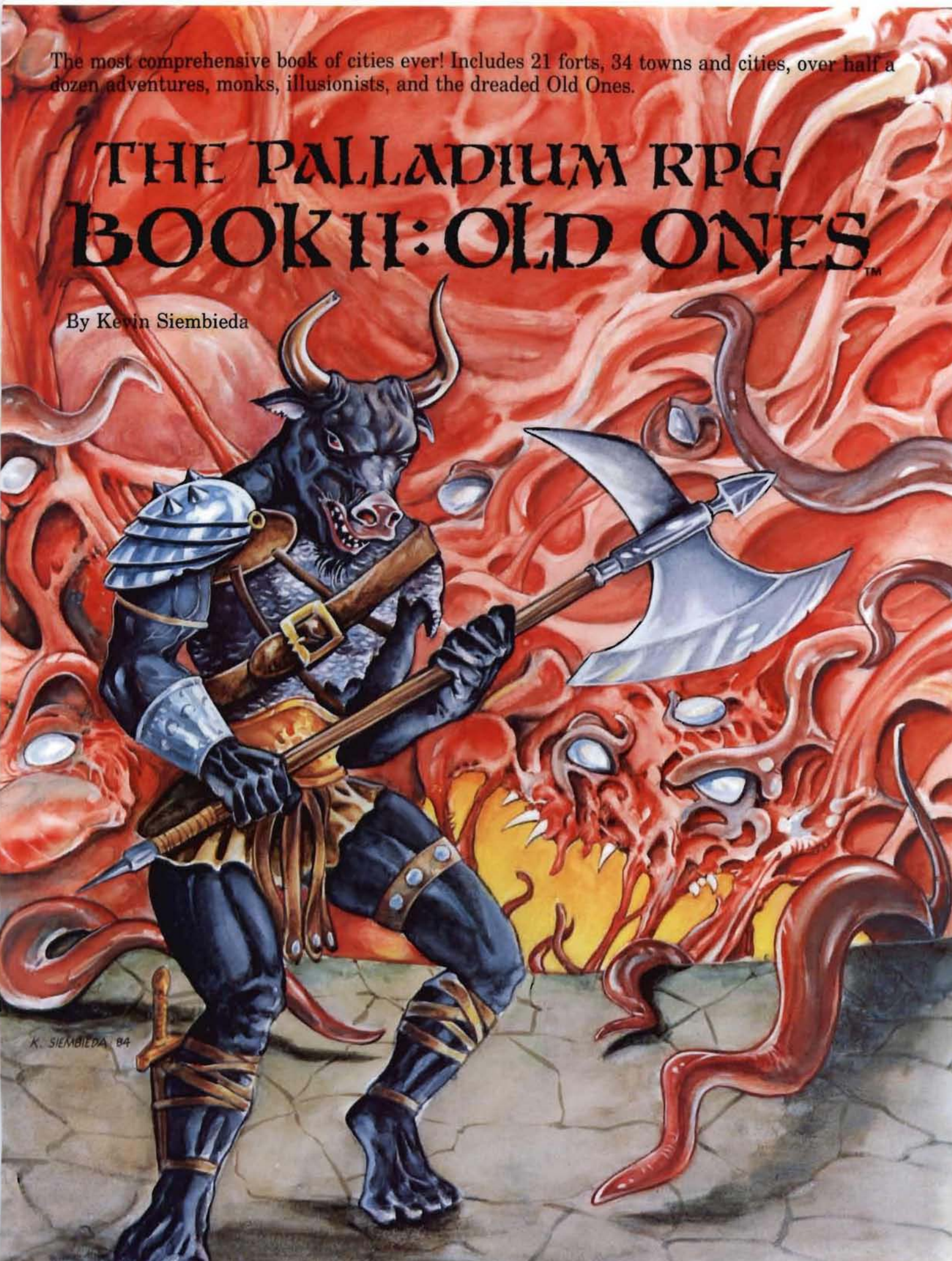
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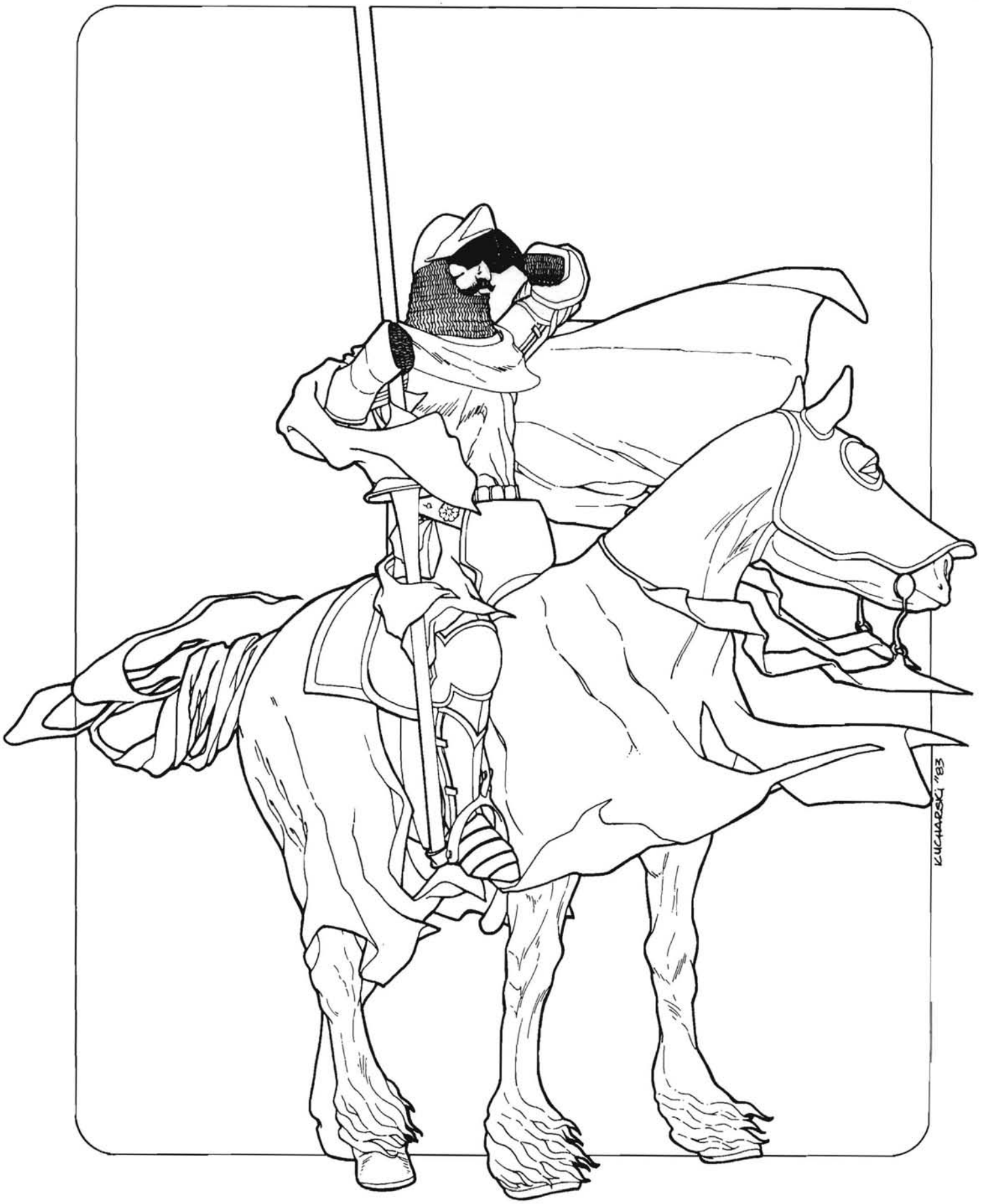
THE PALLADIUM RPG BOOK II: OLD ONES™

By Kevin Siembieda



THE PALLADIUM RPG

BOOK II: OLD ONES™



Dedicated to the old ones who helped a runny nosed kid in his career,
Kuch, Orz, Wesson, Arv, and Al.

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THE PALLADIUM RPG BOOK II: OLD ONES™

By Kevin Siembieda

Edited by Alex Marciniszyn

Cover art by Kevin Siembieda

Typed by Maryann Siembieda

Keylining by Matthew Balent

Title headings and additional art by Michael Kucharski

Maps and pencil illustrations by Kevin Siembieda

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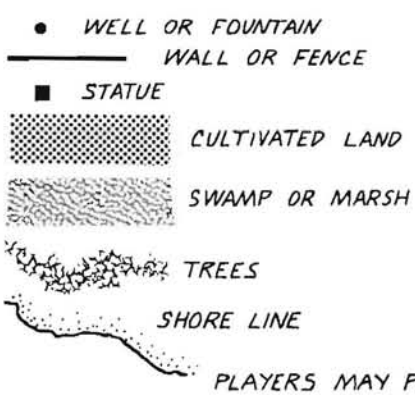
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MASTER CODE KEY FOR CITY AND TOWN MAPS



PLAYERS MAY PHOTO-COPY MAPS FOR GAME USE ONLY!

ABOUT THIS BOOK

This book is a combination of things; introducing the Monk and Illusionist O.C.C.'s and defining the mysterious Old Ones. It is a book of cities and towns with dozens of handsome maps and outlines of major points of interest from shops to political figures. But ultimately it is an adventure book meant to inspire and excite you. The entire Timiro Kingdom is mapped and defined. All of her forts, towns and cities laid open at your finger tips, to be used as elements of a new campaign. Many have interesting or unusual characters or aspects that await your hand to develop it into an evening of adventure. Then there are the adventures themselves; designed to be challenging, exciting and fun.

