleports* to the top of the stone cylinder.)



CLERIC'S PENTAGON

Home to Brinnsol the Cleric, this unusual building offers some titillating tidbits to the thorough and bold explorer.

Entrance. The door to Brinnsol's home is locked (*Very Hard*, -20) [-2 to Lockpicking Rolls] and opens into a small corridor. The corridor is bare and unadorned.

Brinnsol's Sitting Room. This room is quietly appointed in muted grays and light blues. Two oak chairs, a low wood table, and a small cabinet furnish it. The cabinet holds a bottle of mild brandy and two silver goblets (worth a total of 8sp).

Meditation Room. A large granite statue of Zodar dominates this room. Zodar is shown as a father figure with outstretched hands, evoking a feeling of great caring and sympathy. A kneeling bench has been placed in front of the statue, and a skylight allows light to fall on it during daylight hours.

Purification Chamber. This chamber was built for the purification of the Lord Cleric. It also has the power to reawaken Zenon. The floor is a large mosaic depicting a maze. Following the maze will result in *Uncurse True* [20D6 Dispel, "Curses" only (+3/4)], *Restoration True* [8D6 Transformation; Damaged Minds to Fully-Healed Minds], and *Purification True* (Cleric Repulsions, Life Mastery, and Channeling Purifications lists, respectively) [6D6 Heal (vs. Disease-Caused Damage Only (+1)) linked to 15D6 Dispel (vs. "Disease" Drains and Destructions (+2)) to be cast on the maze runner. This can only take place once per day, but the target may be carried through the maze.

Brinnsol's Bedroom. This room holds a large bed and a nightstand. The nightstand holds a fat candle and a tome of the religious writings of Neelan, First Prophet of Zodar. An empty jug and a pottery cup are in the nightstand.

Dressing Chamber. A long line full of ruined vestments hung on wall pegs stretches along the far side of this room. The vestments are no longer of value, but the gold threads and jeweled studs will bring 112gp. A dressing table holds kohl and chalk dust and a silver hand mirror, badly tarnished.

Waiting Room. This room holds four straight-backed wooden chairs, a bench, and a low table. On the table are six religious scrolls telling parables of folk wisdom.

Study. A stained glass window illuminates this room, which holds a desk and a chair. The desk holds only blank parchment, quills, and a porcelain bottle of dried ink.

MENTALIST'S RECTANGLE

This deceptively simple-looking building was the home of one of Quellburn's most powerful individuals, Alladyre, the master Mentalist.

Alladyre's Laboratory. Two stone chairs face each other across this room. (The placing of the chairs is designed to allow optimum mental contact.) A workbench has several cages which hold the skeletons of rabbits and rats.

Meditation Chamber. The floor is tiled in consecutive rings of the colors of the rainbow, red through purple. A large quartz crystal is suspended by a silver thread at a height of seven feet over the center of the room. Anyone who is a caster of Mentalism will gain a +10 [+1 to Magic Roll for mind-based spells] on all spell attempts if in a trance within the confines of this room.

Alladyre's Study. A wooden desk holds papers appropriate to the running of the Council, and a seal with a twelve-sided polygon. Large shelves hold skulls of fourteen animals and books on Mentalism (including all Mentalism Base Lists to 20th level. These spells can be cast by anyone making a successful Rune Mastery roll — including profession)

Alladyre's Bedroom. Soft colors of blue and green give an underwater feel to this eerie hushed chamber. It contains a bed, a nightstand, and a wardrobe. On the nightstand is a stack of coins, 5gp and 14sp. The ruined cloaks in the wardrobe are useless (but 3sp has fallen through a pocket to the bottom of the wardrobe).

BANQUET HALL AND GUEST LODGINGS

Strange muffled cries emerge from within this rather large wooden edifice. The hall is too small to have housed more than a few guests but must have been elegant once.

Banquet Hall. Four large round tables, each seating eight, fill the hall. The heavy chairs have flat red cushions, now mouse-chewed. Historical tapestries cover the walls; several large shuttered windows welcome the light of the day or the moonlight of the night. Three gigantic brass chandeliers hang by chains from the ceiling.

The tables are set with pewter mugs and plates and with silver knives and spoons. (The settings are worth a total of 283sp.)

Guest Study. This room holds a faded tapestry, a desk, and two chairs. The desk holds five blank sheets of parchment, sealing wax, and a fresh quill. A wax-sealed vial contains red ink.

Guest Bedroom. The large bed here was freshly made 210 years ago. A small table supports a tallow candle, melted but never burned, while an empty trunk stands at the foot of the bed. A small, shuttered window pierces the wall opposite the bed.

Guest Bath. A small gray enamel tub and a brass chamberpot sit in this room.

Guest Bedroom. The Gorcrows have made their nasty nest in the bed. Two adults and either three fledglings or eggs are present, depending upon the season. The adults will attack if the door opens.

Guest Study. The parchment and sealing wax have been ruined by mice and beetles.

THE BEASTMASTER'S SQUARE

Karg's simple home lies in ruins, his monument to creatures shattered like Quellburn's dreams of peace and security.

Karg's Bedroom. This room holds a bed, dresser, cloak stand, and a shelf. The shelf holds a bestiary and four horror stories. Tapestries of a tiger tamer and a unicorn hunt adorn the walls. The dresser is full of rotted leather tunics, a dog whistle, a whip, 50' of rope, panpipes, and 23sp.

Karg's Parlor. The furnishings of this room are in great disarray. Near the door is a cracked leather suit of armor full of grayish white powder. A whip lies next to the remains, as does a pouch of spoiled jerky. The spirit of the beastmaster has risen as a Specter, an Undead created by a death so shocking to the spirit that it refuses to accept its end and hovers over its body, hoping to reawaken.

Storage. This small closet holds mops, pails, chains, leashes, gloves, and shovels. All, except for twenty feet of one-inch chain, are worn and valueless.

ANIMIST'S OCTAGON

A distinct odor of rot emerges from Vidaria's home and workplace. What can one expect from an Animist?

Storage. This storeroom holds Vidaria's pots, shovels, soil, cages, rope, cutters, knives, pails, and other tools. (None is of particular value, although some are usable.)

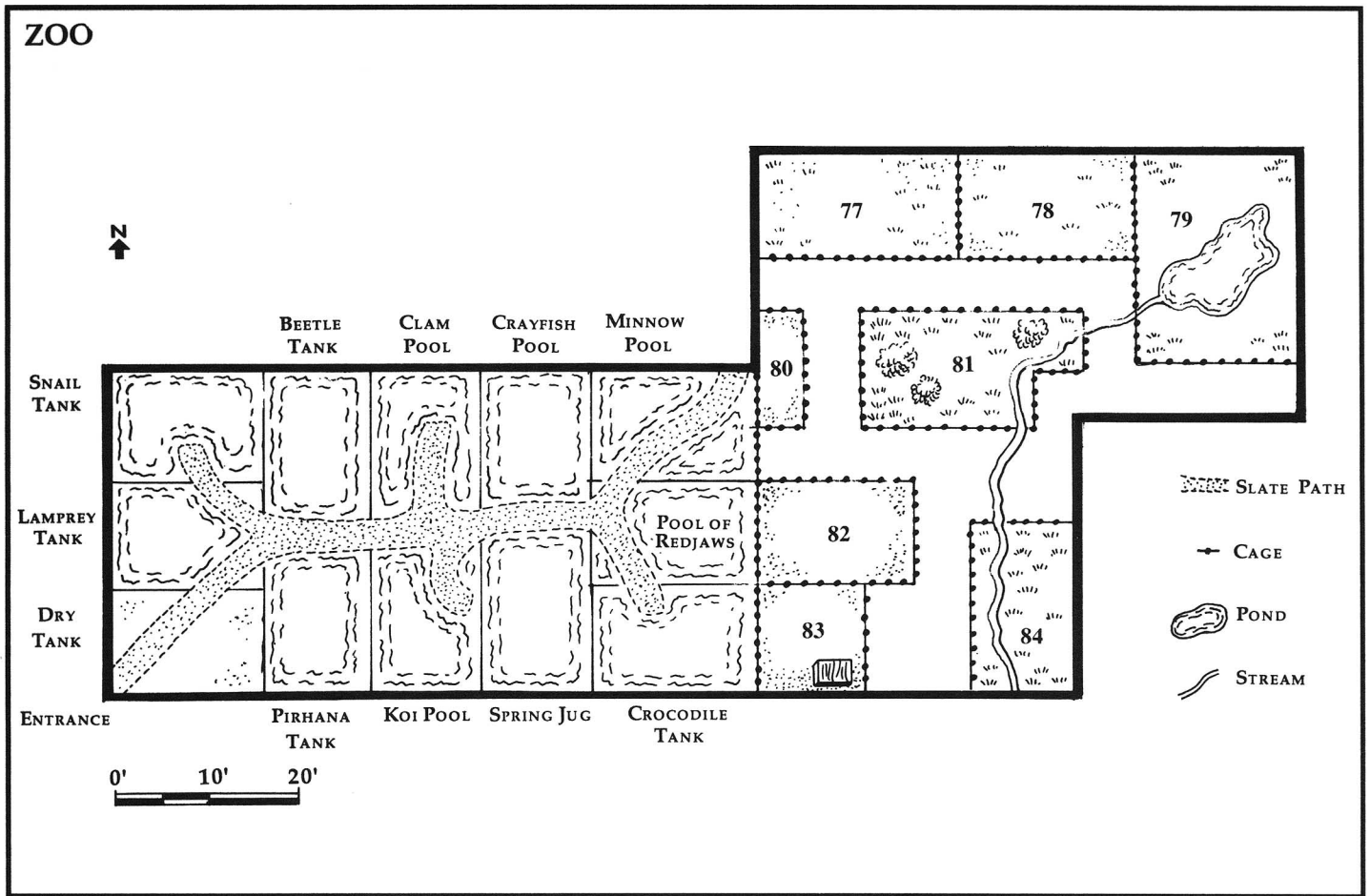
Vidaria's Temple. A skylight opens on this room. A still pool of murky water in the center of the room is surrounded by rocks and plantings. Several herbs can be found here, including Edram and Mirena.

Animal Hospital. The Animist Vidaria died with her pet Mountain Cat, Charrl. The mummified remains of the unusual couple lie here, broken and battered. This room holds spoiled food, small cages, dried and useless herbs, bandages, scissors, and scalpels. On Vidaria's body can be found a small vial containing a potion which will heal 3-30 hits [4D6 Heal], and a gold ring, which makes the wearer go unnoticed by things of nature (nonintelligent animals and plants). The ring will work for one hour once per day.

Potting Room. A dry sink, a worktable, and a shelf of pots, soil, and gravel fill this chamber. The table holds a small trowel and eight pots of herbs. Roll on the **Master Plant and Herb Chart** in Part IX to determine what herbs are here; rolling a one or two on a d10, the herbs have retained their potency.

Preserving Room. This room has a skylight, a worktable, and shelves. A small oven stands against the wall. The shelves hold several pottery jars with broken wax seals. The wax shows small tooth marks and the jars are empty. The table sports drying racks, wax, and empty jars. A large salt block sits under the table, and over the oven hang tarnished ladles, funnels, and pots.

Vidaria's Bedroom. The furniture here is quite rustic. The bed is made of bent branches the table is a polished log. Resting upon the table is a pot of dry earth and three carvings of a Bear, a Mountain Cat, and a Rabbit. All carvings are Mahogany and would bring 1-10gp each.



AQUARIUM

This large and partially destroyed building is surprisingly alive with cries and calls and snarls. What can they mean?

Entrance. The aquarium is a large brick enclosure without a roof. It rises twelve feet from the ground and is subdivided into twelve sections by brick walls. Stairs lead up to a slate walk that runs across the top, giving viewers access to all the tanks and providing shade for the inhabitants. The pools are filled by a Spring Jug, a clay vessel which pours forth a half-gallon of water per round. This jug is located in room #70 and can be easily stoppered for carrying. All of the tanks which hold water also nurture a variety of fresh water plants.

Snail Tank. This tank holds the greatest variety of plants, at least two dozen varieties. Many snails of different types are in the tank. All of the snails are harmless, and a few are very tasty.

Lamprey Tank. This tank holds a large school of carp and a small school of stinging Lampreys (5 in all) which feed on carp and the hands of careless adventurers.

Dry Tank. This tank has a crack in its outer wall. Water pours in from other tanks but flows out through the crack. The only other things in the tank are old fish bones and a tree, which gains nourishment from the water flowing through the tank.

Piranha Tank. This tank holds a small school of thirteen hungry piranha and the skeletons of several rats and birds. Koi occasionally jump in from the adjacent tank (#69).

Koi Pool. This pool holds three dozen Koi (a type of ornamental carp) which Darniel enjoyed watching and which make for excellent eating.

Spring Jug. This tank contains a stone grotto which provides holdfasts for many aquatic plants—and a hiding place for the Spring Jug, which fills the tanks.

Crocodile Tank. This tank holds the skeletons of a crocodile and a man in rotted leather armor. The leg of the man rests within the ribs of the crocodile, and the man's sword is broken. Searching the floor of the pool will reveal 37 tarnished copper pieces.

Pool of Redjaws. This pool holds many catfish. Five Redjaws are hiding in the shade of the walkway.

Minnow Pool. Among the weeds in this pool are many colorful guppies, minnows, and fresh water damselfish.

Crayfish Pool. The Crayfish in this pool is three feet long—and quite hungry. He normally eats the vegetation but would like some meat.

Clam Pool. This pool holds only plants and fresh water shellfish.

Beetle Tank. Along with carp and minnows, this tank houses a Giant Water Beetle.

Zoo

Once a thriving, babbling, jumping community of beasts, the Quellburn Zoo rests in a weird silence amidst the decaying building. From the outside, noises can be heard occasionally: what animals have managed to live for so long without an attendant to care for them, and how?

77. Wolves. This cage once held a pack of wolves, now long-dead. Their skeletons lie in the cage along with the bones of rabbits and birds. One of the long-dead Wolves is now a Ghost Wolf, which haunts the zoo. As with all the zoo cages, the bars are of steel and the doors are locked (*Hard*, -10) [-1 to Lockpicking Rolls].

78. Wolverines. The bars of this cage were bent apart long ago, but the Wolverines within continued to return to their familiar lair. Some of their descendants have kept this as their den. Two mated adults and four pups live here. Hunting through the ruins, they have found pretty things and dragged them back here. In their den are a 20gp ruby, a *Ring of Invisibility*, useable 1x per day, and 8sp [Cloak: -8 to Perception Rolls, 1 continuing charge: 10 minutes, recharges in 1 day's time].

79. Tapirs. This large cage holds a pond and a family of six tapirs, protected in the winter by a permanent *Heat Water* on the pond (75°F.)

80. Fox. A clean-picked fox skeleton is all that remains in this cage.

81. Mountain Goats. This cage holds four Mountain Goats and some very prolific vegetation. Water is provided by an overflow from the Tapir's cage.

82. Empty Cage. The doors of this cage were ripped off in the fall of the Council. The animals are gone.

83. Monkeys. This cage holds a wooden shelter and the skeletons of four small monkeys.

84. Jadeback. The hollow carcass of a Giant Beetle sits in this cage with three-score neat round holes in its armor, each a sixteenth of an inch in diameter.

TEMPLE OF ZODOR

Zodor was a lesser paternal god worshipped by many in Quellbourne in her days of glory.

Temple. This large circular building has a domed ceiling supported by oak pillars. The marble altar in the center of the room is cracked and broken, and the crushed body of Brinnsol, the Lord Cleric, lies tossed upon it. The body wears old robes with several holes and gashes. A laen medallion worth 200 gp hangs from his neck, a Ring of Power (casts a constant *True Aura*, Channeling Light's Way) [Aid +1 to DCV, +3D6 to Presence] sits on his right hand, and a ruby ring (4xPP of Channeling) [Aid +5 to Magic Rolls for Magicians using magic which is divine in origin] lies upon his left. An alms box by the door of the temple has been ripped off the wall and crushed by the powerful Demon which passed through here.

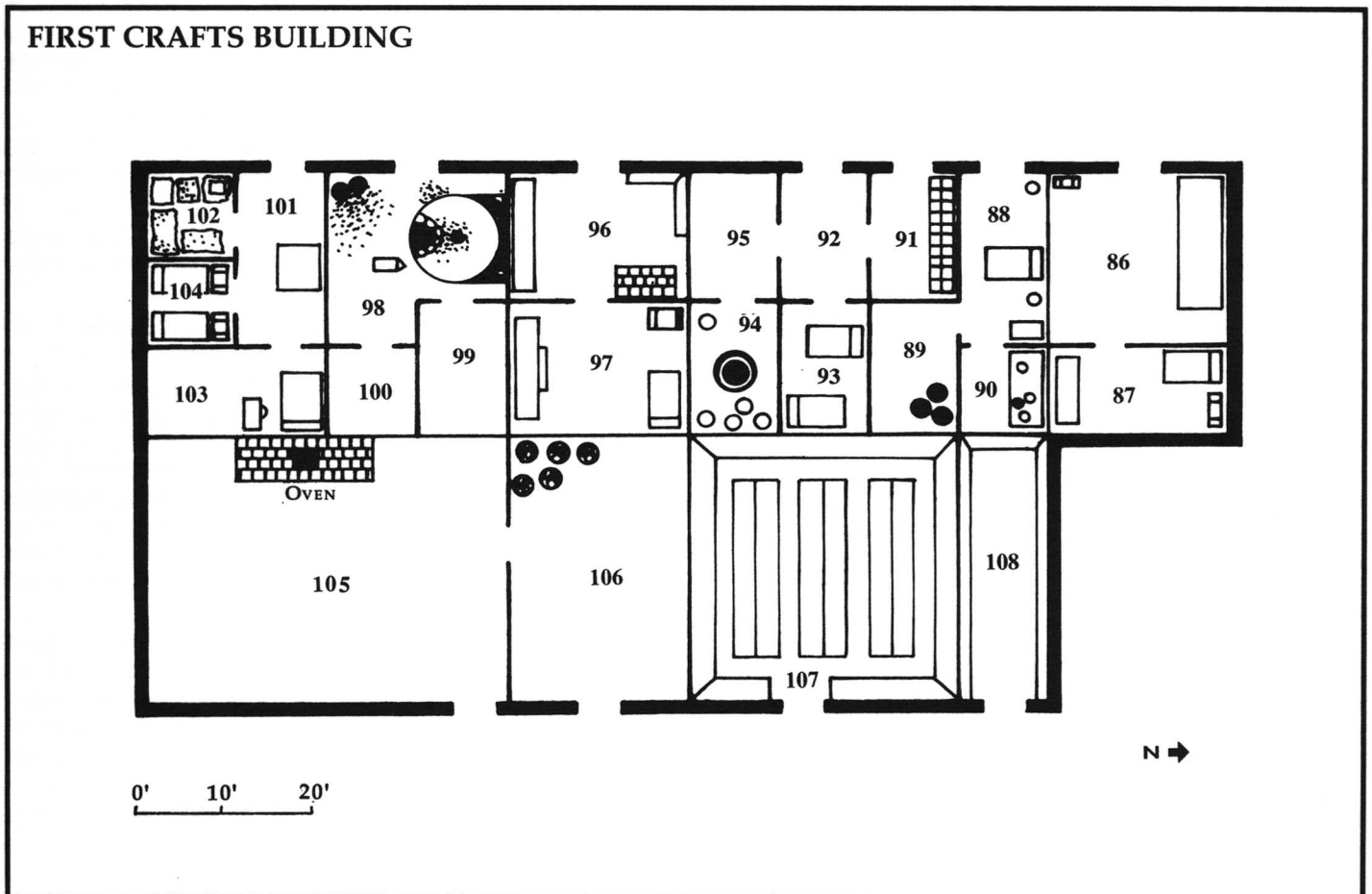
FIRST CRAFTS BUILDING AND KITCHENS

This large and crude structure was the workplace of a score of Quellburn's finest artists and craftsmen. Tools are sure to be lying about inside, along with who knows what else.

86. Jeweler's Workroom. A large hardwood bench holds a small brazier, jeweler's loupe, a small anvil, hammers, and tongs. Twenty inches of gold wire, 18" of silver, and 30" of copper hang over the bench in neat coils.

A small trunk holds 19 rods of metal, each about a foot long and one-half inch diameter. Three rods are gold, six silver, and ten copper.

An inanimate skeleton lies drooped over the bench (the victim of poison gas.)



87. Jeweler's Bedroom. This room holds a small cot, two wall pegs, a trunk, and a workbench. On the workbench are gem-cutting and polishing tools and a small velvet sack. The sack contains 286gp worth of emeralds, rubies, and other cut and gleaming rare gems. The trunk holds ruined clothes, a black velvet cloth, and spare tools.

88. Limner's Studio. Upon entering this room, one customarily has a first impression of a chamber decorated with shocking mix of bright and garish colors. A bed, a dresser, and two chairs are painted in contrasting but not clashing colors. The dresser holds rotted hand-painted robes, dried paints, pigments, brushes, quills, and parchment, all of it worthless.

Three walls are painted in distorted landscapes in greens, blues, and reds. The fourth wall is a pristine white and backs a paint-splattered walnut easel.

A canvas sits on the easel, showing the beginnings of a realistic portrait of a noble-looking man dripping in jewels.



89. Limner's Grinding Room. This room holds about seventy pounds of different mineral ores in sacks, three bushels of assorted plants, and six mortars and pestles, all stained. The floor, walls, and even the ceiling of this room are stained in the dusts of these pigments. The artist must have worked hard here, long ago.

90. Mixing Chamber. This small room holds balances, ladles, scoops, and many jars of different oils, all on a stained and weather-beaten table. Here pigments were mixed, either for artistic purposes or to the rigorous instructions of Alchemist and Mage.

91. Shearing Chamber. This room was used for shearing wool from various animals. Lying about hidden by dust are shears, carding combs, an ivory-handled brush (for brushing Angora rabbits), and a row of cages bearing the skeletons of hares.

92. Spinning Chamber. This room holds three spinning wheels, a drop spindle, four bags of Torkaan and Rabbit wool, and nine skeins of yarn in bright colors. The wheels are warped, cracked, and useless.

93. Apprentice Chamber. The two cots here have brightly-colored, woven, woolen covers. Sacks hung on pegs on the walls hold items from the Trunk Contents Table in Part IX, but with no weapons.

94. Dyeing Chamber. Rotting barrels are lined with various colors of stains. Three skeletons lie next to the barrels, their backs broken. A cold, black, spider-webbed cauldron stands over a fire pit in the center of the room. What a cheery room!

95. Weaving Chamber. A large loom dominates this room. The work in progress is a green cloth made of fibers from several different kinds of plants and vines. Strangely, this cloth is not worn or rotted, but still supple; the colors are still vibrant. (This is the first step in making a *Cloak of Camouflage* which can only be completed by an Alchemist.)

96. Leatherworker's Chamber. This large room holds a workbench, shelves, and a variety of forms designed to assist the artisan in making armor, boots, and hats.

A large cauldron swings from a heavy hook in a fireplace. This cauldron has 2" of black tar in the bottom. On the workbench are shears, awls, punches, stamps, and tooling cutters. A parchment book was being bound in Crocodile hide when the Council fell, and chaos reigned.

97. Leatherworker's Bedroom. This room holds a bed, a trunk, and a table with a bench. The trunk holds 26sp, leather aprons shedding from age, and several old rotting hides. Upon the table rest an oil lamp and some partially tooled leather scraps.

98. Smithy. This room holds a large metal forge with a flue, an anvil, various forms, tongs, hammers, and shears. Two barrels of coal seem to have exploded and hurled a leather clad body and a shovel against the far wall.

Works in progress include a full suit of chain made from white alloy. It is sixty percent complete. There is enough of the metal in the storeroom for a good smith to complete the suit.

99. Smith's Storage. This room holds white alloy wire — enough to finish the full chain suit in room 98. There are also eight sheets of 2' by 2' by 1/4" steel, seventy pounds of iron bar, thirty pounds of copper, five pounds of tin, and five pounds of lead. (Smelting was done outside the City.)

100. Smith's Bedroom. This bedroom holds a large brass bed and a wrought iron table. On the table is a drawing of a kriss-bladed longsword with a silver handle and a blue topaz pommel. (It is called the *Great Sword of Derniel*, but its mysterious powers — if any — are not known.)

101. Mason's Workroom. This room holds a large block of stone carved as a cornerstone with a protruding gargoyle. The tools lies scattered about; the gargoyle has cracked, falling on and apparently killing the mason. He was carrying 3sp and a Chisel +10 to Stone Cutting Skill when he died [Aid (+1 to Artisan: Stone Carving Skill)]. Unfortunately the chisel bent when the stone head fell on it. His apprentices were at a quarry when the Council fell.

102. Mason's Storeroom. Rough hewn blocks of granite, basalt, sandstone, limestone, and marble fill the room. What fine paper-weights!

103. Mason's Bedroom. This room holds a bed and a desk. On the desk are sketches of the gargoyle in progress, and plans for quarrying stone to extend and repair a section of the outer wall.

104. Apprentice Chamber. Two cots line the far wall, each with a chest of hammers and chisels beneath it.

105. Kitchen. Here food was prepared for the Council, the craftsmen, and the servants. The west wall holds a 15' wide brick edifice which protrudes 5' into the room. This is a brick fireplace with attached ovens. A huge variety of hooks, rotisseries, baking, and drying ovens ornament the edifice. The rest of the room is a broken jumble of worktables, graters, mortars, carving knives, mallets, ladles, pot latches, and other utensils. Amidst the ruination lie the remains of twelve cooks, although no two bones lie together, and many are cracked or gnawed.

106. Cool Room. This large room is kept at ten degrees (by a permanent Cool Solid placed on the walls by one of the first Lord Magicians. Over the years, the door latch has worn and will stick if the characters allow it to shut behind them. This could be a fatal problem.) Frozen haunches of meat hang from the ceiling along with bushels of peas, carrots, onions, potatoes, and beans. Bear steaks, Spiny Lobster, fish fillets, Rabbit, Quail, and other delicacies may

also be found. All are edible. If characters spend more than a few moments here, they will also find the bodies of humans in leather armor. These bodies normally rest near the back of the room, but will arise as Ice Skeletons and attack the party with their longswords. Their armor will crack and break as they move, but the swords will remain strong. One skeleton also carries a *Ring of Flight* (7th lvl Essence Lofty Bridge, useable 3x/day) [Levitate 10" (30 min/day only (+1/4))] and 46sp.

107. Pantry. The door to this room has been torn off its hinges. Shelves of smoked, dried, and otherwise preserved meats, fruits, and vegetables line the walls. Coffers of spices and blocks of salt lie scattered and strewn about the room. Much of the food shows signs of tampering by rats and has long been useless.

108. Wine Cellar. In front of the door lie two bodies in rags, and over twenty empty bottles. The door to this room is locked (*Very Hard*, -20 to open) [-2 to Lockpicking Rolls]. The key is hidden in the litter in room 105. Inside are over 1000 bottles of stout vinegar and crumbling corks.

SECOND CRAFTS BUILDING

109. Architect's Quarters. A five-foot long bed, a table, four chairs, a desk, a rack of scrolls, and a drawing table are squeezed into this room. The desk holds quills, inks, and notes on building heights with various kinds of stone and different styles of architecture. The work on the drawing board is a fishing village in the Feorich, complete with guard post. The scroll rack holds three tables by Reginald, Architect to the High Council of Quellburn. All of these items would be valuable (50gp) to another architect or mason. There are also drawings of the Citadel buildings, and several treatises on architecture and physics.

110. Sculptor's Studio. This room has a skylight, a large bed, two chairs, stone cutting tools, and a work in progress. The piece is of basalt and shaped like a Troll. It would have been a Golem to be placed in the treasury, but was never completed. Instead it was apparently animated by a Demon just long enough to grab the neck of the sculptor, the bones of whom it holds to this day.

111. Carpenter's Workroom. This room holds a workbench, lathe, saws, planes, chisels, hammers, carving tools, sanding cloths, and lots of sawdust. A twelve drawer dresser stands in the middle of the floor, its dove-tailed drawers in various states of completion.

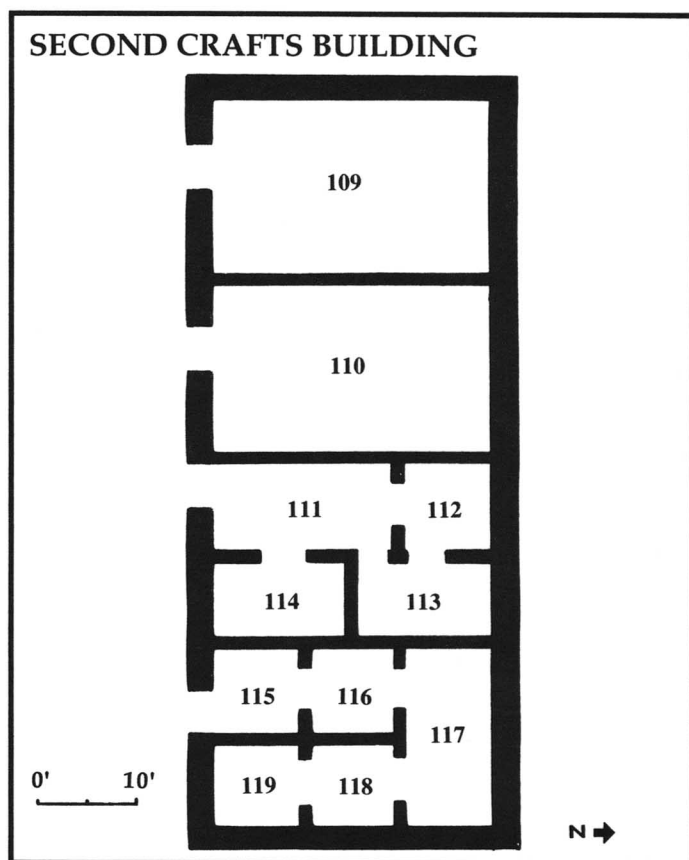
112. Staining Rooms. The carpenter's staining rooms have a wide open floor and a set of shelves. A skylight is open to the air, and debris from the plateau has blown in to litter the floor. The shelves hold several dusty jars and brushes for staining pieces of wood.

113. Carpenter's Bedroom. This room has a fine mahogany bed, a teak table, and an oak chest. Each piece is a masterwork, but would be ruined by being moved from the dry air of the Plateau. The table holds a wooden pitcher and mug. The dusty trunk holds rags, spare carving tools, and a pair of wooden dice.

114. Wood Storage. This room is full of boards, sheets, and blocks of fine woods of all variety. Most have, unfortunately, been warped and split by the passing years and the dry plateau air.

115. Ferduk's Sewing Room. This room holds a table, a small platform, and three chairs. The walls and the table hold sketches of a variety of cloaks, tunics, gowns, and other garments. Needles, thread, and cloth litter the table.

116. Dressing Room. Here the seamstress's clients were measured and fitted, and here they tried on newly-made garments. Two straight-backed wooden chairs, a full length mirror, and four wall pegs are in sight.