Glossary of Terms

The following is a list of terms that may seem unusual or confusing.

A.R.: Armour rating, the level of protection a suit of armour provides in the degree of covering and strength of the material.

Attributes: I.Q. = intelligence, M.E. = Mental Endurance, M.A. = Mental Affinity, P.S. = Physical Strength, P.P. = Physical Prowess, P.E. = Physical Endurance, P.B. = Physical Beauty, Spd. = Speed.

G.M.: Game Master

H.P.: Hit Points

Merc.: Mercenary fighter

O.C.C.: Occupational Character Class

Palladium R.P.G.: refers to the Palladium Role-Playing Game, the 274 page rule book for this game system. The Palladium R.P.G. is needed to play unless one intends to adapt this material to another game system.

S.D.C.: Structural Damage Capacity as it applies to the strength and endurance of armour.

TRAVEL

Tables for Rate of Travel

The following are a basic list of the rate of travel by various common modes of transportation.

On Foot

Grass lands / low lands / plains / farm land

Approximately 7 miles an hour at a brisk pace, one short rest. 3 miles at a leisurely pace and/or with many rest stops.

Heavy vegetation; ie. tall grass, weeds and shrubs

Approximately 3 to 5 miles an hour at a brisk pace; 2 miles at a leisurely pace.

Thin forest or wooded area

Approximately 4 miles an hour at a brisk pace; 1½ miles at a leisurely pace.

Dense forest

Approximately 2 miles an hour (maximum) at a brisk pace; 1 mile at a leisurely pace.

Rocky terrain

Approximately, 3, possibly 4 miles per hour at a brisk pace; 1 or 2 miles at a leisurely pace.

Swamp or marsh

In addition to the dangers of quicksand or bogs or just the ordinary mud and muck, the rate of travel is very slow. Approximately 1 or 2 miles an hour, briskly, and a mile or less at a slow leisurely pace.

NOTE: Remember, these are the wilds with shrubs and weeds and trees and vines all slowing down your speed, so don't try to compare them to the paths on a park nature trail. However, roads or trails that are cut and/or beaten paths generally clear of vegetation allow maximum movement equal to a grassland rate of travel; be it in a forest or heavy vegetation area. Extreme heat or cold or heavy rain will slow the rate of travel by about 25%.

On Horseback

Grassland / low lands / plains / farm land

Approximately 30 miles an hour at full and constant gallop, but this is cruel punishment for the horse and will do damage, even kill, the animal if that pace is maintained for any length of time. 20 miles an hour is a brisk, but reasonable, pace; 12 miles an hour at a leisurely pace.

heavy vegetation; ie. uneven ground, tall grass, weeds

Approximately 24 miles an hour at full gallop but there's a 15% chance of the horse stumbling and falling. 18 miles an hour at a brisk but reasonable pace; 10 miles an hour at a leisurely pace.

Thin forest or wooded area

Approximately 20 miles an hour at full gallop but there is a 15% chance of stumbling. 18 miles an hour at a brisk pace; 12 miles an hour at a leisurely pace.

Dense forest

Approximately 15 miles an hour at a brisk pace; 8 miles an hour at a leisurely pace. NOTE: a full gallop is impossible in a dense forest without knocking the rider off, being slammed and impaled by tree branches and the horse stumbling.

Swamp or marsh

The pace is slowed terribly to about 6 or 7 miles an hour at a brisk pace and about 3 at a leisurely pace. These are dangerous places for an animal so large and heavy with a 40% chance of the horse getting stuck in the deep mud. Roll once every hour. If stuck it will take 6 to 36 (roll 6 six-sided dice) minutes to pull or push the horse free.

Rocky terrain

Approximately 12 miles per hour at a brisk pace; 6 miles an hour at a leisurely pace. A full gallop is extremely difficult to maintain without sustaining injury to the rider or horse. 50% chance of stumbling or throwing the rider and 20% chance of spraining an ankle if it stumbles at full gallop.

NOTE: The food fed to a horse also makes a difference in the rate of travel. Contrary to what many gamers may think, a horse is not a lawn mower with legs. Oh, a horse can eat grass, weeds and other vegetation but it takes a much longer time to digest and therefore the horse can't function up to full capacity. A horse on a grass and even hay diet will move 10% slower; while a horse on a steady diet of the same thing will run a full 25% slower. It's just not as nutritional or filling. It's as if you were living on a diet of bread, you would be able to function but not at peak efficiency. On the other hand a diet of oats, barley, and other grains, though more expensive, will help keep the animal healthy and at top efficiency. Grooming and proper watering are also important for the horse or ponies well being. For the record, the term pony refers to an appaloosan type pony not a child's mount.

Travel by Horse and Wagon

Using a wagon or coach is usually limited to smooth terrains such as grasslands, low lands, trails and roads. The speed will also be limited by the weight and number of horses drawing the coach. The following tables are only a very basic example and assumes that the wagon is pulled by a sufficient number of horses.

Grassland, low lands, plains

Approximately 20 miles per hour at full gallop; 10 miles per hour at a brisk pace; 6 miles an hour at a leisurely pace.

Road or trail

Approximately 25 miles per hour at full gallop; 12 miles per hour at a brisk pace; 8 miles an hour at a leisurely pace.

Heavy vegetation, rough or rocky terrain

Approximately 10 miles per hour at full gallop;

8 miles per hour at a brisk pace; 5 miles an hour at a leisurely pace.

Forests, woodlands, swamps and very rocky terrain

These are completely inhospitable environments for the use of wagons or coaches. A coach or wagon CANNOT be pulled into a forest unless it is on a trail!

Flying

Flying via the wizard's magic spell can cover a maximum of 150 miles per hour or 50 miles per level of the spell caster at maximum speed.

Travel by Water

The speed of travel on water depends on the type of water, river, stream, lake, sea, ocean, roughness of the water, current, tide, type of boat, etc. The following is a very rough idea of speed for some typical water vessels:

Canoe: effective on inland waters (lakes, rivers, streams). Calm waters: approx. 15 miles per hour at maximum effort, two people; leisurely pacing at 6 miles per hour.

Row Boat: (small) Calm water; approx. 6 miles per hour at maximum effort.

Small fishing boat (sail and row style combined; several men): approx. 15 miles per hour maximum.

Small sail boat about the same.

Ships: Approx. 30 miles per hour with wind; 10 miles per hour, slave galley rowers.

Communication

News, royal proclamations, warnings, messages, etc. are sent by special couriers on foot (runners for short distances), horsemen, (pony express type, or coach), town criers; for public dissemination of news and proclamations. The written word is limited to the scholarly, nobles and men of magic as well as some clergy. However, the common person, from soldier to baker, could not read or write or even sign his name.

Extraordinary means of communication include the crystal ball, the use of air elementals, phanthoms, and the magic pigeon spell.

MONKS

THE MONK (Optional O.C.C.)

Monks are very unique characters though difficult to play. They are a sort of scholar dedicated to the acquisition of mystic and spiritual knowledge. The accumulation of knowledge to unlock the mysteries of the universe for the benefit of mankind. However, while the good of mankind is a consideration they are very careful to conceal the fruits of this knowledge until the world is ready. Unfortunately that could be thousands of years from now. Consequently their magnificent monastery libraries, as well as personal knowledge and journals, are jealously guarded and always kept in a secret place. It is said that a monk will suffer a thousand torments and die before sharing the slightest bit of information to someone he deems unworthy or not ready.

A monk is seldom a physical coward, although at times he will act like one out of moral conviction. A devout pacifist, he will NEVER STRIKE OUT EVEN IN SELF DEFENSE! Instead a monk will attempt to dodge out of harms way and hide, run away or avoid the confrontation in some other way. So convinced are they that fighting is a social disease that they frequently step between combatants and try to talk them out of fighting. Another equally annoying habit is standing on the side lecturing the combatants about the futility of such reprehensible behavior and the virtues of debate. Convinced that it is their duty to cure the world of this social disease; it is not uncommon to see a madly dodging monk, breathlessly trying to convince a band of brigands that they should lay down their weapons and have a nice cup of tea. Such sights have brought tears to the eyes of many a staunch man-at-arms. This attitude may make a monk unpopular with his companions as he gently tries to sway them from their aggressive ways in light of a happier, peaceful path. However, monkish knowledge can be so valuable to a group that they will tolerate his eccentric peace-mongering ways.

Should a monk ever break his vow of pacifism, his brothers ceremoniously burn his pens and parchments and weep for him as he is considered dead. He can never be a monk again and must choose a new O.C.C. **A defrocked monk** loses his bonuses to save vs. magic and poisons.

Monks and Weapons

Monks never use any weapons, although staves and walking sticks may be used as just that, walking sticks. Likewise, knives are tools, not weapons to be used against natures children.

Monks and Armour

Monks never wear armour for fear that it will provoke a fight.

Alignments

Monks are always of a good or unprincipled alignment.

Deities

They tend to serve elemental forces, nature or a specific god of Light, Thoth in particular.

Monks and Magic

Monks usually understand the principles of all kinds of magic, recognizing all mystic symbols, wards, power words and runes. Some can even read runes or know a handful of working spell incantations. In the case of wards, symbols and power words, the monk probably knows more about their history and religious significance than most practitioners of magic. However, **monks NEVER USE MAGIC for any reason, no matter how dire the situation!!!** They firmly believe that all magic taps into the mystic energies of the slumbering Old Ones, and therefore is rooted in evil. They also believe that the use of magic could eventually awaken the hideous monsters, dooming the entire world. Even a defrocked monk isn't likely to choose a magic O.C.C. (10% chance) with the possible exception of Mind Mage or Illusionist, but major or master psionic abilities are required. Nor will monks instruct anyone in the ways of magic, sell spells, scrolls or magic items. However, their eternal quest for knowledge often leads them to associate and even work with men-of-magic.

The Ways of the Monk (Bonuses and Skills)

Through meditation, mental and physical disciplines and their near fanatical convictions in regard to magic, provide them with unusual resistance to all magic. They seem to have a high resistance to toxins, perhaps due to training in mind over matter and diet. They also have exceptional balance and self control providing the following:

- **Climb Rope or Tree**; 50% + 5% per level.
- **Exceptional Balance**; 60% + 3% per level to maintain balance even under the worst conditions.
- **Walk a Tight Rope**; 30% + 5% per level.

Monks may train in such arts as prowl, evasive combat (dodging), sleight of hand skills such as pick pockets, pick locks, and forgery; horsemanship or a number of more scholarly pursuits. They often specialize in languages, medicine, and preserving foods. **NOTE:** Monks are always vegetarians.

THE MONK O.C.C.

Attribute Requirement: I.Q. 14
O.C.C. Skills: Speak three additional languages (+35%), read and write native language (+50%), Magic Combat and Evasive Combat.
Elective Skills: Choose 4 at level one, 2 at level three, 2 at level eight and 2 at level twelve.
Secondary Skills: Choose 8 at level one, add one for each successive level.

Magic Combat

Level		
	1	+2 to save vs. magic
	2	+2 to save vs. circles and wards
	3	Recognize enchantment 60%
	4	+2 save vs. psionics
	5	Recognize enchanted items 60%
	6	Recognize runes 50%
	7	+4 to save vs. spell magic
	8	Recognize enchantment 89%
	9	+3 to save vs. poison
	10	Sense magic 50%
	11	+3 to save vs. circles and wards
	12	+3 to save vs. psionics
	13	Recognize enchanted items 79%
	14	+4 to save vs. circles and wards
	15	+6 to save vs. spell magic

Evasive Combat (Monks Only)

Level		
	1	Automatic dodge per <u>each</u> attack
	2	+2 to dodge
	3	Roll with a fall, takes ½ damage
	4	2 actions per melee (this is in place of attacks)
	5	Back flip; +4 to dodge as a flip.
	6	+3 to dodge
	7	Leap 2ft long and 1ft high per level.
	8	Roll with a punch, takes ½ damage.
	9	+4 to dodge
	10	3 actions per melee (this is in place of attacks)
	11	Roll with any blow, takes ½ damage.
	12	+6 to dodge
	13	+2 on initiative
	14	4 actions per melee
	15	+7 to dodge

Elective Skills

Dowsing
Forgery (+10%)
Horsemanship: general
Identify plants/fruits (+10%)
Identify Tracks
Locate secret compartments/doors (+8%)
Medical (+5%)
Prowl (+10%)
Pick locks (+5%)
Pick pockets (+5%)
Scale walls
Trap/skin small animals

Secondary Skills
(choice of any, but the following have O.C.C. bonuses)

Demon and Devil lore (+25%)
Faerie lore (+20%)
Mathematics (+14%)
Plant/farm lore (+12%)
Preserve food (+12%)
Racial Histories (+20%)
Read/write additional language (+35%)
Recognize poison (+5%)
Religious doctrine (+25%)
Sing (+10%)
Speak additional language (+35%)

Levels of Experience
Monk O.C.C.

Level		
	1	0-1850
	2	1851-3700
	3	3701-7400
	4	7401-14,800
	5	14,801-22,800
	6	22,801-32,800
	7	32,801-48,800
	8	48,801-68,800
	9	68,801-93,800
	10	93,801-133,800
	11	133,801-173,800
	12	173,801-223,800
	13	223,801-273,800
	14	273,801-323,800
	15	323,801-373,800





THE ILLUSIONIST (Optional O.C.C.)

As many of the players I've spoken to at game conventions already know, the illusionist occupational character class (O.C.C.) was originally scheduled to appear in the Palladium Role Playing Game (rule book), but was deleted due to space limitations. Another consideration in axing it from the rule book was that illusionists can be difficult to play and easily abused corrupting game balance. I suggest that both player and game master play this character with much thought and maturity. Okay, you've been warned, so due to popular demand, I present . . .

THE ILLUSIONIST O.C.C

Like the Mind Mage, the Illusionist is empowered with natural psionics abilities. Psionics are paranormal powers of the mind enabling the psionic person to use such powers as telepathy, empathy, telekinesis, levitation and so on. Abilities such as these are a mind mage's stock and trade. An illusionist, however focuses his mind powers in quite a different way. He/she focuses mind powers in a completely different direction concentrating on the manipulation and stimulation of other people's minds. The ability in its most basic form could be thought of as a form of hypnotic suggestion but at a greatly extended level. Through a type of telepathy the illusionist is able to implant convincing sounds, images, and sensations in a person's mind. Suddenly, that person sees, hears, feels, sights, sounds, and sensations that exist only in his mind's eye. Phanthoms that seem as real as the very earth he stands on.

Psionics Required

To be an illusionist the player's character must have **major** or **master psionic** raw power. This is determined by the roll of percentile dice when the character is first rolled up right along with the eight attributes. The possible outcome is no **appreciable psionics** (1-59%), **minor psionics** (60-79%, but insufficient for the art of illusion), **major psionics** (80-89%), **and master psionics** (90-100%). In the case of the latter two categories the character can be either a mind mage or illusionist but NEVER both.

Inner Strength Points (I.S.P)

Inner Strength Points or **I.S.P.** are the measure of concentration and will power used to create a particular illusion. Each specific illusion requires the illusionist to expend a certain amount of I.S.P.; the exact number of I.S.P. points expended is indicated after each illusionary power description.

When a psionic has exhausted all of his I.S.P. he is unable to perform any more psionic feats until he has had sufficient rest. The Recovery of I.S.P. can be done in two ways: **Total relaxation** and/or sleep at a rate of two I.S.P. per hour or through **Meditation** which will restore I.S.P. at a rate of three per hour.

Determing Illusionary Abilities and Inner Strength Points

Minor psionics cannot be an illusionist or mind mage, but do have some psi-powers. See the Palladium R.P.G., pages 123-126.

Major psionics who choose to be illusionists are limited to level one through six abilities. Although the character may progress in experience levels beyond sixth level his powers of illusion remain frozen at sixth level. However, both I.S.P. and hit points continue to increase with each successive level. At first level the psionic ability to implant sounds manifests itself. Through mental training, developing concentration and meditation he learns to focus and fine tune them. When second level is attained the strength and control is increased, at third level a new aspect is introduced and so on in succession.

Inner Strength Points: The character's M.E. is the base plus 1-8 I.S.P. added for each level of experience beginning with level one.

Master psionics who choose to be illusionist can develop the full range of illusionary powers level one through fifteen. The powers of illusion manifest themselves with each successive level of experience as usual.

Inner Strength Points: The M.E. is the base plus the roll of a twenty sided die added to that base. Ten additional points are added for each level of experience starting with level one.

Multiple O.C.C.

Like the mind mage, the illusionist prides himself in his use of these uncommon abilities. Thus, he will be reluctant to cease their development to explore another O.C.C. that must rely on other creatures or unknown elements. An illusionist cannot ever become a mind mage! This is impossible because he has taken his raw psionic powers and developed them in an entirely different way. The key word is developed; his psi-powers are developed to the ways of illusion and cannot be twisted to include the powers of the mind mage or even those powers of the minor or major psionic individuals.

Saving Throws Against Psionic Attacks

Saving throws to save vs. illusions are basically the same as saving against any psionic attack.
- Non-psionics must roll 15 or higher to save.
- Minor and Major Psionics must roll 12 or higher.
- Master Psionics must roll 10 or higher to save.

Individuals who save against the psionic attack of an illusionist are totally unaffected and do not see, hear, or experience the illusion in any way. The illusionist can, of course, try again by expending more I.S.P. on a new attack, the intended victim again rolling to save vs. psionic/illusion attack.

Seeing Through an Illusion

Seeing through an illusion after falling victim to it is another story entirely. If a save vs. psionic/illusion attack is unsuccessful the person is inexorably caught in the web of the illusion. Because the victim's brain is being directly stimulated the person believes it to be 100% real. A simple matter of seeing is believing only that the person is seeing (or hearing, etc.) a phantom image implanted in his mind. Despite what any of his friends and allies may insist to the contrary he will believe what he sees and hears, the others must be bewitched or mistaken. An illusion can seem so real to a person that nothing can break its hold. Furthermore, the illusionist can manipulate things in such a way as to transform a friend(s) into a devil or demon before the poor fellow's very eyes. Matters are compounded in that those not under the illusion's influence have no or little idea of what the poor fellow is experiencing. After all, all they see is empty air even though their comrade may be locked in mortal combat.