117. Ferduk's Bedroom. This bedroom holds a bed, a large table, and a clothing rack. Ruins of four suits dangle from the rack, and several gowns were in progress on the table. (A fancy dress ball was only days away when disaster struck.)

118. Dye Room. Ferduk preferred to dye his cloth himself. Here several tubs with colored stains stand rusting, as do drying racks and stirring ladles.

119. Cloth Storage. The walls of this room are covered in shelves holding bolts of cloth of many different types. There is wool of Sheep, Torkaan, and Grotti; cotton, linen, angora; and all varieties of velvets, brocades, silks, and others.

ALCHEMIST'S COMPLEX

Derniel lived and worked here, mixing powerful potions within the silent walls of this simple structure.

First Floor

120. Derniel's Stores. The shelves of this room hold a profusion of rare and wondrous substances. There are flasks and beakers, alembics and crucibles. Piles of laen, eog, iron, copper, tin, lead, and gold spill across the floor. One also sees hides and hairs, bones and teeth, lodestones, rocks, gems, and crystals totalling 200 gp in value.

Vials contain blood, wine, vinegar, acid, molasses, and other substances stand neatly labelled upon dusty tilted shelves. Only another Alchemist might recognize other items sleeping in the dust. Many items are rotted and useless, but the inorganic items have remained true to form. Opening vials of 200 year old pickled brains or sulfuric acid can be dangerous. For each vial opened, there is a 20% chance that it will act as a *Fourth Level Conversion Poison* (see *Inhabitants Guide*) [1-1/2 D6 BODY Destruction]. If it is tasted, it is 80% likely to have this effect. These effects will be cumulative.

121. Alchemy Library. This library shelters row upon row of books as well as a leather chair with footstool, a fireplace, and a lamp table with an oil lamp on it. The tomes here are many and varied: on the subjects of working laen and eog, the proper use of eye of newt, and descriptions of mushrooms, herbs, and famous magic items. One text, labelled "On the Conversion of Lead Into Gold," is essentially a trap: it has a 10th level *Rune of Illiteracy* (guess what it does) [12D6 Dominate (cause illiteracy only (+2))] on the first page and a trashy adventure story beyond that. Many of these books are valuable, but they are heavy, and the pages are brittle, dusty and crumbling.

122. Derniel's Sitting Room. Here other Wizards and craftsmen sat to meet with the Alchemist. Two chairs are of contoured sandstone with padded cushions and are amazingly comfortable. A table has on it an oil lamp and a parchment listing the plants used in the *Cloak of Camouflage*. A low bench holds a pottery jug and two matching cups, in a natural sand-color with pale green stripes that blend nicely with the sandstone furniture.

123. Inorganics. This room holds a forge, an anvil, hammers, tongs, shears, chisels, grinders, polishers, molds, and a potter's wheel. Here metals, gems, and stones were forged to please Quellburn's Council. A large topaz sits on the workbench polished to a fine smoothness (and worth up to 135gp.)

124. Organics. This room holds scraping posts, dye and tanning barrels, a loom, a drop spindle, needles, thread, shears, punches, awls, and four buttons made from basalt, sandstone, granite, and limestone. (All matching, these buttons were intended for the Cloak of Camouflage.)

125. Potions. A large stained workbench is covered in flasks, alembics, bottles, jars, balances, ladles, glass and silver rods, tongs, and jars of strange liquids and powders. (One vial still holds a Potion of Strength (permanently adds +30 to Strength Stat bonus) [Aid (+3D6 to Strength at 0 end-Persistent)]. Sampling any other vial will give the results of a First Level Poison. Roll randomly to determine type. Only mild results are possible.)

Second Floor

126. Apprentice Quarters. Here lived Seldan, apprentice to Derniel the Alchemist. The room holds a bed, a trunk, and a table. On the table are notes on the working of metals, while the trunk holds rotting work clothes, gloves, and three roughly-made pottery vessels. Under the table lie 8sp and 2gp.

127. Derniel's Balcony. This open balcony is tiled in slate and is filled with pots of weeds and rotted wooden furnishings. Four Giant Rats live among the weeds and will attack if disturbed.

128. Bedroom. The bedroom of Derniel is simply furnished. A desk holds notes on imbedding spells of camouflage and enchanting a dancing blade. The latter is a spell which allows an intelligent sword to fight without guidance or support. The bed is large and covered in worn sheets, green in color, while the wardrobe holds several rotted robes, cloaks, and aprons.

129. Glass Blowing. A large kiln, buckets of sand, barrels of coal, grinders, polishers, and molds fill the room where Derniel made his crucibles and vials for use in the rooms downstairs.

Derniel's body lies still amidst glass shards and broken shelves. (On his person he carried an hourglass (now broken,) a small emerald worth 1 gp, and a quartz *Rod of Everstirring*, which will stir any liquid at a set pace for up to 24 hours, once per week.)

130. Animal Cages. The far wall of this room is lined with cages, all of which seem to have burst from within. (This was the result of an enlarge spell cast on the animals.) The body of Seldan lies here, his bones stripped bare and gnawed upon. There are remnants of sacks which once held grain to feed the animals.

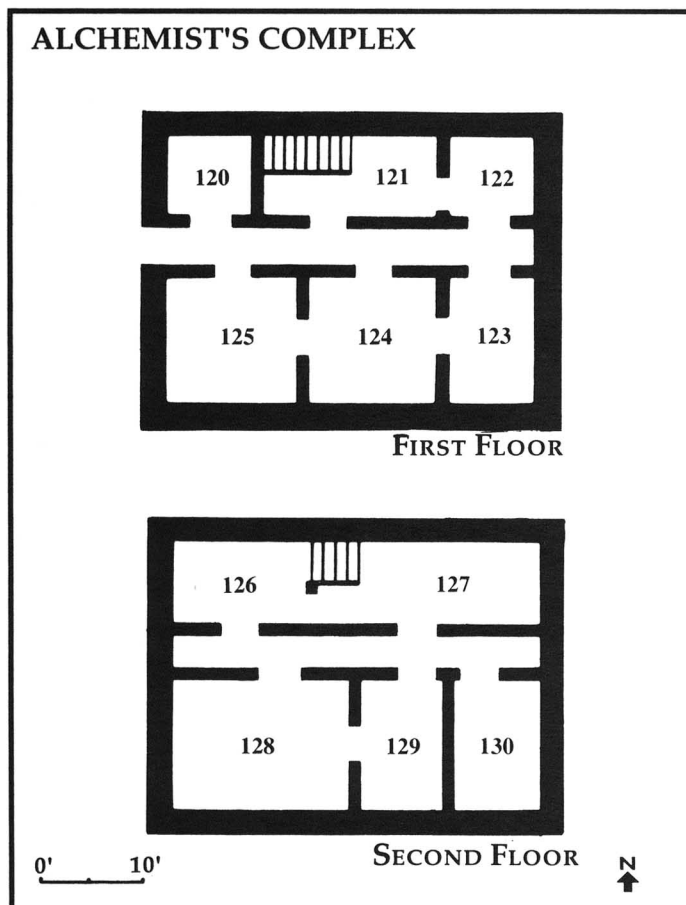
HEALERS QUARTERS AND HOSPITAL

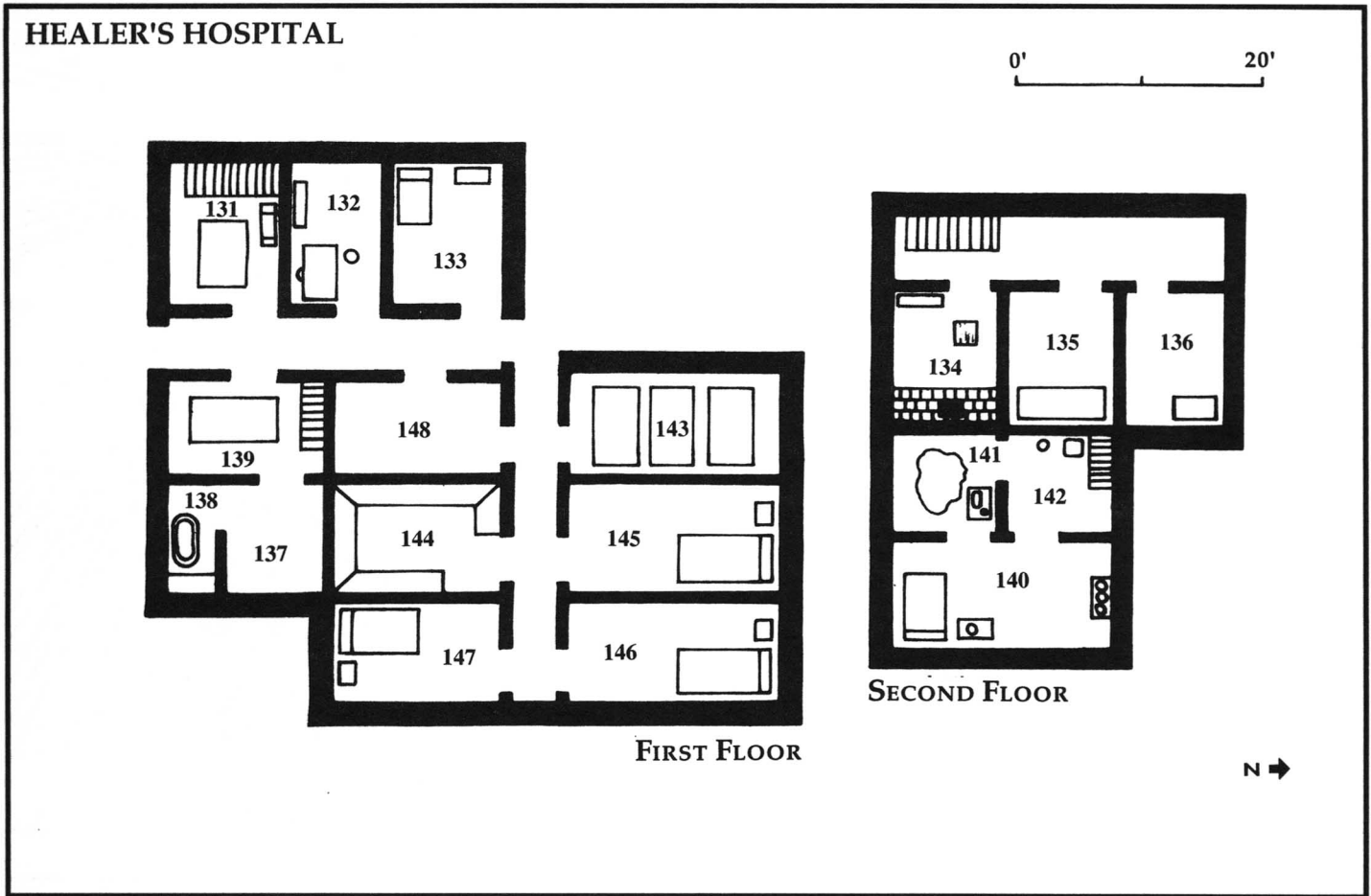
First Floor North

131. Lester the Layhealer's Treatment Room. This room holds stairs to the second floor. It has a large stone table (for the Layhealer's patient to lie upon,) and an unlocked metal and wood trunk. The trunk contains tools of the medical trades: obsidian scalpels, tongs, shears, bandages, herbs, and other items. Most of these things are still in good shape — except for the bandages and herbs. The three obsidian scalpels are very sharp and +10 to healing skills that require their use. They will wear out as normal blades and cannot be resharpened.

132. Layhealer's Library. A consultation room panelled in dark wood, this room holds Lester's desk, two chairs, and a small rack of books, anatomies and descriptions of diseases and disorders. The desk holds an oil lamp and descriptions of different patients and their ailments.

133. Lester's Bedroom. A small cot, a table, and a single tapestry make up the furnishings of this room. The tapestry is of a beautiful glade and a strong young man with a shining silver arm (given him by a Healer after he lost the original in battle. It is worth 40gp and is the most striking item in the almost barren room.)





Second Floor North

134. Lesther's Meditation Room. A fireplace fills one wall of this room, while a leather chair and small oak table sit facing it. A cabinet holds crystal decanters and goblets and a *Potion of Restoration* (Cleric Base Life Mastery) [Heal 4D6 Mental Injuries (Body and Ego Drains/Destructions) only (+1/1/2)].

135. Layhealer's Woodworking Room. The walls hold diagrams of human limbs, while a workbench, lathe, and woodworking tools fill the floor. Lesther died here, apparently killed by a large silver spear. This spear is +15 [+2 Accuracy, STR Min 18]) but requires a 90 St to be used. The healer was wearing Gloves of Woodworking when she died. Made of beaver hide, the gloves have "fingernails" sharpened and enchanted so that they will cut wood with almost no effort. This ease of cutting results in a +10 to any attempt to shape a piece of wood [Aid (+1 to Artisan Skill-Woodworking)]. Her pouch holds 48sp.

136. Lesther's Metalworking Room. The Layhealer commissioned metal limbs to be made by the smith, but put the finishing touches upon the prostheses here. Thus the workbench and tools resemble those of a jeweler. A steel hand rests on the table, its fingers recognizable but crude.

First Floor South

137. Darruth the Healer's Meditation Room. The walls of this room are pure white; a rectangular window pierces the wall near the ceiling. This room adds +10 to a character's chance of meditating and makes the meditation twice as effective.)

138. Darruth's Bath. A large tub, small fireplace, and 26 small rocks fill the room. On the mantle are dried and useless herbs and a cake of soap. A scroll with indecipherable notes on healing sits next to the tub.

139. Healer's Treatment Room. A wooden table sits in the center of a floor covered with thick rushes. The walls are painted in swirls of subdued reds, browns, and golds. Two skeletons lie here. The one on the table is unmarked. The other lies crumpled on the floor, showing the marks of partially healed but severe wounds plus a crushed skull. Darruth took on the wounds that the first man had suffered in battle, began to heal, but both were then killed by another). This second body wears gloves of a silver cloth that allow a Healer to cast Transferring Ways (take the wounds of others) [Lets all healing spells be cast at 1/2 end] at the cost of only 1 PP. This room also holds stairs to the second floor.

Second Floor South

140. Darruth's Bedroom. A bed, a shelf, and a small table fill this simple, dusty room. The shelf is under a window and holds three pots of dirt. The table holds a pottery urn with ashes in the bottom and a 10gp moonstone. (These are the remains of the Healer's wife.)

141. Healer's Temple. This quiet, elegant room is decorated in golds and silvers. A pool of still water lies in the middle of the floor. A table near the door holds a silver basin and goblet worth 1 gp.

142. Darruth's Hallway. The hallway is lit by two windows and a skylight and holds a wooden chair and a pot of dirt.

First Floor East

143. Hospital Work Area. Two wooden tables hold manacles, while a third bears scalpels, clamps, and other surgical tools. The tables and the floor are clean but stained.

144. Hospital Storage. Shelves in this room are littered with a vast array of bandages, bottles of salve, bedpans, mugs, bowls, sheets, and tunics. All of these items are worse for wear and 200 years of neglect.

145-147. Hospital Patient Rooms. Each of these rooms has a large window, a bed, and a small bedside table. The tables all have a cup, an empty jug, and a simple story lettered on vellum. Rooms **145** and **146** have skeletons in the beds, dead from the wounds that put them here.

148. Apprentice Healers' Quarters. Three straw ticks furnish this room, each with a satchel at its head. The satchels hold bandages, shears, and 1-20cp each. An anatomy text lies on the middle bed. Three skeletons lie on the ticks along with the remains of two snakes.

SORCERER'S HEXAGON

Home of Zenon, the powerful and treacherous Lord Sorcerer of the Wizard's Council, the Hexagon is a terrifying yet fascinating structure to enter and explore. (Zenon is a 32nd level Sorcerer.) How can one resist the temptation to meet the one man whose actions caused the downfall and destruction of Quellburn?