To break an illusion's hold is extremely difficult; for the person must be completely sure that it is a phantom and not real. The shadow of a doubt at the last minute could have terrible consequences. Depending on the circumstances, (G.M.'s be careful), the victim of an illusion may believe his friends and attempt to fight it by convincing himself that it is not real. If the other characters present a convincing argument the person gets to roll another saving throw vs. psionic's. If the roll is successful the illusion disappears completely. This also means that any renewed psionic illusionary attack on that person will not be nearly as potent, because he is much more aware that reality may not be as it seems. Under this situation that person is **+3 vs. illusions** for about the next hour or so. If the roll is unsuccessful it indicates that there is still too much doubt. However, the person can try to shake the illusion's affects again if properly encouraged within three melees.

Another way to fight the affects of illusions is by noticing inconsistencies or flaws in reality such as no heat from a flame, or a massive creature walking out of a small room, and so on. If these things are noticed the player can roll to see if his character is convinced that it's an illusion. Same conditions and results apply as noted previously.

In a similar vein the use of magic or psionic detection spells can be of great advantage in combatting illuisons. A sense magic, sense evil, see the invisible, x-ray vision, can all be useful in the realization of illusions. Also, psionic probes such as see aura, detect psionics, sense magic, sense good or evil, telepathy and presence sense are extremely helpful providing the psionic individual with a bonus of **+3 to save vs. illusions.** Heres why. Illusions have NO physical substance and the illusionist has no way of knowing what mystic or psionic probe will be used so he can't compensate to fake out the probes. Consequently nothing will register, because it is not real. An illusion is not evil, magic, or psionic in itself (the illusionist is psionic or evil, but not the illusion), nor does it have an aura, or thoughts to be picked up from a telepathic scan; and most convincing of all, it has no presence for a presence sense. Remember the illusion is the direct result of psionic manipulation and stimulation of the parts of the brain that control sensory preception.

NOTE: All bonuses to save vs. psionics also apply to saves vs. illusions, which are psionic in nature.

Alignments

The illusionist can be of any alignment, good, selfish, or evil, and may worship any god.

Weapons

Any weapon can be used but not being very familiar with the ways of combat they are most likely to use small weapons such as short swords, knives, blunt, or staves.

Armour

Tend to wear hard leather, studded leather or chain mail; never heavy armours such as plate or splint.

Hand to Hand Combat Skill

Like all new fighting classes, they have only one attack per melee unless he or she opts to train in Hand to Hand: non-men of arms O.C.C.

THE ILLUSIONIST O.C.C.

Attribute Requirements: Major or master psionics and an I.Q. of 9 or higher is best (though not a necessity).
O.C.C. Skills: Magic combat, speak two additional languages (+30%).
Elective Skills: Choose 5 at level one, 2 at level three, 2 at level eight and 2 at level twelve.
Secondary Skills: Choose 6 at level one, 3 at level four, and 3 at level twelve.

Elective Skills

Disguise (+5%) this is the use of physical materials
Forgery
Hand to Hand: non-men of arms
Horsemanship: general
Identify fruits/plants
Locate secret compartments/doors (+6%)
Medical
Pick locks
Pick pockets
Prowl
Read/write
Use poison
W.P. Throwing axe
W.P. Blunt
W.P. Knives
W.P. Short sword
W.P. Staves
W.P. Sling
W.P. Cross bow
W.P. Small shield

Secondary Skills
(choice of any, but the following have O.C.C. bonuses).

Demon and Devil lore (+15%)
Faerie lore (+10%)
Recial histories (+20%)
Religious doctrine (+10%)
Imitate voices (+20%)
Recognize poison (+5%)
Sing (+10%)
Speak additional language (+30%)
Ventriloquism (+12%)

Magic Combat

Level 1 +1 save vs. psionic attacks
2 +3 to save vs. illusions
3 Recognize illusions 75%
4 +3 to save vs. mind manipulation*
5 Sense emotions 80%**
6 +2 to save vs. psionics
7 Sense good and evil 69%
8 +1 to save vs. spell magic
9 Sense psionics 78%
10 Recognize illusion 90%
11 Sense magic 70%
12 +10 to save vs. insanity
13 +5 to save vs. mind manipulation*
14 +2 to save vs. spell magic, circles and wards
15 Recognize Enchantment: magic 54%, psionic 91%

* This is a save against all attacks that confuse or alter ones perception whether it be by fumes, drugs, magic or psionics. It includes saves against hypnotic suggestion, empathy, possession, mind bond, mind wipe, nightmares, insert memory, and so on.

** This is a form of empathy that can sense or detect emotions such as fear, sorrow, hate, lust, anger, etc. The other sense type abilities, psionic, evil, magic also work on a similar level. None cost any I.S.P.; they are the result of the illusionist's increased awareness. To use them, all he must do is stop and concentrate for a minute or two.
Range: 90 foot radius.

Levels of Experience
Illusionist O.C.C.

Level 1 0-2250
2 2251-4500
3 4501-9000
4 9001-18,000
5 18,001-26,000
6 26,001-36,000
7 36,001-51,000
8 51,001-72,000
9 72,001-97,000
10 97,001-137,000
11 137,001-187,000
12 187,001-237,000
13 237,001-287,000
14 287,001-337,000
15 337,001-387,000

POWER DESCRIPTIONS

The Powers of Illusion

The power of illusion is a gradual and practiced art requiring concentration, focus, and meditation. It begins with the creation of illusionary sound progressing to visuals and eventually influencing all the senses.

Unless otherwise stated, the illusionist can create an illusion of only one inanimate object or moving figure as large as a dragon or as small as a spider.

To manipulate the illusion and to maintain control over his victim the illusionist must be watching and within range.

Level One: Sound and Meditation

Meditation
Range: self
Duration: varies
I.S.P.: none

This is a simple self hypnotic trance which allows the psionic to completely relax enabling him to regain 3 I.S.P. per hour of meditation.

Sound
Range: 120ft and within line of vision
Duration: one minute
I.S.P.: 2
Limited to affecting only one individual per illusion.
Saving Throw: standard save vs. psionics/illusion

With the illusion of sound the illusionist can make a person appear to hear anything; the wheeze of a horse or an actual voice. The type of sound and language are limited by what the illusionist is familiar with. For example, he could not have a voice whisper from around the corner in ogre if he himself *cannot* speak the language. Similarly, he cannot imitate a voice or unusual sound without several hours of study and practice. When a specific voice of a real person is needed to be imitated the illusionist must roll under his imitate voice skill. If he doesn't have the imitate voices skill he has only a 5% chance per level of experience to successfully imitate the desired voice. However he can easily make a voice or sound appear to be coming from around the corner or down the street, or floating above ones head, etc.; as well as manipulating the volume to a thundering roar or a gentle whisper.

A condition to consider is that it requires two I.S.P. to make initial contact with a person creating an illusion lasting for up to one minute. An additional one I.S.P. will maintain contact, prolonging the illusion two minutes for every extra I.S.P. point. The victim of an illusion must be within the illusionist's line of vision for proper manipulation. If he should run out of the line of sight the illusion maker will lose his influence within the next melee. If the person runs out of the range of influence the illusion is broken instantly. Turning invisible or hiding is a potentially good ploy but the illusionist can maintain a convincing illusion as long as he has an idea of where the person is hiding/invisible. Of course invisibility is a futile defense if he can "see the invisible" via magic or natural ability. **At first level only one person can be affected at a time.**

Level Two: Sound

At level two the illusionist's **range and control** of his ability is increased to include multiple and simultaneous sound. This means he can now create what seems to be footsteps and heavy breathing or two goblins engaged in conversation with birds chirping in the background and so on. He can also affect several people simultaneously with the same illusion; although each gets a save vs. psionics. Now he can make a crowd of people within a 120 foot radius hear his illusion rather than only one person.

The same limitations regarding his knowledge of a sound/voice still apply.
Range: 120ft radius and within line of vision.
Duration: one minute
I.S.P.: 2 per every four minutes.
Saving Throw: Standard save vs. psionics/illusions.

Level Three: Visual Images

Range: 120ft and within line of vision
Duration: 5 minutes
I.S.P.: 2 per person, per every five minutes of contact.
Limited to affecting a maximum of four.
Saving Throw: Standard

This ability creates the illusion of physical objects or creatures. Thus, the illusionist can create what appears to be a bowl of fruit or an angry giant. Like all illusions these images are controlled and manipulated by the illusion maker. He makes the giant move, he controls its every action.

As with the sound illusions the image is limited to his personal knowledge. Creating the image of a specific creature based upon descriptions is likely to result in a flawed illusion. Likewise the illusionist will have trouble creating a convincing illusion of a specific person unless he is extremely familiar with that person. Use the following table when the illusionist attempts to create an illusion of a particular person.

Degreee of Knowledge	Success Ratio
Subject extremely well known	96%
Subject studied only a few times	76%
Subject seen only a few times	40%
Subject seen once or twice	20%
Subject seen very briefly/a passing glance	12%
Subject unknown, based on an elaborate description.	10%
Subject unknown, based on vague description	3%

An unsuccessful illusion means that the illusion is flawed, wrong color hair, no mustache, too fat, too skinny, too tall, too short, etc.
Roll to determine how flawed:

Unmistakably flawed	90%
Very Flawed	65%
Somewhat flawed	40%
Slightly flawed	20%

If the illusionist decides to use the illusion anyway roll percentile dice for each person encountered to notice the error(s). The person must roll above the percentage listed to be duped by the illusion. Example: unmistakably flawed illusions will only fool anyone if a roll of 91-100 is rolled. A slightly flawed illusion will fool most people on a roll of 21-100; only on a roll of 1-20 would a person recognize the flaw and see through the illusion.

Using an illusion to disguise ones own features is also possible in much the same way. If the features are those of a specific person use the tables just listed.

REMEMBER, that only a person who doesn't save vs. psionic attack will see the illusion.

Limitations of these images at third level are that **1.)** The illusions have no sound; the illusionist can't yet combine audio with visual and must use one or the other. **2.)** Only a small number of people can see the vision at the same time; maximum four.

Level Four: Sound and Image

At this point the illusion maker has sufficiently mastered both sound and visual imagery to successfully combine the two. This is the beginning of the true mastery of illusion. Now the angry giant illusion grumbles and snorts, his lips spread wide with a smack revealing his ocher teeth, a low growling laugh rumbles up from his belly as he lunges at the person caught in the illusion.

The illusionist may still limit himself to using only sound or only image depending on which one best fits the circumstances.
Range: 120ft and within line of sight
Duration: 5 minutes
I.S.P.: 5 per each five minutes.
Limited to affecting a maximum of four people but at no additional I.S.P. cost. This now also applies to soundless images.
Saving Throw: Standard save vs. psionics/illusion.

Level Five: Smell

The ability to create the illusion of odor/smell now comes into play. It cannot yet be integrated into the visual or sound illusions but is still very effective by itself. Through smell the illusion maker can make someone believe that he smells smoke, decay, mustiness, food, etc.
Range: 120ft and within line of vision
Duration: 5 minutes
I.S.P.: 5 per each five minutes
Limited to affecting a maximum of four people but at no additional I.S.P. cost.
Saving Throw: Standard save vs. psionics/illusion

Level Six: Image, Sound and Odor

The illusionist is now able to combine all three elements into one frighteningly realistic illusion. The grumbling giant cocks his head and spits forth a blast of fire, the smell of smoke and flame filling the air. In addition, the illusion maker can now influence a large body of people simultaneously.
Range: 120ft radius and within line of vision
Duration: 5 minutes
I.S.P.: 10 per each five minutes
Saving Throw: Standard save vs. psionics/illusion; every individual gets a saving throw.

Level Seven: Taste

Just as you would expect, the illusionist can now use his powers to make a person experience a false taste. Water tastes like wine, milk like mud, apple like lemon, dry bread like a carrot, and so on. At this point he can't combine it with the other elements of illusion.
Range: 120ft radius
Duration: 5 minutes
I.S.P.: 10 per each five minutes
Limitations are nil, being able to influence everyone within his range of a 120ft radius.
Saving Throw: Standard save vs. psionics/illusions; every individual gets a saving throw.

Level Eight: Image, Sound, Odor, Taste

All four senses can be placed under the power of the illusionist.
Range: 120ft radius
Duration: 5 minutes
I.S.P.: 12 per each five minutes
Saving Throw: Standard save vs. psionics/illusion; every individual gets a saving throw.

Level Nine: Touch

The sensation of touch and physical solidity are possible with this ability. The sensation of soft fur, hard rock, heat, cold, wet, and so on are now possible. However, it cannot yet be combined with the other elements.
Range: 120ft radius
Duration: 15 minutes
I.S.P.: 10 per each five minutes
Saving Throw: Standard save vs. psionics

Level Ten: Multiple Images with Sound

For the first time the illusionist can coordinate the actions of several large images simultaneously. Prior to level ten the illusionist could create only one major image and manipulate it convincingly; one giant, one animal, one dragon, one doorway, etc. As he grew with each level he was able to add new elements to the illusion making it more and more life-like. Now he can create several images, three giants, two dragons, a herd of animals directing each ones' movement, actions; working together but individually to create a much larger illusion with several independent figures.
Range: 120ft radius
Duration: 5 minutes
I.S.P.: 15 per five minutes
Limitations: the images have sound but not smell or taste; the maximum number of individual figures are twelve small, six medium, three large or one giant.

Saving Throw: Standard save vs. psionics/illusion; everyone gets a saving throw.

Level Eleven: All Five Elements

The illusion maker can combine sound, image, odor/smell, taste and touch into his illusion. This applies to one illusion not the mutiple illusion.
Range: 140ft radius
Duration: 6 minutes
I.S.P.: 18
Saving Throw: Standard vs. psionics/illusion

Level Twelve: Multiple Images with Sound, Image & Odor

All three elements can be maintained for each of the individual images of the illusion.
Range: 140ft radius
Duration: 6 minutes
I.S.P.: 18
Saving Throw: Standard vs. psionics/illusion

Level Thirteen: Multiple Illusion with All Five Elements

At last the illusion make can combine all of the five sensations in a multiple image illusion without restriction.
Range: 140ft radius
Duration: 8 minutes
I.S.P.: 20
Saving Throw: Standard vs. psionics/illusions

Level Fourteen: Magnified Illusion

This is the ability to punch up the illusion, single or multiple, increasing the range of effect and duration. This psionic boost **doubles the range** (280ft radius), **doubles the duration** (16 minutes), makes all those caught in the range of the illusion **-1 to save, doubles the number of images. I.S.P.: 20,** in addition to the I.S.P. needed to create the illusion in the first place. The magnification boost can be used on any type of illusion whether it be a simple sound or smell or a multiple image with all five sensations.

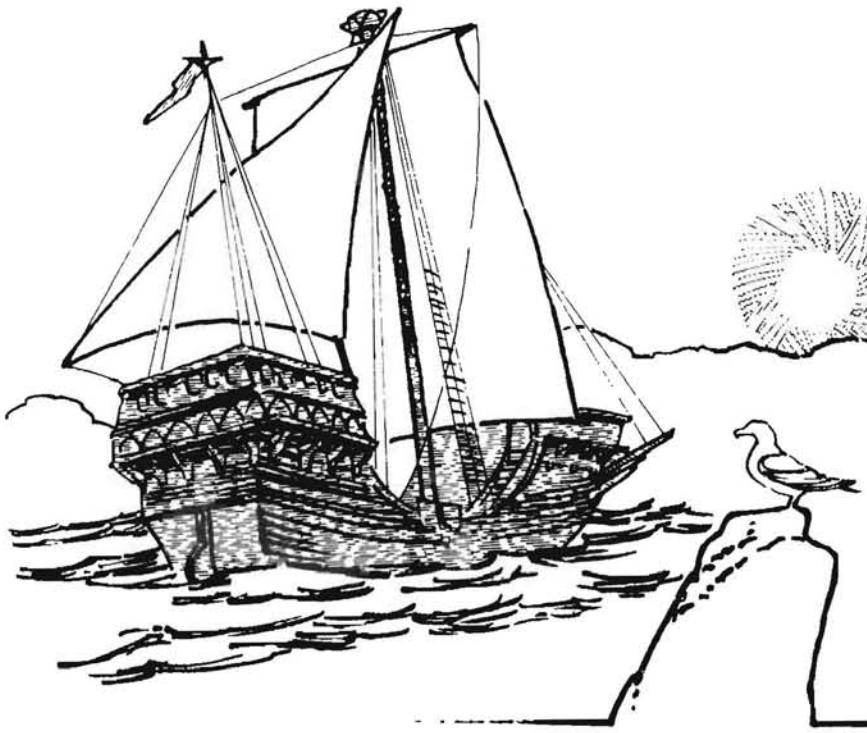
Level Fifteen: The Panorama

The final step in the mastery of illusion is the creation of an entire panoramic environment. This could be a building, a forest, etc. that includes all five sensations.
Range: 280 ft radius
Duration: one hour
I.S.P.: 60
Saving Throw: Standard vs. psionics/illusions
NOTE: A magnification boost is applicable, doubling everything.

Death By Illusion

An illusion can appear so relistic that the person under its influence can be made to believe that he is being beaten, slashed, mashed, burned, etc. Depending on the level of the illusionist and the number of sensations used, the victim of the illusion can be made to feel the slice of a blade or the heat of fire. Because he is directly linked to the illusion he is a part of its actions and will suffer damage from its attack, bleeding, burning, suffering. Even though this is imaginary the player must roll damage for his character as if it were real. Combat is likely to be short and sweet for the illusionary adversary is likely to never miss and seem to have endless hit points (unless the illusionist has something else in mind). When the character is reduced to zero hit points or less he will believe he has died and fall unconcious. In reality his body is whole and healthy but the illusion has created such a flood of sensation that it shocks his system, knocking him out. If the death is particularly gruesome the character may suffer permanent mental side affects (G.M.'s use your discretion but a roll on the phobia table or even the random insanity table may not be out of line). If the illusion of death is extremely sudden and devastatingly real, like being atomized by a lightning bolt, there is a 50% chance of that person lapsing into a coma and actually die unless he receives medical treatment. See recovery from a coma, Palladium R.P.G.
AN IMPORTANT NOTE: I have outlined the illusions of death because many players tend to be a little overexuberant in their use of power and I can see the situation arising regularly. However, this is both terribly unimaginative and brutal. Think about the power of illusions, use them in subtle ways and not hack 'n' slash. Even the direct approach doesn't have to end with death. How about capture, surrender, etc. Think about it.