Zenon's Library. Zenon often sits here reading books in an effort to recall his dreadful and forgotten past. The tomes are many, and include all Sorcery Base Lists to twentieth level. A table with a chess set and two chairs occupies the otherwise bare stone floor. A large window provides illumination of the elegant, stark chamber.

Sorcerer's Bedroom. Zenon's bedroom is grandiose. A large cherry bed with silk and velvet covers and an oak desk dominate the room. The desk holds many pages of scribbling, an attempt to reconstruct the Lord Sorcerer's forgotten life from minimal clues. A *Ring of Levitation* (Essence Lofty Bridge, useable at will) [Levitate 2", Vertical Movement Only (+1)] is on the desk.

Zenon's Work Area. This room was the scene of a bloody battle. Here Alladyre's guards fought the great Demon. Zenon has tidied up a bit, stacking the bones and broken furniture against one wall. Amidst broken armor and weapons can be found 67tp, 63cp, 12sp, and a +15 Longsword *Of Slaying Demons* [+2 Accuracy, +3DK Damage vs. Demons only].

Experiment Room. Here the final battle between Alladyre and Zenon took place. The floors and walls of this room are melted and charred, several ceiling blocks have collapsed, and a skeleton lies here in pieces. The skeleton is that of Alladyre, killed by a Demon after incapacitating Zenon. The skeleton wears a +5 Leather Breastplate and carries a Ring of Shielding (Essence Spell Wall Spell Shield True, useable 3x per day) [Aid (+2 DCV vs. Magic Attacks only (+3/4)) 3x/day] and a *Circlet of Mirrormind*, (Mentalist Mind Mastery) [20 pts. Mind Defense, 10D6 Mind Attack (only vs. those who mind-attack bearer (ECV 5) (+1)), points damage done may not exceed active points of incoming mind attack (+1/2)]

Sorcerer's Storage. Amid herbs, stones, bones, and other more esoteric items in these rooms, can be found a *Cornucopia* (which will provide food for one person's needs), and an *Ale Flagon* (which is always full of good ale). The food and drink produced by these items will dissipate if removed and not consumed within one hour.



ZENON

MAGICIAN'S TRAPEZOID

This odd structure housed Grellin, a solitary Quellburn magician obsessed with flight.

Grellin's Research. Grellin the Magician was researching an improved form of flight when the end came and the city fell to the Demon and his hordes. Alloying essences of magical winged beasts with light metals made possible the creation of the sphere which circles this room. A gray metallic sphere (6" in diameter) flies endlessly around this room, ricocheting off the walls and never changing speed. This sphere strikes as a mace -10 and can be brought to rest when held. Catching the sphere is an *Easy Manoeuvre* (+20) [DCV 3, Strikes at OCV 3, Does 4D6 Normal Damage]. If released, the ball will fly off in a random direction and continue travelling until held once again.

Magician's Workroom. Along with stairs to the second floor, this room contains a worktable covered with flasks, mortars, pestles, a balance, a brazier, crystals, and other strange tools and items. A water clock sits in the corner. Hastily scribbled notes on various items and their interactions with the four elements litter the room.

Conjuration. This stone room has a pentagram inlaid in the floor in silver. Black candles in silver holders sit on the points of the diagram, and strange symbols written in colored chalk adorn the walls. Cracked and broken bones are scattered across the room, along with 130gp, a Brazier (+10 to Summoning Attempts) [+1 to Magic Rolls for Summon Spells], and a Platinum Ring (x3 PP for Magicians) [+3 to Magic Rolls for Spellcasters whose magic is not "divine" in origin].

Grellin's Antechamber. This large hall has two large open windows and a big pot of weeds.

Chamber of Results. Here lie the results of some of the Magician's experiments. On a table are a quartz crystal with a gold core; a piece of stone that has melted, flowed, and resolidified; and a large crystal vial with a vacuum inside it. A spellbook holds the Rune Mastery List (Essence) to twentieth level [Suggested for the GM; Several (5 or 6) malevolent spells of around 50 active points set as traps]. (All of the Signs are set as traps rather than instruction, and will be inflicted on the reader.)

Storage. Shelves inside hold stale and foul-smelling chemicals and dusty tools Grellin used in experiments. Most of the items are useless, although minerals and acids have retained their original form and efficacy.

Magician's Library. The tomes here contain treatises on the elements and their interactions. The Spell Enhancement and Dispelling Ways through the tenth level are easily found in several tomes weighing 10 pounds and more.

Grellin's Bedroom. This very large bed is covered in silks and velvets. There are two wardrobes here, one with wizard's robes and one with a variety of cloaks and hats. A small coffer holds a necklace, brooches, bracelets, and rings worth 487gp (but non-magical.)

STABLES RUINS

Ruins of the Stables. This building was burned to the ground in the collapse of the city. The doors lie five feet from the ashes and are intact. The bones of six horses and three men lie amid the debris, along with charred tack and rusted tools. One of the hands became a *Firephantom* and struggles endlessly to pull a burning horse from its stall. His attacks will bear resemblance to plaintive pleas for help in saving the horse, but will do damage nonetheless.

ASTROLOGER'S CIRCLE

Within this lovely, star-splashed building lived Helhannat, stargazer and Astrologer to the King.

Apprentice Quarters. The ceiling of the apprentice Astrologer's chamber is painted black and marked with the pattern of the fixed stars. A small cot stands in the center of the room; a small trunk holding rotting robes sits beneath the cot.

Helhanat the Astrologer's Bedroom. The Astrologer's bedroom holds a small bed with blue blankets, a trunk, a table, and a chair. The table holds parchment, quills, an hourglass, and lenses. The trunk holds rags and a fanciful kaleidoscope.

The Astrologer's Study. A large crystal globe (600gp value and extremely fragile) marks the heavens, while a gold sphere at its center represents the planet. An upholstered chair sits before the globe; a sturdy wooden shelf holds a score of books on the stars. Open on the chair is the "Prophecy of the First Lord Astrologer of the Council of Quellburn." This book argues against allowing Sorcerers into the Council, as their forte is destruction, not building. It also predicts a strong and growing civilization.

Astrology Stores. Here are sheets of glass, metal tubes, lenses, screws, bolts, and other unusual items, most in excellent condition.

Helhanat's Workroom. A work table, a pedal powered grinding wheel, rags, bowls of sand and crushed crystal, and a stool fill this room. A large and partially-ground lens sits on the worktable.

Observatory. The second floor of this building is roofed by a glass dome, now shattered. A table at the side of the room holds a waterclock, an astrolabe, a spyglass, parchment, quills, and ink. Two headless skeletons lie in the middle of the floor. One wears a Star Sapphire Necklace (+4 Astrologer Spell Adder) [+3 to Magic Rolls for Detect, Analyze, and Clairaudience/voyance/sentence spells].

MYSTIC'S SQUARE

Illusions, esoteric experiments and unusual spells occupied the Mystic's mind until the sudden fall of Quellburn to the Demon. His home stands in partial ruins.

Margardar's Meditation Chamber. This room has blue walls and a large pool of water. Dripping from the ceiling are single drops of pure water, which create concentric ripples in the pool. The drip is created by a magic Spring Cup, which is mortared in the ceiling such that only a small steady flow escapes from it. Removing this cup without damaging it is a *Hard Maneuver* (-10) [-1 to Dex Rolls]. An extraordinary chair sits facing the pool, carved of a single block of turquoise. The chair is worth 5 gp. but brittle and almost immobile.

Anticipations and *Self-Healing* Lists are performed at four ranks higher while the caster sits in this chair [+2 to Magic rolls for any precognitive-type spells or Heal spells attempted on oneself]. If a non-Mystic sits in the chair, they will be subjected to a *True Hold* (Mentalist Base Mind Control) [12D6 Domination (immobilize target only (+1/2))].

The Mystic's Bedroom. A simple bed of hewn logs and an oak chest adorn this room. The chest is simple and inlaid with rough malachite. Its contents include incense, a silver brush and comb, and ruined robes. In the window rests a pot of dirt.

Storage. Shelves here hold parchment, bedclothes, flasks, mugs, herbs, and thirty glass beads. None of these items is particularly valuable.

Margardar's Study. Three upholstered chairs and a low table rest in the center of this room. A hand-sewn shaggy rug covers the floor, and a small cabinet sits under the window. The cabinet holds a small brazier, coal, some herbs, a large jug, and six mugs. The herbs are crumbled and no longer recognizable.



Chamber of Illusion. Here Margardar created images of wonder and beauty. A worktable holds very ordinary items — colored cloths, pens, a knife, etc — that were to be transmuted in the eyes of viewers into items of glorious beauty.

Room of Mystic Experiments. In this room Margardar worked with the more physical aspect of Mysticism, changing the appearance or properties of items, not just the viewers' experience of them. A table bears a brazier, empty flasks, a balance, and various utensils. Notes here bear on the puzzle, but the part played by the Mystic was small, and so is the amount of information available here.

ILLUSIONIST'S HEXAGON

Home of the Illusionist Chellra and the Great Cave Drake Rentilincanak, this unusual structure beckons to the daring adventurer eager to find someone (or something) to chat with and possibly to battle or outwit.

Chamber of the Dragon. Possibly the greatest creation of the Wizard's Council. Here stands Rentilincanak, the Cave Drake. Actually an intelligent, permanent Illusion, Rentilincanak can only hurt those who believe in him and is bound to the 1000gp flawless diamond that is his soul. Decades in the making, Rentilincanak is part-golem, part-illusion, and imbued with intelligence by an Alchemist. No fewer than four Magicians gave up their permanency spells to bring this construct to life; the process is now lost. On 30,000gp of illusory treasure rests the Cave Drake Rentilincanak. As the party enters the room the Dragon turns and bellows, "Who dares to disturb my slumber?" Mixed in with the treasure is every magic item imaginable. These can be picked up and used to attack the Great Drake, and the Drake will (appear to) suffer the appropriate results.

Rentilincanak likes to talk. He will demand heads in return for the disturbance, but they do not have to be the characters'. Attempting to disbelieve in this illusion involves a RR vs 20th lvl Essence, using Intuition bonus, and it will be detected as a Drake by any detection spell of less than tenth level [18D6 Illusions Area Effect Radius 18"; will only be revealed as Illusion to Detect Spells on 8>].

If the Drake is attacked or his treasure is disturbed, Rentilincanak will attack to the best of his ability. Characters who believe in the Drake will suffer damage as if the attacks are real, but this is illusory damage and shock which heals at a rate of five points per hour [Illusion does stun-only damage].

If a character appears to die here, he has had a seizure and his heart has stopped. Thus, the death is real. If the Drake is killed, the diamond will shatter into worthless shards doing 1-10 rapier +40 attacks to all in the room [OCV 8, 1D6 Damage]. If the diamond is somehow found and removed from the room, the Dragon will dissipate harmlessly.

Chellra the Illusionist's Library. The books in this room deal with Dragons and Drakes in all their aspects. Almost every legend and bestiary ever written about the great beasts is here. There are also notes and descriptions of the spells of all classes and how they can be made to interact. The spell information is descriptive only and will not allow learning or casting of spells.

A huge oaken desk is littered with dozens of sheets of vellum, covered with indecipherable notes on the results of combining spells from different classes, in seemingly random combination.

Chellra's Bedroom. The bedroom holds a small bed and a large table, with sketches of Drakes sitting on different treasures, and with small models of famous magic items. Under the bed is a small coffer which holds 43gp, 147sp, and a Rune (of Phantasm V, Illusionist Illusion Mastery) [Rune holds a 12D6 Illusion Area Effect Spell ready to be cast (delayed effect)].

Illusionist's Apprentices. Three apprentice illusionists shared this room. Each had a small cot and a satchel. The satchels hold items from the Trunk Contents Table (see Part IX), sketches, and notes on the casting of illusions.

THEATRE

Once the sight of shows of great imagination and creative flair, the wrecked building is sadly silent, its wild and raucous crowds long gone.

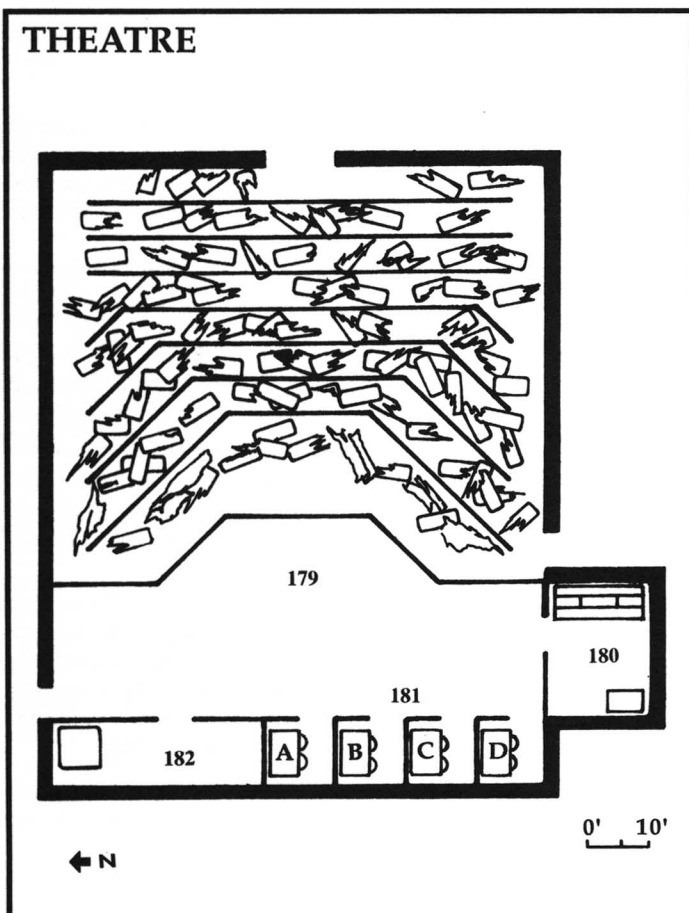
179. Theater. This large performing arts auditorium was the scene of a great disaster. The doors and many of the boards in the walls are bowed and cracked. Stage wings and seats are littered with bones and shreds of fabric. Dark brown stains blotch the walls, and bone shards and coins are driven up to an eighth of an inch into the wood. The row of torch sconces at the front of the stage are bent; a few were ripped free in the disaster. The curtains were shredded. All benches have been ripped from the floor and shattered. At least thirty people died here.

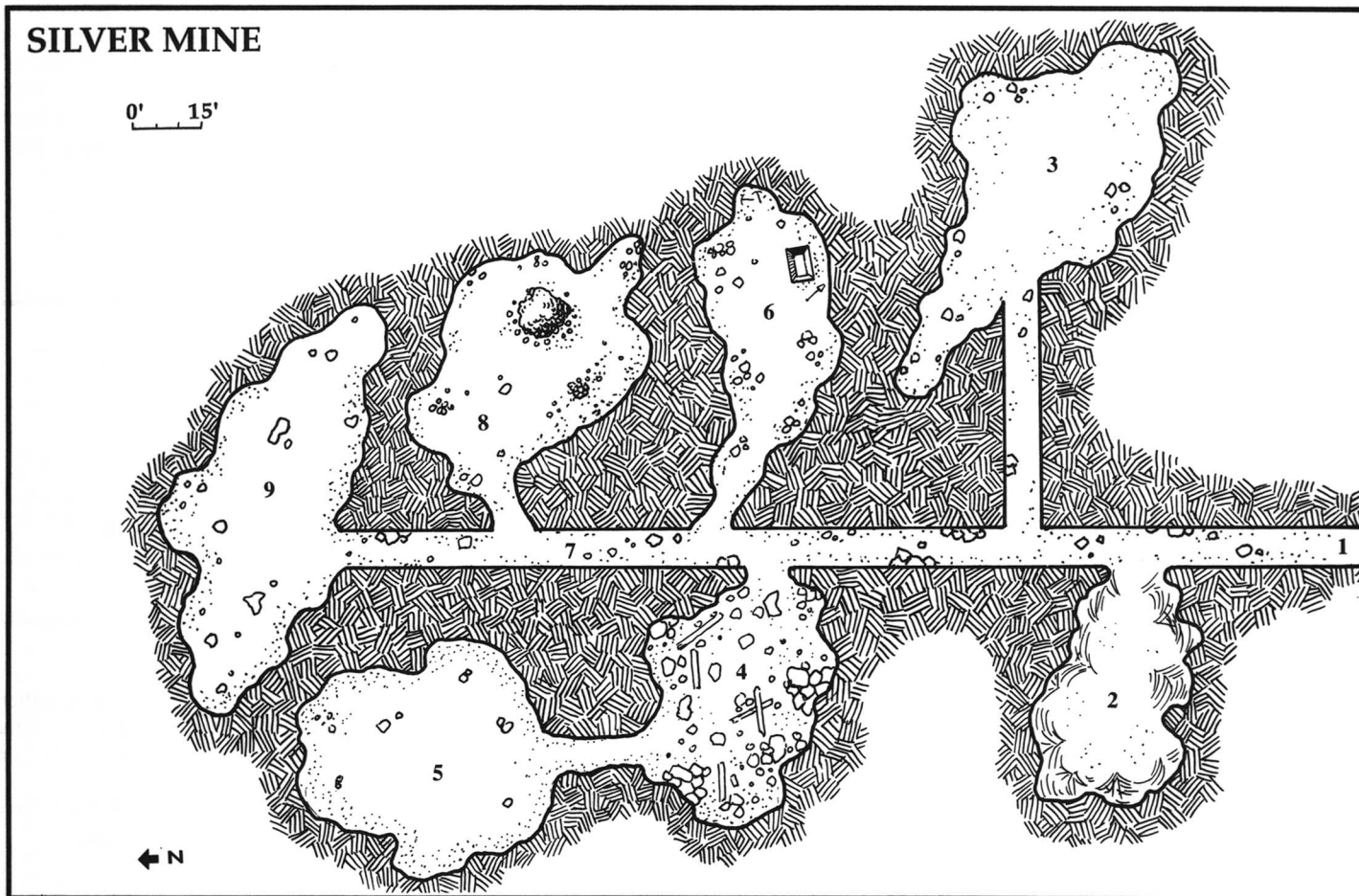
Three hours of searching the floor will reveal 37tp, 146bp, 87cp, 26sp, a 20gp gold ring, a 23sp silver medallion, pieces of a bronze mask, and a Medallion (of *Heat Resistance*, Cleric Protections List) [Adapt Temperature extremes — Heat only (+3/4)]. If twelve hours are spent prying coins out of walls and moving larger pieces of debris, an additional 48tp, 212bp, 99cp, 32sp, and 1gp can be found.

180. Props Room. Props for shows played at the theater were stored here. Wooden mountains and trees, fake thrones, tables, benches, paper urns, and lumber for making other items are stacked against the walls. All of this is in pretty good shape, but none of it is valuable.

181. A-D Dressing Rooms. Each of these rooms holds a dressing table, two chairs, and a full-length mirror. One of the dressing tables also holds a flask of brandy and a 25gp amethyst ring.

182. Costumes Room. Before the fall of the Council, the theater stored gowns, uniforms, beggar's rags, "regal" robes, and all manner of garments imaginable here. Now they sit moldering. A few garments would be wearable after washing, but the only things even vaguely worth taking away are about ten pounds of costume jewelry, worth 49sp.





9 • THE SILVER MINE

This fabled mine of Kren Talog was abandoned when Quellburn fell and traders no longer dared to enter the region, carrying food and supplies. Since then, rumor has it that a number of monsters and beasts have built cozy homes in the abandoned mine.

1. The Entrance. The entrance of the mine is an open doorway framed in timber. The 9' tall and 8' wide tunnel leads straight into the hillside. The floor of the passage is smooth but rubble-strewn.

2. The Spiders' Chamber. Large sticky webs fill this chamber, the work of two Giant Spiders. Each spider has a four foot diameter body and a poisonous bite. These spiders are hungry and will attack anything that touches their webs. Caught in the webs are three desiccated bats, two Giant Rats, and a dead Gnoll. The Gnoll carries a short sword, 7sp, a flask of oil, a map of the surrounding area, and a leather breastplate and greaves, no longer usable.

3. The Ice Skeleton's Cavern. This long tunnel followed one of the veins of silver ore, and a small amount of it is still present. An Ice Skeleton inhabits the room, remnant of a traveller who took refuge here during a blizzard. A flint-and-steel still lie beside the bones. All other belongings have been broken or rotted.

4. Caved-In Room. The floor of this cavern is strewn with rubble and fallen timbers. A violent battle or any digging will collapse the ceiling, showering rocks on those below. There is nothing of value in this cavern.

5. Room of the Great Brown Bear. This chamber is very similar to Room 4. However more timbers are in place, so it would take a more violent disturbance to bring the ceiling down. This fact is convenient, since the cave is also the home of a Great Brown Bear, which is both territorial and aggressive. Upon seeing or smelling the characters, it will leap to the attack and pursue them to the mine entrance (Room 1).

6. Ore Chamber. This vein was being worked when the mine was abandoned, so good quality silver ore can still be dug from the walls, if the characters want to work for a living. The cavern contains two rusty picks, a rusty shovel, and an ore cart to get them started.

7. The Pit. (In this room miners were starting to dig down deeper into the hillside. A hole, 9' on a side, covered by rotting boards, descends twenty feet to a ragged bottom. Characters stepping on the boards, which completely conceal the pit, are likely to fall in, suffering a +20 Fall/Crush attack. This trap is *Easy* (+20) to detect if the characters are carrying torches or lanterns, or probing the ground in front of them.) [+2 to Perception Rolls to Detect. Pit is 6' deep (Falling characters take 10D6 normal damage).]

8. The Trolls' Cave. Two Trolls have moved into this large cavern to mine some of the silver. Slightly more honest and ambitious than most, they can be bribed to leave the characters alone, and may even be enticed to assist the adventurers. They each carry large picks and daggers.

Their lair contains 32bp and 478 pounds of medium grade silver ore — 10sp/pound if sold in Kelfour's Landing.

9. The Bats' Cavern. These creatures may have been the unintentional guides who led the adventurers to the mine. The ceiling is covered by fluttering and skittish Cavern Wings. Twenty-four of them are ready to swoop down on available prey. Generally they prefer to attack creatures smaller than men, but these bats will fight viciously if provoked; for example, by someone entering their territory.

PART VIII

• ADVENTURING IN QUELLBOURNE •

PLAYER CHARACTER BACKGROUNDS

Any a number of possible backgrounds exists for starting characters in Quellbourne. Some of the more likely are:

- A Gnoll Ranger sent to learn the disposition of Kelfour's Landing and whether trade with the Men there is likely.
- A son or daughter of a Kelfourian craftsman or noble seeks a fortune.
- A shipwrecked sailor washed up on the Feorich.
- Guard on a merchant ship from more civilized regions.
- A merchant from the Mur Fostisyr coming for the trading season.
- Slaves taken on Ice Kral raids that have escaped or must escape.
- Agents of a foreign king looking for information on this newly opened area.
- Adventurers avoiding "notoriety" on foreign shores.
- A forester whose family was lost to the Hrasskain.
- A monk of Shaaljain who feels "absolved" and ready to return to the world.
- A bounty hunter looking for someone who has escaped to Quellbourne.

INTRODUCTION

Many paths lead to the misty shores of Quellbourne. Players may have been born in Kelfour's Landing, where the bustling "I get rich, you get lost!" atmosphere encourages people to gamble on their luck and skill. All levels and manner of adventurers from other lands have heard of the wealth to be had in this rich and haunted frontier. Kings and princes send envoys to make peace or to lay a path to conquest. Some players may choose to come here to avoid the notoriety they have gained in other lands.

Depending on their resources, characters from other areas may either rent a ship or hire on as guards for the summer trade season. Even characters who have no knowledge of these lands or any intent of ever travelling here may be brought as slaves taken in Ice Kral raids, or be swept here by the strong currents.

LOW-LEVEL CHALLENGES

Low-level adventurers should find plenty of excitement, either as guards in the merchant fleet or as furriers and prospectors. This could lead to encounters with Wolves, Bear, Servants of Hrassk, or small Ice Kral raiding parties.

Kren Talog's Abandoned Mine awaits (see Part VII #9), which PC's may explore for themselves, or be hired to clean out.

MEDIUM-LEVEL CHALLENGES

Medium-level adventurers should find Ice Kral and Troll raids to be a challenge. They are also just powerful enough to deal with the Shrine of Hrassk or the Destroyers of Ruusak.

The band of thieves in Kelfour's Landing would offer an excellent challenge for one or two mid-level thieves and their companions.

HIGH-LEVEL CHALLENGES

For powerful characters, the objective is clear: to explore and loot the ruined city of Quellburn. If an even greater challenge is needed, Zenon may get into the Cleric's purification chamber and regain his memory. An aggressive Zenon, with all of his faculties and his old ambitions, should cause enough trouble to keep the game exciting for many sessions to come.

1 • ADVENTURE: SEARCH FOR THE MOTHER LODGE

Setting: The Kaldsfang Mountains, especially Hetoth, and in Kelfour's Landing

Requirements: A low-level group of adventurers with mining and engineering skills

Aids: Rumors heard from old prospectors

The Tale: A new gold strike has been made upon Hetoth Mountain, above the 4000' high tree line. An old prospector named Emanon came into town yesterday with gold nuggets "the size of your

thumbnail.” He had been panning in a small stream above the treeline, so perhaps the famed Mother Lode of Hetoth cannot be far off. Unfortunately, Emanon never told anyone more precisely where he had been panning, and he disappeared last night.

The Task: To locate and mine or pan for the gold. (Emanon has in fact headed back to the site to stake his claim.) The player characters may wander aimlessly on Hetoth Mountain or search for signs of Emanon. (The Mother Lode is located 13 miles upstream from Emanon’s camp, but the way is blocked by an ice-covered cliff 240’ high.

Obstacles: Tracking the wily and experienced Emanon will prove difficult, scaling the sheer face of the boulder is even more challenging, and other prospectors will try to “discourage” competitors in any way they can. This is also the region of Quellbourne where Megrek the Troll and his family hunt. (See Part VII, #3.)

2•ADVENTURE: THE ABANDONED MINE

Setting: Hills of the Seolfar Strake, in and around Kren Talog’s Silver Mine.

Requirements: A low-level group of characters willing to travel to unknown areas, hiring a boat.

Aids: Kren Talog’s map to the mines. (See Part VII, #9.)

The Tale: The player characters are sitting in the Raging Threk when they are approached by Kren Talog. He will tell his story of finding a mountain village and a map supposedly detailing a silver mine in the Seolfar Strake, a mine that was abandoned when Quellburn was destroyed. He asks 40gp for the map and may be convinced to travel with the party for a full cut of the treasure. (The 40gp must be paid to Kren up front.) If the characters ask the right people in town, they will find that the last map Kren sold did indeed make its buyer rich. The second one may also!

The Task: To follow Kren Talog’s map to the mine in the Seolfar Strake and to determine its value. Bringing back an ore sample may make the map much more valuable to prospectors in Kelfour’s Landing, or the characters may do some mining themselves and become quite wealthy as well as very dirty.

Obstacles: To find safe passage to the Seolfar Strake, locate the mine, and to outwit or outfight its current residents. (See Part VII #9.) The ore must either be worked and shipped back to Kelfour’s Landing past the Isle of Trelkinaark and the greedy and vicious Ice Kral pirates, or solid evidence of the silver lode must be shown before any miners or men of wealth in the Landing will buy the map for a greater price than 40gp.

3•ADVENTURE: A THIEF IN THE NIGHT

Setting: The town of Kelfour’s Landing.

Requirements: A mid-level group of characters, good with puzzles and possessing some skills at thievery.

Aids: If player characters can acquire evidence, the town will support and reward them. A few scattered clues and an informant may be necessary. A description of the missing goods is essential.

The Tale: The merchant Trikesk has been robbed. A load of furs, spices, weapons, and jewelry (worth a total of 2000gp) has disappeared from his ship. The guard of Kelfour’s Landing has been investigating, but Trikesk and his goods must sail to Tanara in three days, and they have no clues. If Trikesk does not make a profit on this run, his creditors will seize his ship, and he will be ruined. He has contacted you as being new in town, so not connected to the thieves, and discreet. He will offer 200gp for the return of his property within three days.

The Task: To recover Trikesk’s property before the end of the three-day time limit. Information available includes rumors that missing property sometimes turns up at Dernik’s. (See Part VII #1.) If the characters are especially clever they may also find that there are too many people going to the offices at Beldreck’s, and that merchants storing goods at Iolan’s are only very rarely robbed. (The goods are in fact currently held under wrap and under guard at Iolan’s, but the characters will have to move quietly to avoid the wrath of the band of thieves.)

4•ADVENTURE: INTO THE CITADEL

Setting: The Colewaether Valley, the High Plateau, and the ruined city of Quellburn.

Requirements: A group of experienced mid- to high-level characters willing to risk all for untold gain.

Aids: A lost map to the city of Quellburn or the services of someone who claims to have been there. (See Part VII#8.) A weak party may also find other adventurers (NPC’s) willing to search for the Wizards’ Citadel.

The Tale: Feldaryn the Wanderer has just returned to Kelfour’s Landing with incredible news: the Wizard’s City has been located! He was unable to scale the cliffs to the top and was attacked by a Tergon in a tunnel, narrowly escaping with his life, but a stronger party may be able to loot the city. For 20gp he will draw a map to the secret tunnel, or, with much haggling, will guide the party for 100gp and a full share in the treasure.

The Task: The adventurers must find passage to the Colewaether Valley, scale the cliffs to the High Plateau, thread their way through the ruined city, overcome the defenses of the Citadel, and loot the treasures within. Then the treasure must be brought back to civilization, a problem of its own. (How does one move a turquoise throne down a steep 2000’ high, Tergon-infested cliff face, let alone load it on ship and sail it past the Ice Kral of Trelkinaark?)

Obstacles: Locating the fabled Citadel and gaining entry past the Trolls, Wolves, and the Undead prowling it is quite a task. Elduing the many traps presents another stern test of will and skill. Scaling the cliffs and elduing or killing the Tergon makes the task that much tougher. Then the denizens of the fallen city present themselves, and they are in no mood to capitulate to as gang of unwary adventurers. The last obstacles is returning the Kelfour’s Landing in time and with the goofs (and oneself!) intact. How many other groups of cutthroats and neer-do-wells heard the same rumors?

5• ADVENTURE: THE SPIDERS OF THE HRASSKAIN

Setting: Kelfour's Landing, Shrine of Hrassk (see Part VII, #4).

Requirements: A group of medium-level characters with some stealth and thieving abilities

Aids: The Alchemist has three doses of spider venom antidote for sale at 50 gp each (completely reverses the effects of any spider venom). Hearing Knarr's story will help the PCs to prepare to meet their foes.