THE TIMIRO KINGDOM

The Timiro Kingdom is the second oldest of the human dominated lands. It is a medieval society of kings and dukes and knights sworn to allegiance by thier common heritage and goals. Timiro was carved out of a hostile land brimming with non-human races dedicated to the destruction of human-kind. Through courage, valor, high ideals and even handed justice; a kingdom rose from the graves of the dreamers. A kingdom where the code of chivalry, a man's honor and his sword are recognized and acknowledged as strength and dignity. However, the ways of the noble warrior have given way to a relaxed, pedestrian attitude toward life. The hoary beast-men (orcs and goblins) and the ogres have been pushed deep into the mountains, the eastern territory is occupied by a new line of settlers and adventurers, the Old Kingdom too large and hostile an undertaking; . . . so without new challenges the warrior kingdom looks to affairs of the state and of the heart. Merchants, fishing colonies, artisans, minstrels, cattle and horse raisers flourish. The wealthy languish in spices, scents, silks and alcohol of the Western Empire. Great farms and plantations sprawl across the land. Prosperity has made many, perhaps too many, overly content and complacent. The idle young nobles duel over a trifle, and the ways of the knight and chivalry crumble with each passing generation.

Timiro's fleets are the strongest, swiftest and most famous in the world, even her covetous neighbor, The Land of the South-Winds, dare not trifle with the Kingdom in their mutually shared waters. The Western Empire rumbles with the talk of a campaign of global conquest and dark magic. To conquer the Timiro Kingdom their shabby fleet must confront the sea-serpent slaying aramada of Timiro and foot soldiers must first vanquish the hoards of non-humans that inhabit the Old Kindom.

So it is that the Timiro Kingdom is experiencing its golden age; but as with all things of mortal conception it must die. We who can see an overview can see what the Kingdom cannot, its inevitable fall to ruin. The complacency, self absorption, the encroaching decadence and the decay of chivalry and old values all harken to the beginning of the end.

The greatest of the kingdom's folly is the careless use and increasing number of non-human slaves. The eastern section of the Timiro Kingdom is new and fat with farms and plantations. Production centers swell with a slave population that comprises 40% of the total population. Aracho, Partha, Tanis and many of the others have dangerously large slave populations of orc, goblin, and ogre. A population that, perhaps supplemented by the free tribes that abound in this region will break free of their bonds and sweep each successive town in a rampage of vengeance. The Western region of Timiro has a smaller slave population but even here they account for 25% of the population. Ultimately Timiro will fall at the hands of their slaves, but while the seeds of destruction have been sown, it is still decades away.

MILITARY

The Royal Army of Timiro

The Elite Cavalry: the Sentinels; the most prestigious branch of the military, restricted to humans and elves of indisputable noble lineage. They are a crack troop of fighting men without peer. Assigned to border patrols in hostile territory.

Standard issue of equipment:

Lance or military fork, sabre, horseman's hammer, small iron shield, studded leather armour, uniform, and riding horse (never a pony unless times are difficult).

The Light Cavalry is also a distinguished branch of the military where the sons of the wealthy and questionable nobility can be found. Unlike the Sentinels, its enlistment is not limited to nobility or humans and elves although it is dominated by humans. They are a well trained, generally well disciplined soldier of superior quality.

Standard issue of equipment:

Long spear, short sword, mace, small iron shield, hard leather armour, uniform, and riding horse.

Foot Soldiers are the common branch of the army and the backbone of the military. They are generally well trained and disciplined though many have never seen combat.

Standard issue of equipment:

Short spear, short sword, dagger, small wood shield, soft leather armour and uniform.

Mercenaries are not an official segment of the Royal Army but many are employed by the Kingdom. Mercenaries are commonly given the worst assignments such as manning the Northern border forts. A mercenary can bring in any type of arms and armour they desire. No arms are issued.

NOTE: During specific conditions and military campaigns the armour of the Royal Army may be up-graded to studded leather or chain mail with officers wearing double mail, splint and even plate.

Knights are no longer an official branch of the military but are still respected and honored as superior warriors. The title of Knight is bestowed to distinguished champions/warriors of the Kingdom and to nobles and lords who have proven themselve in combat.

G.M.'s the attribute requirements must also be met by any character. See the Palladium R.P.G. pgs. 33-34. It is more difficult for a common man to earn the official title of Knight than it is for a noble.

The Royal Navy

The Royal Navy is the pride of the Kingdom and heralded as the best in the world. (Note: the tiny island kingdom of Bizantium is actually superior in skill but much fewer in number). The vessels range from small scouting schooners to normal warships and the giant armoured dragon slayers (an elite segment of the fleet that have been known to capture and slay sea-serpents). Unfortunately the specifics of the navy and its marvelous sea vessels are the subject of another book.

MAGIC

Magic is fairly common-place in the Timiro Kingdom, as it is throughout the Palladium World. However, this doesn't mean that there's a magic shop on every corner or a wizard in every town. On the contrary, many towns have no magic or alchemist shop or guild at all. This is especially true of the smaller and out back towns.

Furthermore, magic is often viewed with fear and suspicion. The summoner and diabolist in particular, are viewed with fear and contempt, due in part to the Kingdom's reign of terror at the hands of Yisterwald the Summoner.

Warlocks

Warlocks play an integral role in both the Royal Navy and commercial shipping practices. Any good merchant fleet will employ at least one air and water warlock for every four ships. Usually both will accompany any voyage of two or more ships. A fleet or a particularly valuable cargo may require more or higher level warlocks. Warlocks under sixth level are rarely considered and never below third level. Likewise, earth warlocks are of little value although high level fire warlocks can find employment as part of the fleets' defenses (a fire at sea is a treacherous weapon).

Consequently, their are many air, water and fire warlocks in the major sea ports. These lucrative commissions usually make them wealthy men and respected throughout the Kingdom. Warlocks enjoy such favorable popularity that they are often revered above the clergy and other men of magic. Without doubt they are the least feared and most accepted of all the men of magic.

LAWS

The following is a rudimentary list of common crimes and their penalty.

Murder	Penalty
Royalty	Pubic execution after torture
Nobility/Wealthy	Public execution
Common Man	Imprisonment 6-36 years
Peasant	Imprisonment (short, possibly a few months, max. 12 years; may simply be banished from that area).
Non-human	Same as peasant
Non-human Slave (with malice)	Must replace the slave and pay a fine of 300 gold.
Non-human Slave (self defense)	No penalty
Non-royalty (self-defense)	No penalty if found innocent.
Royalty (self-defense)	Banishment from that city or town, possibly from the Kingdom

Attempted Murder	
Royalty	Public execution
Nobility/Wealthy	Execution or imprisonment.
Common man/ Military	Imprisonment (short) or fine
Peasant	Imprisonment (very short) or fine
Slave	Fine
Non-Human	Fine for brawling

Brawls/Street Fights	Night in jail and fine 20-80 gold; if fine can't be paid can be held or put to work indefinitely.

Horse Theft	
Royalty	Execution or lengthy imprisonment
Nobility/Wealthy/ Military	Execution or imprisonment for 10-80 years.
Common Man	Execution or more likely imprisonment, 10-80 yrs.
Peasant or Non-human	Execution or more likely imprisonment 10-40 years or large fine 1000-4000 gold, plus the replacement of the animal.

Theft of Magic	Penalty
Royalty	Execution or imprisonment
Nobility/Wealthy/ Merchant	Imprisonment
Clergy	Imprisonment
Common man/ non-human	Short imprisonment or fine.

NOTE: The vengeance of the owner is usually worse than the penalty.

Misuse of magic may result in imprisonment as well.
Common Theft (merchant or individual): Replacement of the stolen article and/or imprisonment 2-12 years.
Damage of property will result in effecting the repairs, a fine and/or imprisonment.
Elves and Dwarves are the only non-humans races that are given the same rights as humans. All other races are considered to be less than human.
Circumstances will vary and alter some of the conditions and penalties.

A BRIEF CHRONOLOGICAL HISTORY OF TIMIRO

0-13 **King Spatenrok the Great**

Spatenrok, the wielder of the holy Sword of Light, drove out the ancient dynasty and was the founder of the true Timiro Kingdom.

14-90 **King Gregory the Just**

Although Gregory never had the military prowess of his brother Spatenrok, he was a particularly fair and efficient administrator. His 74 years of rule consolidated power and insured the stability of the new dynasty.

90-98 **Queen Liza the First**
98-100 **King Benedek the First**
101-106 **King Stephon the First**
107-116 **King Narraphon the First**
116-146 **King Stephon the Second**
147-160 **King Narraphon the Second**
160-171 **Queen Gertrude the First**
172-174 **Western Empire Invasion**

A particularly dangerous time for Timiro, the Western Invasion was thrown back only because of the recall of the Empire's three generals.

174-178 **War of the Baron Nobles**

Claiming victory over the Empire and unwilling to turn over the crown to a woman after the disastrous reign of Gertrude, the Barons threatened to elect a king from their own ranks. Steffay proved her fitness by causing them to war with each other and finally by defeating each of them in turn.

179-190 **Queen Steffay the First**
190-192 **King Gedro the First**
194-203 **King Stephon the Third**
204-236 **King Fortisimo the First**
236-244 **Princess Liza the Second**
245-258 **Prince Naurek the First**
258-352 **King Belgerphon the Great**

Belgerphon's incredible 94 years of rule was a masterpiece of wisdom in governance. Among other things he established the courts, tripled Timiro's lands and greatly weakened all possible enemies.