The Tale: Knarr Fainett, a peace-loving but brutish lumberjack, raced horror-stricken into the Landing this morning, reporting that his camp had been attacked. Knarr, his father, and his two brothers were working a stand of Windak when they were attacked by "wild men," some atop Giant Spiders. Knarr's father and brothers were beaten and dragged away screaming, but Knarr managed to escape. He has 50 gp saved and a strong arm, and vows to free his family and to "wreak justice" upon their kidnapers. Knarr is not interested in any loot the wild men may have, and offers as a reward for helping, any booty found in the wild men's camp. Knarr leaves at dawn for the Shrine of Hrassk.

The Task: To sneak or break into the Shrine of Hrassk and to free Knarr's father and two brothers unharmed. A diversion might prove useful and wise.

Obstacles: The trail from the lumber camp to the Shrine will be at least two days old when the party sets out from Kelfour's Landing. If Knarr and the PCs manage to find the temple, nineteen Spider-villagers and nine clerics will meet and oppose them. One warning: the Leg of the Prisoners also houses three Giant Spiders. (See the Master Creatures Table in Part IX, #2.)

6• ADVENTURE: THE DESTROYERS

Setting: The Island of Galtoth in northern Quellbourne

Requirements: A party of low-level adventurers with an enemy in pursuit (See The Tale below.)

Aids: No help is available unless the PCs can get to the Monks of Shaaljin and steal their treasures.

The Tale: The PCs have encountered serious opposition in Kelfour's Landing. They may have been accused of a crime, run afoul of the Thieves Guild, or perhaps saw something that should have had no witness. For whatever reason, the PCs are cast adrift on a small unseaworthy raft in the swirls and currents of Claedesbrim Bay. It is likely that whoever set the PCs adrift also took their equipment, weapons and booty. The raft will wash ashore on Galtoth, on the Destroyers Coast. (See Part VII, #5.)

The task: To avoid death at the hands of the Destroyers and to assemble the equipment needed to return to Kelfour's Landing to wreak vengeance upon the PCs' accusers.

Obstacles: The Destroyers will attempt to convert or enslave the PCs, and will certainly destroy any tools or useful items they find. The PCs will not be left alone and unguarded until they become trusted members of Destroyer society, a process which can take months. The PCs must plan and construct the tools and weapons they need in secret, readying for the day when they can escape Galtoth. (Whether they in fact get back home or just sail back to the Landing is up to the GM.)

7• ADVENTURE: COASTAL RAIDERS

Setting: The southern coast of Claedesbrim Bay, near Kelfour's Landing

Requirements: A party of medium-level adventurers with reason to travel outside the town of Kelfour's Landing

Aids: None, really

The Tale: The PCs find themselves outside the town, perhaps hunting, exploring, or enjoying a rustic meal in the woods. Unfortunately, Kral raiders have chosen to raid the coast. Three Kral ships land in force, led by Tinkaalrek (see Part VII #7), intent upon destroying some of Kelfour's Landing. Tinkaalrek's ship lands between the character's location and the town, disembarking with thirty Kral soldiers led by Tinkaalrek. Kral warriors will stumble upon the tracks left by the PCs, and the chase (or the ambush) is on!

The Task: To defeat or evade the pursuing Kral raiders and to warn Kelfour's Landing of the raid.

Obstacles: Thirty Kral warriors pose a major threat, but the PCs may also want to koin in defense of the town. PCs defeated in this adventure should be taken prisoner, adding incentive to the following scenario, "Bringing the Battle Home."

8• ADVENTURE: BRINGING THE BATTLE HOME

Setting: Kelfour's Landing and the Island of Trelkinaark, especially Keltinaark'est and Trelkinaark'est.

Requirements: A group of high-level PCs who like a challenge and have some knowledge of tactics and stealth.

Aids: The people of Kelfour's Landing will provide transport to Trelkinaark, two doses of Bluestar, and a map of the coast of Trelkinaark. PCs may also find a foolhardy volunteer or two.

The Tale: Ice Kral have grown more and more daring, approaching the very walls of Kelfour's Landing; such boldness is very bad for business in the bustling coastal town. Thus, the good folks of the Landing have decided to do the honorable thing and to hire a party of adventurers to retaliate and to discourage further activity by the Krals. The Mayor of Kelfour's Landing has raised 300gp as a reward to anyone who can stop the Ice Kral raids for a period of one season and who can provide proof (in the form of seized weapons, etc.) that the Kral have been raided and punished. The mayor has also hired a ship to take the adventurous party to any point on the coast of Trelkinaark and to await their return (or news of their enslavement or death). Anything found and taken on the island is the PCs to keep, no questions asked.

The Task: To do as much damage to the Ice Kral and their stronghold as possible, and to return with evidence of the success of the raid, in order to claim the 300gp reward. PCs might consider capturing a Kral raiding ship, a cache of weapons, a Kral or two, or even stirring up a full-scale slave revolt.

Obstacles: Ice Kral are warriors. Every adult Kral will attempt to capture or kill any non-Krals who are not already in chains. All Kral buildings built for defense, so moving about freely and gaining information are extremely risky propositions. Further, how can you prove to the mayor and the townfolk of the Landing that the raids will stop?

PART IX

• TABLES, CHARTS & NOTES •

1 • MASTER MILITARY TABLES • 1

ROLEMASTER MASTER MILITARY TABLE

Type/Rank	Home/Race	#	Lvl	Hits	AT(DB)	Sh.	Melee OB	Missile OB	Notes
The Kelfourian Guard of Kelfour's Landing									
Captain	Human	2	8	90	15(60)	Y	50bs	40lcb	Iron Weapons
Troop	Human	18	4	40	13(40)	Y	25bs	20lcb	
The Citizen's Militia of Kelfour's Landing									
Citizens	Human	225	3	30	5(10)	Y	5ss	15da	20% will also carry a boomerang, bronze weapons
The Defenders of Stonehold									
Rangers	Gnoll	35	5	60	7(40)	Y	60wh	30lcb	Steel Weapons
Thieves	Gnoll	40	7	80	5(30)	N	80	45lcb	
Host of Hrassk (Shrine of Hrassk)									
Priests	Human	5	10	110	2(40)	N	60da	30da	Obsidian daggers and spears
Acolytes	Human	4	3	40	2(20)	N	25da	25da	
Servants	Human	19	1	20	5(10)	N	10sp	15sp	
The Warfarers of Tralkinaark'est									
Warfarers	Kral	13	10	110	10(60)	N	75kal	40da	Iron Weapons
Warriors	Kral	408	5	55	10(30)	N	35kal	20da	Bronze Weapons
King's Guard	Kral	15	8	90	10(55)	N	50kal	30da	Steel Weapons
The Warfarers of Keltinaak'est									
Warfarer	Kral	1	10	110	10(60)	N	75kal	40da	Iron Weapons
Warriors	Kral	12	5	55	10(30)	N	35kal	20da	Bronze Weapons

FANTASY HERO MASTER MILITARY TABLE

Type/rank	Home/Race	#	STR	DEX	CON	BOD	PRE	tPD	rPd	tED	rED	SPD	REC	ST	NOCV	DCV	DAMAGe	Move	Notes
The Kelfourian Guard of Kelfour's Landing																			
Captain	Human	2	15	14	13	13	18	12	6	10	6	4	7	30	10	9	11/2D6	7"	Lt. CBow OCV:7 1D6+1
Troop	Human	18	13	11	13	11	13	9	5	8	5	3	6	25	8	7	1D6+1	6"	Thr. Dag. OCV:4 1/2D6
The Citizen's Militia of Kelfour's Landing																			
Citizens	Human	225	11	11	10	10	10	6	2	4	2	2	4	21	5	6	1D6	6"	Thr.Dag.OCV:4 1/2D6
The Defenders of Stonehold																			
Rangers	Gnoll	35	8	14	13	8	13	7	3	6	3	3	5	20	9	8	1D6	5"	Lt. CBow OCV:6 1D6+1
Thieves	Gnoll	40	5	18	11	7	10	4	2	4	2	3	4	18	10	9	1D6-1	5"	Lt. CBow OCV:7 1D6+1
Host of Hrassk (Shrine of Hrassk)																			
Priests	Human	5	10	14	15	10	20	6	1	5	1	3	5	23	10	7	1D6-1	6"	ThrnDag. OCV:6 1/2D6
Acolytes	Human	4	10	11	10	10	13	4	1	3	1	2	4	20	7	5	1D6-1	6"	ThrnDag. OCV:4 1/2D6
Servants	Human	19	10	10	10	10	9	4	2	2	4	2	0	5	3	1	1/2D6	6"	Thrn.Spr. OCV:3 1D6
The Warfarers of Tralkinaark'est																			
Warfarers	Kral	13	18	18	15	18	18	10	3	8	3	4	8	35	11	8	11/2D6	6"	ThrnDag. OCV:8 1D6-1
Warriors	Kral	408	13	14	13	13	10	8	3	6	3	3	6	27	8	6	11/1D6	6"	ThrnDag. OCV:6 1D6-1
King's Guard	Kral	15	15	17	15	15	15	9	3	7	3	4	7	31	10	7	11/2D6	6"	ThrnDag. OCV:7 1D6-1
The Warfarers of Keltinaak'est																			
Warfarer	Dral	1	18	18	15	18	18	10	3	8	3	4	8	35	11	8	11/2D6	6"	ThrnDag. OCV:8 1D6-1
Warriors	Kral	12	13	14	13	13	10	8	3	6	3	3	6	27	8	6	11/2D6	6"	ThrnDag. OCV:6 1D6-1

2 • MASTER CREATURES TABLE • 2

ROLEMASTER MASTER CREATURES TABLE

Type	Level	Number	Size/Speed	Hits	AT	DB	Primary	Secondary	Tertiary	Class	Crit Table
Bellacom	12	1-2	h/f	550	12	100	80HBa	100HHo	—	Lizard	Super Large
Cave Drake	13	1	h/vf	250	19	40	90HBi	150HCi	50HBa	Dragon	SuperLarge
Cavern Wing	1	1-50	s/f	10	1	60	20SBI	—	—	Bat	Normal
Cobra	2	1	s/vf	20	1	40	30SSt	Poison	—	Snake	Normal
Deer	2	1-10	m/vf	80	3	40	40MHo	—	—	Herbivore	Normal
Elk	4	4-40	l/vf	190	3	35	65LHo	50LBA	—	Herbivore	Normal
Firephantom	5	1	m/f	90	1	50	50FBall	—	—	Undead	Normal
Gaunt	6	1	m/m	100	1	40	40MBA	2 Con/Rnd	—	Undead	Normal
Gemsting	8	1	mf/vf	85	12	40	60LPi	80LSt	—	Scorpion	Large
Ghost, Lesser	7	1	m/f	100	1	30	60MBA	50We	4 Con/Rnd	Undead	Normal
Ghost Wolf	10	1-5	l/f	200	4	55	100LBI	75MCI	—	Undead	Large
Ghoul, Lesser	1	1-10	m/m	25	4	10	25SBA	30SCI	—	Undead	Normal
Giant Crayfish	1	2-10	s/m	20	12	20	30SPi	—	—	Crustacean	Normal
Giant Rat	1	2-20	s/vf	15	1	20	10SBI	—	—	Rodent	Normal
Giant Spider	8	1-10	l/f	160	4	40	70LPi	75LSt	Poison	Arachnid	Normal
Giant Waterbeetle	2	1-5	m/m	65	20	10	70MPi	—	—	Insect	Normal
Gorcrow	1	1-50	s/f	20	1	55	10SPi	100SCI	—	Bird	Normal
Granite Golem	10	6	l/s	170	16	20	100LBA	60LGr	150LCr	Construct	Large
Great Brown Bear	8	1-3	l/f	270	4	50	80LGr	70LCi	30MBA	Bear	Large
Great Spiny Lobster	2	1-5	m/m	30	12	40	MPi30	—	—	Crustacean	Normal
Grotti	1	1-50	m/s	40	3	20	MBa25	MBi20	—	Goat	Normal
Haaries	2	1-2	s/f	15	1	20	STi25	—	—	Rodent	Normal
Headless Ghost	6	1	m/s	90	1	30	We60	MBa50	3Con/Rnd	Undead	Normal
Horse	3	1-10	l/f	150	3	20	LBA50	LTS45	MBa30	Herbivore	Normal
Hudvaark	1	1-1000	s/m	5	1	0	SPi5	—	—	Bird	Normal
Ice Goose	2	2-20	s/m	10	1	10	SPi5	—	—	Bird	Normal
Ice Skeleton	3	1-5	s/s	50	1	35	MBa45(Cold)	—	—	Undead	Normal
Jarlik	4	2-20	m/m	80	4	50	MBi40	—	—	Dog	Normal
Kamelin	4	1-10	m/vf	70	3	30	MHo60	—	—	Antelope	Normal
Lamprey	1	1-5	s/s	15	3	20	SGr50	Blood Sucking	—	Fish	Normal
Mountain Cat	4	1	m/vf	100	4	40	MCI30	MBi20	—	Feline	Normal
Mountain Goat	3	1-20	m/m	80	3	40	MBa40	MBi10	—	Goat	Normal
Mountain Hawk	3	1	s/f	15	1	30	MCI45	SPi35	—	Bird	Normal
Normal Spider	0	1-20	t/s	1	1	10	SSi0	Poison	—	Arachnid	Tiny
Piranha	1	1-100	s/m	10	1	40	TPi100	—	—	Fish	Normal
Rabbit	1	1	s/f	5	1	10	STi0	—	—	Rabbit	Tiny
Redjaw	3	1-5	m/f	80	4	30	MBi70	—	—	Fish	Normal
Revenant	3	1	m/s	55	7	25	We40	Spells	—	Undead	Normal
Skeleton, Minor	1	2-20	m/s	25	1	0	We25	—	—	Undead	Normal
Specter, Minor	15	1-2	m/f	150	1	100	SBolt40	—	—	Undead	Normal
Striped Veercat	3	1	m/f	45	3	25	SBI25	SCI10	—	Weasel	Normal
Tapir	2	1-5	m/f	90	4	20	MBa40	—	—	Boar	Normal
Tergon	7	1	l/m	210	3	10	LBi80	—	—	Giant Worm	Large
Threk	7	1	m/vf	130	11	40	LBi60	MCI40	—	Lizard	Normal
Torkaan	1	1-30	m/s	40	3	0	SBI20	—	—	Sheep	Normal
Troll, Cave	5	2-10	l/f	170	11	20	HBA160	HCr100	—	Humanoid	Large
Wight	7	1-10	m/m	100	1	75	We100	MBa55	—	Undead	Normal
Wolf	3	2-20	m/vf	110	3	30	LBi60	—	—	Canine	Normal
Wolverine	2	1-2	s/m	45	3	50	MBi50	MCI45	—	Weasel	Normal

Codes: The statistics given describe a typical creature of that type. Most of the codes are self-explanatory: Lvl (Level), #Enc (number encountered), Size (Tiny, Small, Medium, Large, or Huge), Hits, and DB (Defensive Bonus). The more complex statistics are described below:

Speed: A creature's speed is given in terms of "Movement Speed/Attack Quickness": C = Creeping, VS = Very Slow, S = Slow, M = Medium, MF = Moderately Fast, FA = Fast, VF = Very Fast, BF = Blindingly Fast.

AT (Armor Type): The two letter codes gives the creature's MERP armor type (No = No Armor, SL = Soft Leather, RL = Rigid Leather, Ch = Chain, Pl = Plate); the number is the equivalent to the Role-master numeric armor type.

Attack: Each attack code starts with the attacker's Offensive Bonus. The first letter indicates the size of the attack; T = Tiny, S = Small; M = Medium, L = Large, and H = Huge. The last two letters indicate the type of attack; Ti = Tiny, Pi = Pincher/beak, Ba = Bash, Bi = Bite, Cl = Claw, Kr = Crush, Gr = Grapple, Ho = Horn, Ts = Trample/Stomp, St = Stinger, and We = Weapon. These codes may differ slightly from the MERP and Rolemaster codes. Each creature usually initiates combat using its "Primary" attack, which is the first attack listed. Depending upon the situation or success of the Primary attack, it may later use its "Secondary" or "Tertiary" (the next two attacks listed) attacks, perhaps all in the same round if previous attacks are very successful.

3 • MASTER NPC TABLES • 3

ROLEMASTER MASTER NPC TABLE

Location/Name	Lvl	Hits	AT(DB)	Sh?	Melee Ob	Missile Ob	Character Notes
Kelfour's Landing							
"Fingers" Nelkin	9	100	5(25)	N	110ss	85da	Thief, Head of Thieves' Guild. +20 Dagger, Returning, Ring of Invisibility, SD59,CO96,AG90,ME77,ST99,PR88,IN83,EM62,RE87,QU100
Gerdar The Deulist	6	75	1(20)	N	70th	45lb	Fighter. +10 Two Handed Sword, No armor, Potion Healing (5* 50), SD95,CO95,AG96,ME91,ST90,PR79,IN59,EM49,RE99,QU98
Kren Talog	4	45	10(5)	N	50ma	30lcb	Rogue, Owner of map to abandoned mine. Effusive and greedy, Boots of Escape, 7 Bolts +5, SD71,CO92,AG90,ME87,ST90,PR68,IN77, EM59,RE66,QU94
The Raging Threk	5	50	5(15)	N	60Fist	35bo	Innkeeper, Fighter, Real name unknown. Hot tempered, Ring of Shielding, Potion of Healing (2)20), SD50,CO90,AG82,ME70,ST90, PR83,IN65,EM44,RE63,QU97
Sen Dalatin	20	120	2(25)	N	30da	40da	Alchemist. *3 PP Multiplier, Robes +10DB, +20 Dagger returning, Potion Healing (2)20), Potion Levitaion, Potion old Resistance; Alchemist Base 20/ Spell Enhancement20/Spell Reins 20/Elemental Shield 20/Rune Mastery 20/Spell all 10/Delving Ways 10/Spirit Mastery 20; SD97,CO96,AG88,ME95,ST92,PR60,IN92,EM98,RE98,QU95
Stonehold							
The Great Gnoll	15	80	15(5)	N	100pi	80lcb	Ranger, King of the Gnolls. +15 Full Chain, +10 Light Crossbow, +15 Military Pick, Path Mastery 15/Nature's Guises 5/Nature's Way 15/Barrier Law 5/Detection Mastery 5/Purification 5; SD70,CO94,AG91,ME72,ST94,PR87,IN86,EM92,RE96,QU95
Shrine of Hrassk							
Askylor	15	120	2(10)	N	85da	85da	Cleric, Venom of Hrassk, Bloodthirsty. Dagger is Poisoned, Curses 15/Dark Lore 15/Dark Channel 15/Disease 15/Spell Defense 15/ Detection Mastery 15/Weather Ways 10/Sound's Ways10/Nature's Law 10/Calm Spirits 15;SD79,CO73,AG99,ME98,ST92,PR61,IN90,EM77,RE88,QU93
Valtar	12	120	2(10)	N	65da	65da	High Priest of Hrassk Dagger is Poisoned, Curses 12/Dark Lore 12/Disease 12/Dark Channels 12/Lore 10/Spell Defense10/Barrier Law 10/Detection Mastery 12; SD95,CO80,AG69,ME90,ST86,PR97,IN90, EM69,RE96,QU90
Galtho							
Dom Kifis	6	70	1(5)	N	10cl	10ro	Rogue, Chief of the Destroyers Wears Rags, No Belongings, SD33,CO92,AG99,ME85,ST90,PR90,IN67,EM96,RE92,QU88
Trelkinaark							
Nelkinaak	18	90	15(5)	N	190kal	105da	King of the Ice Kral +15 Full Chain, Casts Unfog and Calm Water, +15 Kaltaan of Slaying Mentalists, 3 +15 Daggers Long Door, SD72,CO95,AG83,ME61,ST94,PR78,IN72,EM84,RE64,QU9
Strenlak	5	40	15(15)	N	55kal	45da	Overseer/Spy, Fighter +20 Kaltaan, 3 +10 Daggers, Potion of Awareness, SD95,CO90,AG94,ME90,ST87,PR78,IN86,EM98,RE33,QU94
Tinkaalrek	10	70	15(10)	N	70kal	40da	Lord Warfarer Doesn't Trust Kelfour's Landing+10 Full Chain, +10 Kaltaan, Medallion Calm Waters 1/Day. SD87,Co90,AG96,ME95, ST90,PR100,IN86,EM63,RE94,QU86
Quellburn							
Aktagog	12	180	13(20)	N	130ba	70ro	Fighter/Troll +15 Chain Shirt, +10 Battle Axe, Dog Ring. SD64,CO90,AG92,ME62,ST90,PR87,IN92,EM89,RE81,QU97
Zenon	32	150	2(15)	N	35da	30da	Sorcerer; no memory; times 4 PP Multiplier; Ring of Levitation. All Sorcerer Base to 30/Barrier Law 20/Light's Way 20/Sound's Way 10/Rune Mastery 20/Essence Hand 10/Unbarring Ways 10/Invisible Ways 10/Spell Mastery 10; SD91,CO93,AG90,ME94,RE41,ST79,QU96,PR82, IN90,EM90

CODES FOR ROLEMASTER NPC AND MASTER MILITARY TABLES

Codes: The statistics given describe each NPC. A more detailed description of the NPC's can be found in the main text. Some of the codes are self-explanatory: Lvl (level), Hits, Sh (Shield), and Mov M (Movement and Maneuver Bonus). The more complex codes are listed below.

AT (Armor Type): The two letter code denotes the *MERP* armor type: No=No Armor, SL= Soft Leather, RL=Rigid Leather, Ch=Chain, Pl=Plate. The number is the equivalent *Rolemaster* armor type.

DB (Defensive Bonus): Note defensive bonuses include stats, shield, armor, skills, and other items where possible.

OB's (Offensive Bonuses): Weapon abbreviations follow OB's: br-bastard sword, bs-broadsword, cb-composite bow, da-dagger, ha-hand axe, ja-javelin, ky-kynac (short), la-lance, ma-mace, Mr-Martial Arts (both strikes and sweeps), ms-morning star, qs-quarterstaff, ra-rapier, sb-short bow, ss-short sword, sp-spear, St-Martial Arts Striking, Sw-Martial Arts Sweeps and Throws, wn-war mattock.

Stats: Ag=Agility, Co=Constitution, SD=Self=Discipline, Me=Memory, Re=Reasoning, St=Strength, Qu=Quickness, Pr=Presence, Em=Empathy, In=Intuition. For *MERP*, average Re and Me for Intelligence (IG).

FANTASY HERO MASTER NPC TABLE

Location/Name	STR	DEX	CON	BOD	PRE	tPD	rPD	tED	rED	SPD	REC	STN	OCV	DCV	Damage	Move
Kelfour's Landing																
"Fingers" Nelkin	18	20	15	11	13	7	2	5	2	4	7	28	12	9	1D6+1	7"
Carries +2 Accuracy Dagger (10" levitate return to hand only), -6 PER Cloaking Ring. INT:13 EGO:10.																
Gerdar The Duelist	18	14	18	13	11	6	0	4	0	3	8	31	5(10)	5	2D6	6"
+5 levels w/Great Sword, +1 Accuracy Great Sword. 4D6 Healing Potion. INT:15 EGO:15.																
Kren Talog	15	14	13	11	10	6	3	6	3	6	26	8	6	1D6+1	6"	
Effusive and Greedy, Boots of Escape (+12" Running, 3 Phases, Once/day) Lt. CBow OCV:7 1D6+1 INT:10 EGO:11																
The Raging Threk	15	14	13	13	13	6	3	5	2	3	7	28	5(9)	5(7)	4D6N	6"
Hot-Tempered, Ring of Shielding (Aid:+2 to DCV) Potion of Healing (2D6 Heal) 4 levels w/hand-tohand, Brawling, INT:11 EGO:10.																
Sen Dalatin	15	14	15	11	11	4	1	4	1	3	6	25	5(11)	5(6)	1D6-1	6"
Magic Skill (17-) 6 levels w/spells Robes: (Aid +1 to DCV, +3 to magic roll), Dagger (+2 Accuracy, 10" Levitate return to hand only) 2D6 Healing Potion, Levitation Potion (10" Levitate, up/down only-10min), Potion of Cold Resistance (Adapt to cold), INT:20 EGO:18 Note: It is suggested that Dalatin know many (at least ten) spells of an Alchemical Nature (Detect, Create, Analyze, etc.) as well as a few minor attack/defense spells (20-30 active points). His alchemical spells should be quite powerful (70 active points and up).																
Stonehold																
The Great Gnoll	13	17	15	10	18	12	8	11	8	4	8	28	6(13)	4	11/2AP	5"
+5 levels w/Military Pick, wears Armor (Full Chain +Helm, Def 8, but only -2 to Dex Rolls/DCV), carries Pick w/+2 Accuracy and the following abilities: (1) Detect Type (Shelter) at range-256xRange (1 mile) 3x a day; (2) Cloak, -5 to other's perception rolls 1x/day; (3) Treat as Obsure, -4 to tracking rolls (+1/2 limitation) 2x day; (4) Detect and Analyze Set (Beings who have passed within range of caster's location in past hour) 16x extended range (32"); Magic Skill 15- The Great Gnoll Should know perhaps a half-dozen nature/stealth spells, none of which exceed 30 active points. INT:18 EGO:13																
Shrine of Hrassk																
Askylor	15	17	11	13	20	6	2	5	2	3	6	27	6(9)	6	1D6	6"
Bloodthirsty +3 levels w/dagger, dagger is poisoned w/spider venom (see master poison chart) Askylor has Magic Skill 17-. It is suggested that Askylor have a dozen or so spells of about 50 or 60 active points, all of which are divinatory (Detect, Telepathy, Clairaudience/ Clairvoyance, etc.) or destructive (Blast, Killing Blast, Drain, Destroy, etc.) INT:15 EGO:13.																
Valtar	11	14	11	10	15	4	1	3	1	3	5	22	4(8)	6	1D6-1	6"
+4 levels w/dagger, dagger is poisoned w/spider venom. Magic Skill 16-. Valtar's spells should all be destructive in nature, of about 40/50 active points in power level. INT:18 EGO:18.																
Galtho																
Dom Kifis	15	18	13	10	13	5	0	4	0	3	6	25	6	6	4D6N	6"
Wears rags, No belongings, INT:13 EGO:8.																
Trelkinaark																
Nelkinaak	20	17	18	15	18	15	8	13	8	4	8	35	6(12)	5	2D6-1	6"
+4 levels w/melee. Wears magic DEF 8, DCV-1 full chain (which also transforms fog to clear air and waves to smooth water (area affect-radius transforms, 1D6 and 4D6, respectively), carries Kaltaan of +2 accuracy, +3d6 damage vs. casters of mind-based spells, also 3 daggers of +2 accuracy. INT:10 EGO:13.																
Strenlak	13	18	15	11	13	10	6	9	6	3	7	26	6(9)	4	1 1/2D6	6"
+2 accuracy Kaltaan, 3 +1 accuracy daggers. 3 levels w/melee combat. Also carries potion of awareness (Detect object, set and type, variable result, at range [60"]) INT: 13 EGO:18.																
Tinkaalrek	15	14	18	13	20	16	7	13	7	4	8	30	5(11)	4	1 1/2D6	6"
7 DEF magic full chain, +1 accuracy Kaltaan, Medallion of Calm Water (transform 4d6, area effect radius (22")), waves to calm water 1x/day). INT:15 EGO:13.																
Quellburn																
Aktagog	35	15	23	18	25	18	8	18	8	3	8	45	5(9)	4	2 1/2D6	8"
Wears 8 DEF -1 DCV Chain Shirt, Carries +1 Accuracy Battle Axe, +4 levels w/melee combat, Dog Ring INT:10 EGO:15.																
Zenon	10	15	15	10	15	6	1	4	1	3	6	23	5(11)	5	1D6-1	6"
+6 levels w/spells Magic Skill (22-) Ring of Levitation (10" Levitation, vertical movement only). It is suggested that Zenon's spells be many and varied, to cover a wide range of circumstance. In any event, many should be extremely powerful (90 active points or so) INT:23 EGO:18.																

4•MASTER WEATHER CHART•4

ROLEMASTER MASTER WEATHER CHART

AVERAGE TEMPERATURE AND PRECIPITATION BY SEASON

	Summer (Seolsen)	Autumn (Ricusen)	Mild Winter (Coleson)	Hard Winter (Kelsen)	Spring (Blussen)
Lower Dragonsfang (Kelfour's Landing)	19-42 F 4"Rain	55-80 F Fog	38-65 F Fog	21-38F Freq Fog	28-66 F Freq Fog
Upper Dragonsfang (Gnolls, Trolls)	12-35 F 8-12"Rain (Thunderstorms)	31-56 F 4-12"Rain	0-33 4-8"Rain	F-30-13F 1-4'Snow	7-22 F 2-10"Rain
High Plateau (Quellburn)	30-98 F 0-4"Rain	21-57 F 0-1/2"Rain	0-31 F No Rain	-10-28 F No Rain	5-39 F 0-6"Rain
The Feorich (Galtoth, Feortoth)	27-60 F 0-5"Rain	48-76 F Fog,Mist	32-58 F Fog,Mist	19-36 F Mist	23-56 F Freq Mist
Tralkinaark (Ice Kral)	32-62 F Light Mist	50-76 F Fog,Mist	38-56 F Fog,Mist	24-33 F Mist	25-61 F Mist

5•MASTER PLANT,POISON & HERB CHARTS•5

ROLEMASTER MASTER PLANT, POISON AND HERB CHART

PLANTS Name	Codes	Form	Uses	Cost
Bladderwrack	O-90-U	Algae	Food, Boiled or Pickled	1 tp/Meal
Bread Lichen	U-30-U	Lichen	Powdered as flour	3 cp/Loaf
Flaeshorn Berry	C-60-N	Berry	Food, 25 feed one man	5 tp/25 berries
Flimelar	M-40-N	Vine	Rope	6 bp/50'
Standool	O-70-N	Algae	Food	Free
Windak	C-90-N	Tree	Lumber	8 tp/tree
Wine Mushroom	U-30-U	Cap	Crush and ferment as wine	6 sp/Bottle

HERBS Name	Codes	Form	Prep/Apply	Cost	Effect
Bluestar	fA2N	Flower	Crush as poultice	42gp	Stop Infection, 2x Healing Rate
The Dreamer	cA1N	Leaf/sap	Drink as a Brew	100gp	As Phantasm 2
Eram	cF15N	Moss	Ingest	31gp	Mends Bone
Mirenna	cM65N	Berry	Ingest	15gp	Heals 10, Instant effect

POISONS Name	Afflict.	Source	Form	Appears	Effect/Level
Carnegurth	Poison	Flower	Liquid	Red	LVL 8, blood clots; death in 1-100 hours
Creeping Widow-wort	Poison	Vine/Needle	Liquid	Thick yellow	LVL4, Internal bleeding, 20hits/hu
Dreamdeath	Halluc.	Leaf/sap	Liquid	Cerulean Blue	LVL9, Hallucination, seizure
Hith-i-Girith	Relax	Tree/sap	Brew	Clear	LVL1, on skin causes calm
Kaktu	Poison	Flower	Liquid	Amber	LVL1, Dex loss in 1-4 limbs; -1 to -100 to maneuver rolls
Klytun	Poison	Shrub/root	Paste	Golden	LVL5, 1-10 Day Coma
Taynaga	Poison	Bark	Powder	Brown	LVL8, Sterilize, 5-50 Hits

Climate Codes: arid = a; semi-arid = s; hot and humid = h; mild temperate = m; cool temperate = t; cold = c; severe cold (frigid) = f; everlasting cold = e
 Locale Codes: Glacier/snowfield = G; Alpine = A; Mountain = M; Heath/scrub = H; Coniferous (evergreen) forest = C Deciduous/mixed forest = D; Jungle/rainforest = J; Short grass = S; Tall grass = T; Breaks/wadis = B; Waste = W; Desert = D; Freshwater coasts and banks = F; Ocean/saltwater coasts = O; Volcanic = V; Underground (caverns) = U
 Frequency: Based on a scale of 1-100 (100 being very common; 1 very rare). These numbers are indicative of availability in the wild. Price shows purchase availability in towns and other 'shopping areas'.
 Compass Code: Last code in sequence shows area of the main continent where herb is indigenous, or most common. "U" equals universal. "M" indicates mid-continent.
 Preparations Codes: bo =boil; br = brew; ch = chew; cr = crush; dr = drink; eat = ingest; in = inhale; po = poultice.