353-425 **King Gregory the Second**
426-473 **King Acorok the First**
474-482 **King Julianus the First**
483-496 **Brother's War** between Julianus and Gambrian
497-530 **King Gambrian the First**
531-549 **King Naurek the Second**
549-580 **Amrad-Hal the Protector**

For almost 30 years Amrad-Hal held the throne safe from all false claims while the missing Prince Trophon was held captive by the treacherous Western Empire.

581-612 **King Trophon the First**
613-624 **Military Takeover - Royal Line Broken**

Claiming that Trophon's two sons were actually Empire agents, General Grandesse put them to death and brought Belgerphon, a third cousin of Naurek, to the throne.

625-641 **King Belgerphon the Second**
642-698 **Princess Surra the First**
698-708 **King Spatenrok the Second**
708-791 **Queen Wilamenna the First**
792-803 **King Crocus the First**
803-812 **King Belgerphon the Third**
812-846 **King Belgerphon the Fourth**
847-861 **King Gedro the Second**
862-870 **King Jonquil the First**
870-876 **King Feydra the First**
876-883 **King Naurek the Third**
884-889 **King Belgerphon the Fifth**
890-904 **Queen Wilamenna the Second**
905-1016 **Prince Benedek the Second**
1017-1027 **King Benedek the Third**
1028-1054 **Prince Naurek the Fourth**
1054-1058 **Prince Jonquil the Second**
1059-1110 **King Reppon the First**
1110-1150 **King Acorok the Second**
1150-1152 **Military Takeover - Royal Line Broken**

Manipulated by the scheming Hugo, the imperial guard murdered Acorok's infant son.

1153-1156 **King Hugo the First**
1156-1159 **Princess Ormunda the First**
1160-1178 **King Benedek the Fourth**
1178-1191 **King Jephon the First**
1191-1204 **King Zapharan the First**
1205-1209 **King Gambrian the Second**
1209-1260 **King Rasom the First**
1261-1358 **King Narraphon the Third**
1358-1361 **Prince Narraphon the Fourth**
1361-1366 **The Plague Years**

The Curse of Manaqua swept the Timiro Kingdom. Most cities were deserted. At least six claimants to the throne died of the Red Death before a coronation could be held.

1367-1376 **King Naurek the Fifth**
1376-1467 **King Belgerphon the Sixth**
1468-1480 **King Acorok the Third**
1480-1484 **King Jonquil the Third**
1484-1491 **Queen Kayala the First**
1492-1510 **Unknown - Records Lost!**
1511-1514 **King Jerephon the First**
1515-1525 **King Nerrak the First**
1526-1537 **Kign Naurek the Fifth**
1538-1635 **King Acorok the Fourth**
1635-1648 **Yisterwald the Summoner**

A particularly grim period of Timiro's history. It seems that the long-lived Acorok the fourth was turned into some kind of undead servant by his royal summoner, Yisterwald. Perhaps Timiro's hatred of summoners can be traced to the injustices commited during this period.

1649-1656 **Military Takeover** - Royal Line Broken

After killing the vile Yisterwald, the Generals were reluctant to allow another coronation. Fredium was forced to sign the DOCTORUM NECRONIUM before being allowed to take the throne.

1656-1669 **King Fredium the First**
1669-1672 **King Narraphon the Fifth**
1672-1679 **Princess Wilamenna the Third**
1679-1684 **King Zapharan the Second**
1685-1691 **The Purge of Cardinal Wilka**

Wilka was a prophet of Light known for his extreme sense of righteousness. Upon seizing power his persecutions on other religions were prodigious.

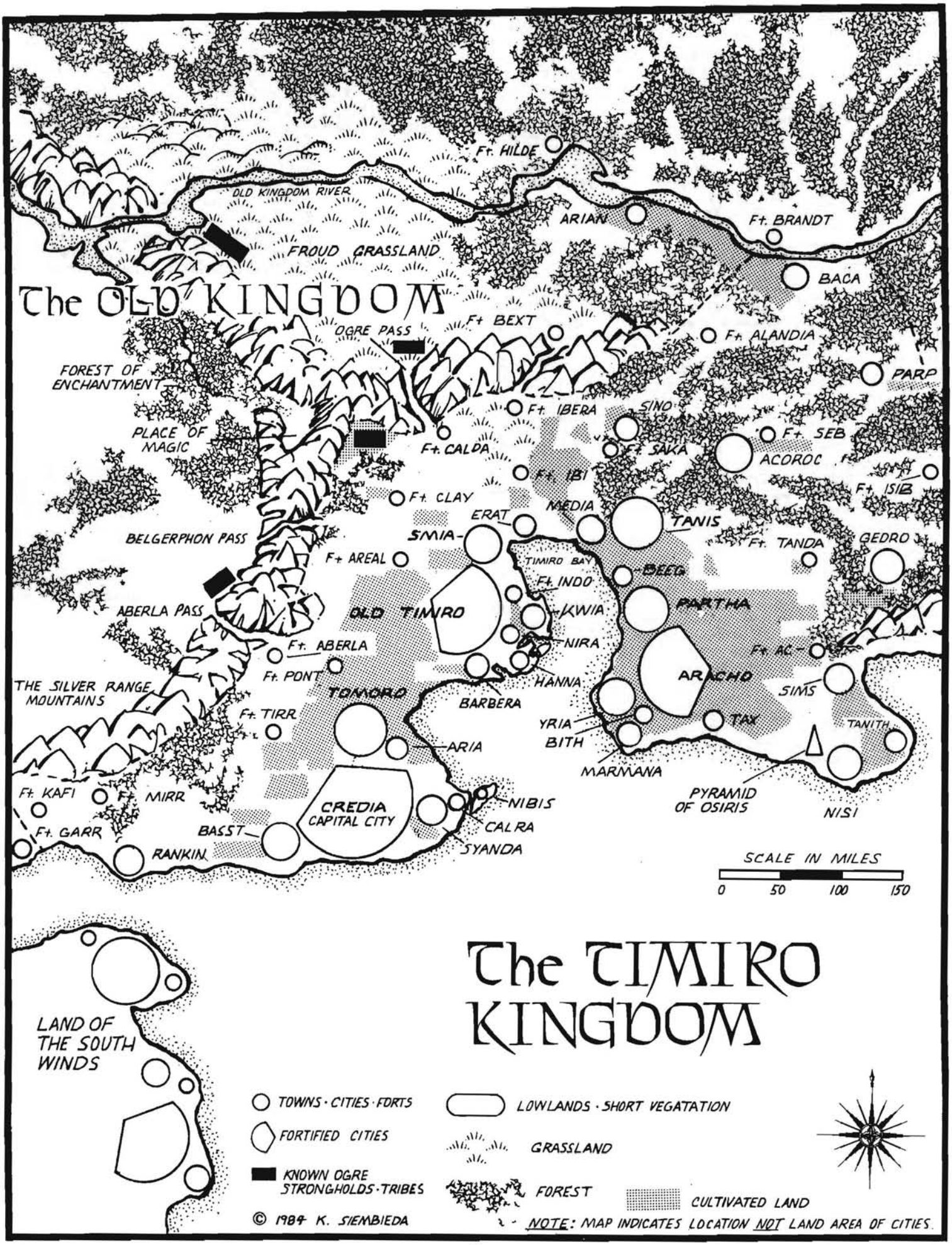
1692-1704 **King Jonquil the Fourth**
1704-1748 **King Belgerphon the Seventh**
1749-1757 **King Spatenrok the Third**
1758-1768 **King Spatenrok the Fifth**
1781- **King Gedro the Third**

Lineage Notes:

Princes and Princesses are royal inheritors who for some reason or another were never officially crowned. In some cases this meant that a Protector or Council actually ruled the Kingdom.

Major Religions and Gods

Church of Light
Church of Light and Dark
The Cult of the Great One
Elementalism (Warlocks)
Church of the Seven Waters
The Pantheon of Rurga
The Pantheon of Light
The Pantheon of Taut
Kirgi the Rat God
Panath
Aco and the Juggernaut


The OLD KINGDOM
Ft. HILDE
OLD KINGDOM RIVER
ARIAN
Ft. BRANDT
FROUD GRASSLAND
BACA
OGRE PASS
Ft. BEXT
Ft. ALANDIA
FOREST OF ENCHANTMENT
PARP
Ft. IBERA
SINO
PLACE OF MAGIC
Ft. SEB
Ft. SAKA
Ft. CALDA
ACOROC
Ft. IBI
Ft. ISIB
Ft. CLAY
MEDIA
ERAT
TANIS
BELGERPHON PASS
SMIA
Ft. TANDA
GEDRO
Ft. AREAL
TIMIRO BAY
Ft. INDO
BEEG
ABERLA PASS
OLD TIMIRO
KWIA
PARTHA
Ft. ABERLA
NIRA
Ft. AC
Ft. PONT
ARACHO
THE SILVER RANGE MOUNTAINS
HANNA
SIMS
TOMORD
BARBERA
Ft. TIRR
YRIA
TAX
TANITH
BITH
ARIA
MARMANA
Ft. KAFI
Ft. MIRR
PYRAMID OF OSIRIS
NIBIS
CREDIA CAPITAL CITY
NISI
Ft. GARR
CALRA
BASST
SYANDA
RANKIN
SCALE IN MILES
0
50
100
150
The TIMIRO KINGDOM
LAND OF THE SOUTH WINDS
TOWNS · CITIES · FORTS
FORTIFIED CITIES
KNOWN OGRE STRONGHOLDS · TRIBES
© 1984 K. SIEMBIEDA
LOWLANDS · SHORT VEGATATION
GRASSLAND
FOREST
CULTIVATED LAND
NOTE: MAP INDICATES LOCATION NOT LAND AREA OF CITIES.