FANTASY HERO MASTER HERB AND POISON CHART

Herb Chart

Bluestar: Aid (+2d6 to Recovery, BODY only) for 3 days
 The Dreamer: Illusions (8d6) for 10 minutes
 Eram: 3d6 Heal (BODY) only
 Mirena: Heal 2d6

Poison Chart

Carnegurth: 1d6 BODY Destruction/day for 5 days
 Creeping Widow-wort: 1d6 CON destruction, 2d6 STUN destruction, 1d6 BODY destruction/hr for 3 hours
 Dreamdeath: Illusions (8d6), always unpleasant, causing 3d6 STUN destruction.
 Hith-i-Girith: [nothing to be added]
 Kaktu: 2d6 DEX destruction
 Klytun: 10d6 STUN Destruction

6 • TRUNK CONTENTS TABLE

For each trunk encountered, roll 1d10 to determine the number of items within. On a roll of ten, there are no usable items in the trunk, while a nine allows two rolls on the table. The only limit to the number of items available is the size of the trunk.

For each item in a trunk, roll 3d10 to generate a number between 001 and 000 (1000). This number corresponds to an item below. Multiples of the same item are allowed.

001-024	boots	524-539	wood figurine
025-032	candle	540-551	beads
033-040	chain	552-567	buttons
041-044	chalk	568-587	holy symbol
045-056	chisel	588-603	whetstone
057-080	cloak	604-627	dice (10% are loaded)
081-096	flint and steel	628-647	cards (10% marked)
097-108	gloves	648-663	rune stones
109-128	hammer	664-667	fan
129-148	hat	668-671	scarf
149-152	ink	672-683	1-10tp
153-156	quill	684-695	1-10bp
157-160	lantern	696-707	1-10cp
161-168	mirror	708-715	sling and bullets
169-176	nails	716-723	cap
177-192	oil flask	724-743	pouch
193-216	pants	744-747	snuff box
217-220	paper, blank	748-751	incense
221-240	rope	752-759	metal figurine
241-260	sack	760-763	bell
261-284	shirt	764-779	mug
285-300	tinder box	780-783	scroll, map
301-320	water skin	784-795	bowl
321-328	wedge	796-811	herbs
329-340	wire	812-819	bandage
341-356	whistle	820-831	brush
357-376	bracer	832-839	comb
377-380	brandy, pint	840-847	needle
381-400	wine, pint	848-871	pipe
401-420	cheese	872-911	razor
421-428	waybread	912-919	twine
429-452	dagger	920-931	file
453-472	darts	932-959	weapons harness
473-484	hand axe	960-971	blanket
485-487	ring	972-975	scrimshaw
488-495	lace	976-979	bracelet
496-503	velvet	980-983	medallion
504-511	scroll, spice	984-987	brooch
512-523	whittle wood	988-000	sword oil

7 • PRICES IN KELFOUR'S LANDING: A CHART

The following items are generally available to the adventurer. Assume that all metal items are bronze and that wood is oak or Windak. These prices should be increased by 25-50% in the trading season.

Arrows (20)	6bp	Leather Jerkin	3sp
Backpack	3bp	Arm Greaves	3sp
Bedroll (Heavy)	1sp	Leg Greaves	3sp
Candle	6cp	Leather Coat	9sp
Charcoal	33cp	Leather Breastplate	8sp
Cloak	1sp	Normal Shield	82bp
Climbing Pick	4sp	Leather Helmet	2sp
Cb Bolts (20)	16bp	Leather Bracer	15bp
Flint and Steel	15cp	Beer/Ale	5tp
Hammer	2sp	Mead	1cp
Ladder	3cp	Wine	2cp
Lantern	2sp	Light Meal (Fish)	3tp
Oil Flask	6bp	Light Meal (Meat)	7tp
Plank	1tp	Week's Rations	10cp
Quiver	2bp	Lodging	1sp
Rope	12bp	Stable	5bp
Tent	3sp	Horse (Light)	100sp
Torch	1tp	Dog	22sp
Whistle	3sp	Boat (Medium)	30gp
Bastard Sword	30sp	Battle Axe	18sp
Boomerang	15bp	Broadsword	20sp
Club	4tp	Composite Bow	40sp
Crossbow (Light)	36sp	Dagger	7sp
Flail	28sp	Halberd	6sp
Harpoon	43bp	Mace	13sp
Net (Fishing)	1sp	Sling	6bp
Spear	38bp	War Hammer	32sp

8•NOTES ON SEOLTANG, THE TRADE LANGUAGE

Seoltang is the trade language common to Claedesbrim Bay. Word order will be that of the speaker's native tongue. Gaps in the language will be filled in by hand gestures and facial expressions.

bel (n) : a noisy thing
 belli (adj): noisy, angry
 blad (n): bubble, bottle, pleasant daydream
 bluest (v): to heal, help
 bloa (v,adj): to blow, blown, windy
 boarne (n): land, island
 brim (n): edge of the sea, salt, waves
 burn (n): water, creek, sea
 claede (n,adj): cloud, fog, unclear
 cole (adj): cold, freezing
 dak (n): six needled pine, other lumber
 daan (v): to like, prefer
 dool (n,adj): stench, smelly
 elin (n): herbivore, herd beast
 fare (n,v): journey, price, toll, to go, to leave
 feor (v,adj): to fear, far, isolated
 fiwak (n): year
 flish (n): nourishment, fish, food
 flimel (n): fiber, rope, cloth
 gal (adj): bitter, poison
 gon (v,n): to startle, threaten, ambush
 grot (adj): useful, practical
 haar (n): coarse hair, beard, wool
 heo (adj): high, tall
 hud (adj): awkward, clumsy, cursed
 jar (adj,v): big, large, to increase
 karn (n): briar, horn, pointed stick, dagger
 kel (v): to kill, to choke, to freeze
 lik (adj): friendly, peaceful
 orn (n): as karn
 quel (v): as kel
 ricc (v,adj): to reach, rich
 riho (adj): right, upright, correct
 roa (adj): red, copper
 senit (n): month, moon
 seol (v,n): to sell, money, silver
 sma (adj): small, tiny, insignificant
 stan (n): weed, pest
 strake (n,v): to strike, to find, a streak, an ore vein
 strek (v): to put, to place, to hold
 taloh (interj): hello, greeting, good sailing
 tang (n,v): tongue, language, to speak, tell
 ter (n): danger, monster
 threk (adj): hungry, greedy, vicious
 toth (n): peak, mountain, spire
 vaar (n,v,adj.): effort, work, trade, to make, hard, a curse.
 waether (n): rain, water, storm
 wal (adj): evil, bad, unfortunate, disappointing
 wey (n): road, path, wagon, ship
 wina (n,v): slope, hill, to roll, to fall
 wrack (adj,n,interj): dissatisfied, unhappy, a bad trade, curses!

9•ICE KRAL LANGUAGE NOTES

Ice Kral depend heavily on whistles and drums for communication. Whistles can be heard for long distances, and, just as importantly for pirates, can sometimes be confused with the wind or bird calls. Their spoken language bears a similar bias towards whistles and clicks, but has never been translated. It is believed that each Warfarer has adopted his own code, which makes translation even more difficult. When dealing with slaves, the Kral use Seoltang and the lash.

10•TROLL LANGUAGE NOTES

In reflection of their limited intellect, Troll language is quite simple. Less than a hundred words are in general use, and Trolls seem to avoid using these when possible. Instead they rely on grunts and hand signals for most of their conversation. For example, "mine," synonymous with "I want," is generally indicated by a low growl and an outstretched hand, the fingers curved into talons. Below are some of the most common words in Troll.

agrer (n, v): wound, injury, pain, to hurt
 ak (adj): three
 akt (pron, adj): I, me, mine
 aktgrek (n, v): hurt, fight, battle
 aktik (v): run
 aktreg (pron, adj): us, we, our
 aktrek (n): stool, bench, chair, my rock
 aktrik (v, n): eat, drink
 grek (v): kill
 grekurk (v, n): raid, attack, ambush
 grenk (v, adv): agree, yes
 gret (v): beat, hurt, defeat
 grikrek (n): axe, battle axe
 grog (adj): small, tiny, worthless
 gronk (n, adj): yell, shout, loud, noisy
 grorkenk (n): Gnoll, Dwarf, other small humanoids
 gunkikt (n): Wizard, Spellcaster, Magician, Cleric
 gurk (pron, n): them, you, the enemy
 gurkenk (n): Man, Kral, other large humanoids
 ik (adj): two
 it (adj): five
 kikt (adj): sharp, pointed, edged
 kiktprek (n): spear, lance, sharpened stick
 kiktrek (n): sword, dagger, scimitar
 klak (n, adj): fire, sun, hot, warm
 klaktrik (v): cook, burn
 krek (n, adj): rock, stone, metal, hard
 krenk (v): die, leave, end
 krent (v): take, leave, steal
 krik (n): wine, beer, ale
 merg (adj): flat, level
 mergkrek (n): cliff, hillside
 ning (n, v): cave, hole, pit, burrow, dig
 prek (n, adj): bush, tree, flower, weak

prelk (n): club, hammer, mace, staff
 preng (adv, adj): no, I disagree, bad, evil
 prengurk (v): put, place, give, surrender
 prenk (n): treasure, wealth, money
 prenkikt (n, adj): magic, spell, enchanted, machine
 prent (v): drop, let go, let loose, leave
 prentrikt (n): rain, storm, snow, ice
 prerg (adj): big, large, important
 prergakt (n): festival, gathering
 pregrek (n): mountain, hill
 prerrik (n): bay, ocean
 pregurk (n): town, village, city, fort, castle, army
 prerprek (v): crush, squeeze, hold, catch
 reng (adj): slow, still, calm, dead
 rik (n): lake, water
 ronk (n, v): fur, cloth, cover, to cover
 ronkrek (n): armor
 tik (adj): fast, quick
 tikrek (v): throw, heave, get rid of
 tikrelk (n): Troll hockey
 tikrik (n): river, creek, stream
 treg (n, v): mate
 trelk (n): day, light, pain
 trent (v): hold, keep, take
 trenurk (n, v): trap, cage, net, catch
 trigurk (v): hunt
 trik (n): food, meal
 trikrek (n): table, flat rock
 trirk (n): bear or other large animal
 trirkog (n): wolf or other small animal
 truk (v): break, bend, hurt
 uk (n): one
 ukit (adj): many
 ut (n): four

11 • FEASTS OF HRASSK NOTES

Four of the five major feasts of Hrassk take place on the night of the new moon, a powerful symbol to the Spider-worshippers. These five great feasts are the Night of Blood, the Night of the Spider, The Night of the Troll, The Night of False Hope, and The Night of the Storm.

- 1. The Night of Blood.** This is the most sacred celebration of the cult — only a human will do as a victim. It is held in Ricussen, or autumn. For the six days before the new moon, the priests chant and moan. Then, on the night of the feast, Askylor leads the Servants into the temple and seats them in a ring around the altar. If no victim is chained to the altar, the Servant who has served the least will be sacrificed to appease the Spider-god.
- 2. The Night of the Spiders.** For this feast held in Colesson, the victim need only be a thinking being; thus, Kral and Gnolls are often sacrificed. The victim is chained to the altar, and three Giant Spiders are released to feed upon the victim, while the priests chant and pray.
- 3. The Night of the Troll.** For some unknown reason, the sacrifice at Kelsen should be a Troll. If no Trolls are available, at least four other beings must be sacrificed.
- 4. The Night of False Hope.** In Blussen, the second most important celebration of Hrassk takes place. For this sacrifice, each worshipper is ceremonially bound to the altar and pricked with the twin-bladed Obsidian Dagger with a moonstone hilt. (The dagger is enchanted to +15 and will poison its victim on a roll of one on a D20; the poison is a level seven reduction poison.) This rite is done in order of rank, with each worshipper pricking the back of the next lowest. After all have been cut, they sit in the temple and chant until the chosen victims have succumbed to the venom.
- 5. The Night of the Storm.** In Seolssen, the ceremony is held not on the night of the new moon, but during the first thunderstorm of the month. Only priests and acolytes participate. Each priest is given a dose of spider venom, intended to be less than fatal, and then they chant and wail through the night. If any priests are felled by the venom, all the Servants are given three drops of venom. The one that reacts the least becomes an acolyte. Thus the number of priests is always five, and the acolytes are always four.



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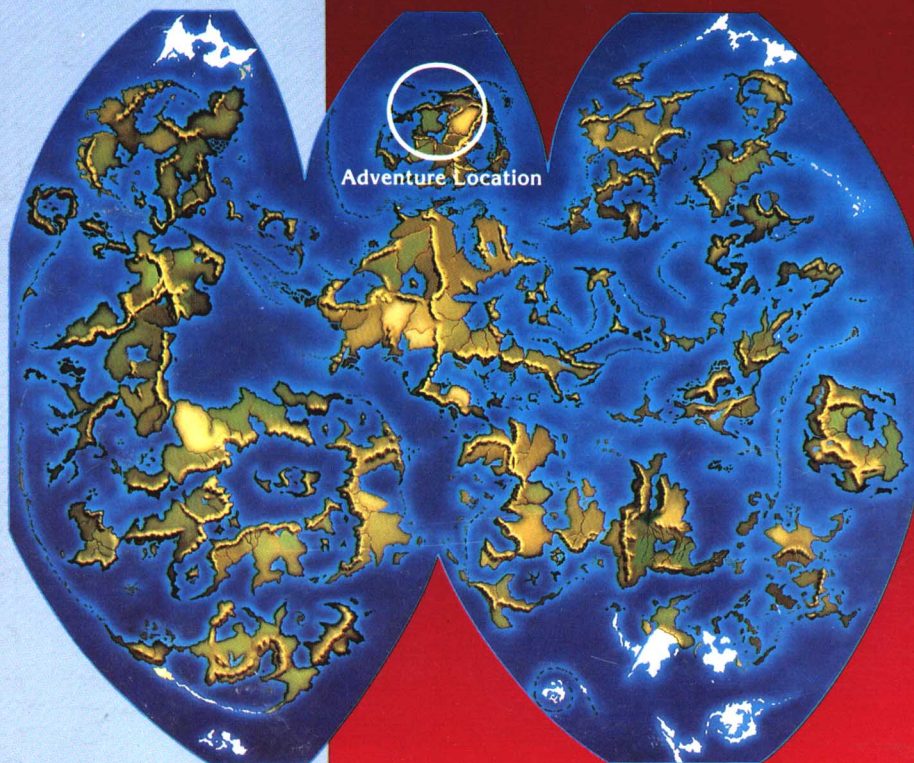
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