ENCOUNTER TABLES

HOW TO USE ENCOUNTER TABLES

The purpose of encounter tables is to provide the game master with a quick, easy means of generating elements in an adventure. They can be used for ideas or to stimulate action when the game is slowing down. While traveling through the wilderness the game master may want to roll **as often as once for every eight hours of travel.**

Game masters, be flexible and logical in encounters. Animals will rarely attack a group of people and are more likely to steal supplies and/or attack pack animals, food supplies and wounded individuals. The smaller races such as gnomes, dwarves, and goblins are also likely targets of prey, especially if they wander off by themselves. Even **packs** of hyenas, coyotes, wild dogs, bear and the ferocious tiger can be chased away by loud noises, and thrown stones. However, if the animal is wounded, scared/trapped or protecting its young it will attack anyone that it feels threatened by despite their size or numbers. There is also the possibility (20%) that the animal may stalk the group, waiting for an opportunity to strike. **Bears, badgers,** and **tigers** are particularly aggressive and slow to back down. **Wild pigs** are extremely mean and prone to attack without the slightest provocation. NOTE: If an encounter is followed by the word **"hostile"** it means that this creature(s) is unusually aggressive and very likely to attack regardless of personal safety (88% probability of attacking).

Likewise the hostile **non-human races,** including the dull witted orcs, goblins, and savage ogres and trolls are not suicidal. This means they will not mindlessly attack if out numbered, nor fight to the death (especially orcs and goblins).

RANDOM ENCOUNTER TABLES

Old Kingdom Forest (Near Timiro Kingdom)

1-4	Badger
5-10	Wild Pig (one; hostile)
11-20	Goblins (low level; two per each player character)
21-26	Tiger (one)
27-35	1-4 Orcs (low level)
36-40	1-6 Hyena
41-46	Old Kingdom black bear (one)
47-51	5-30 Wild ponies
52-60	Two ogres
61-66	2-8 Wild pigs
67-74	Bandits (low level; one per each player character)
75-80	Family of brown bears; two cubs and parents
81-85	2-8 Coyote or wild dogs
86-90	Mated pair of wild cats
91-95	Two ogres and 1-4 orcs
96-00	Troll (one; mid-level) and two goblins (low level)

Old Kingdom Mountains (These mountains run along the Western and Northern border of Timiro)

1-4	Cockatrice (Dragon)
5-8	Black-leaper spider
9-14	Druid (low level; hostile)
15-20	Kobolds (low level; one per each player character)
21-24	Tiger (one)
25-30	2-8 Wild dogs or coyotes
31-38	1-6 Orcs (low level)
39-44	Bandits: human or goblin or orc; one for each player
45-50	Mountain brown bear (one)
51-60	Orcs (low level; one per each player character)
61-64	1-4 Ogre warriors (low level)
65-69	Old Kingdom black bear (one; hostile)
70-78	2-8 Kobolds (low level; fighter types; chain armour)
79-86	1-6 Dwarves (low level)
87-91	Gryphon
92-96	Troll and 1-6 Kobolds (all low level)
97-00	1-4 Minotaurs.

The Old Kingdom just North and West of the mountains

1-10	1-6 Hyena
11-20	1-6 Goblins (low level)
21-27	4-16 Wild dogs or coyote
28-35	1-4 Orc warriors (mid-level merc. s)
36-42	5-30 Wild ponies
43-50	Bandits: Orc or goblin or human; one per each player character
51-58	Mated pair of tigers
59-63	Old Kingdom black bear (one)
64-66	Night Stalker (dragon)
67-70	Three Ogres (low level; hostile)
71-77	2-8 Wild pigs
78-84	2-8 Hyena
85-89	Troll (mid-level fighter type; evil alignment)
90	Unicorn (one)
91-96	Spectre (one)
97-00	Mighty Wooly (dragon; hostile)

NOTE: Farther West there are much fewer ogres but an increase of orcs, goblins, giants and dragons.

Farther North is an abundance of orcs, goblins, hob-goblins and ogres.

The Silver Range Mountains and the neighboring Old Kingdom area

1-8	Mighty Wooly (dragon; one)
9-19	1-6 Dwarves (low level)
20-24	Mountain brown bear (one)
25-32	2-8 Coyotes or wild dogs
33-39	Kobolds (low level; one per each player character)
40-47	Tiger (one)
48-57	Orc bandits; one per every two player characters
58-62	Thunder lizard
63-69	2-8 Hyena
70-72	Old human (metamorphosized Night-stalker dragon)
73-79	Bandits: Human, orc or goblin; one per each player character
80-83	1-6 Wild pigs (hostile)
84-85	1-4 Minotaurs
86-87	Puck (evil faerie-folk)
88-90	Ogre with 1-6 orcs (low level)
91-92	Fire dragon (one)
93	Pegasus
94-96	Ghost of dwarven lord or warrior
97-99	4-16 Goblin bandits (low level)
100	Great horned dragon (aberrant alignment)

NOTE: The Silver Mountains are a known dragon domain and as such are shunned by both human and ogre alike. Dragons are also found throughout the neighboring land west of the mountains, stretching from the southern tip of the mountain range to the edge of the enchanted forest. The last of the mighty wooly dragons roam this land along with their more intelligent kin. The intelligent dragons disguise themselves through metamorphosis to play and toy with humanoids. Thus, powerful men of magic, especially strangers, are viewed with great suspicion.

Grasslands (Timiro and Old Kingdom)

1-9	4-24 Wild ponies
10-15	2-8 Coyotes or jackals
16-20	Faeries
21-28	Tiger (one)
29-36	Old Kingdom black bear (one)
37-47	Goblins (low level; one for every two player characters)
48-52	2-8 Hyena
53-58	2-8 Wild pigs
59-69	Goblins (low level; one per each player character)
70-74	4-24 Coyotes or jackals or wild dogs
75-80	6-36 Wild ponies
81-88	Ogre (one) with 1-6 orc or goblins
89-94	Tiger; hostile 78% likelihood of attacking
95-00	Bandits: human or goblin or orc; two for each player character

The Forest of Enchantment (General)
(See the tables in that section of the scenario for each specific area of the forest)

1-7	1-6 Hyena
8-14	2-8 Silver bell faeries
15-20	Tiger (one)
21-27	2-12 Wild dogs or coyotes
28-36	1-6 Night-elves (faeries)
37-44	Bandits: Humans, orcs or goblins; one per each player character
45-48	1-6 Pixies
49-50	Will-O-the Wisp
51-55	1-4 Deer
56-63	2-8 Wild pigs
64-69	1-4 Pucks
70-74	2-12 Tree sprites
75-80	2-8 Common faeries
81-82	One spriggan (hostile)
83-86	1-6 Greenwood faeries
87-91	1-4 Bogies (hostile)
92-94	1-6 Wolves (rare in the South)
95-98	Old Kingdom black bear
99-00	Leprechaun (one)

NOTE: NO wild ponies or horses dwell in the Forest of Enchantment. Even deer are not common here. Horses brought as mounts or pack animals will become agitated/nervous, and will bolt and run away at every opportunity. They will continue to flee until they are out of the enchanted forest. This means that even the best trained horses cannot be ridden in the forest, but must be walked and secured by its master.

No Encounter Tables for Towns and Cities

I have not included encounter tables for cities or towns because there are far too many elements involved. Encounters will vary depending on the type of town, which part of the city, what race the person encountered is and many other conditions. Each city, each encounter will be different and responses on the part of the player characters and non-player characters will trigger a different reaction; not necessarily hostile. Game masters and players should use their heads and imagination in town or city adventures. Remember, there are still laws and morality in this world, even though it is not a modern technological one. The description provided for each town or city should give players and G.M.'s an idea of what type of city it is and the attitudes of its people.

ANIMALS

THE GAME ANIMAL ENCOUNTER TABLES

Characters hunting for an animal carefully stalk the area searching for prey. **Roll on the appropriate game animal encounter table once per each hour of hunting.** This applies to all O.C.C.'s except rangers.

Rangers are superior hunters, roll on the appropriate game animal encounter table once per each half hour of hunting.

Game masters, it may also be appropriate to roll on the Random Encounter Tables as well. After all, the wilderness holds many surprises such as who is the hunter and who is being hunted.

NOTE: The game animal encounter tables indicate what type of animal, if any, is sighted and is an accessible target. Other animals may be seen or heard scurrying about, but are not accessible.

NOTE: All game animal tables apply to both Timiro and the Old Kingdom. For animal descriptions and hostility index see the Palladium RPG (book one).

GAME ANIMAL ENCOUNTER TABLES

Grassland Game Animals

1-4	None
5-10	Prairie dogs
11-19	Game bird
20-30	None
31-39	Rabbit/hare
40-45	None
46-55	Game bird
56-60	None
61-67	Fox
68-71	Rabbit/hare
72-74	None
75-82	Wild pig
83-86	Tiger
87-90	Snake or lizard
91-95	Bear (black bear 62%; brown bear 38%)
96-97	None
98-00	Tiger and two cubs (hostile)

Forest Game Animals

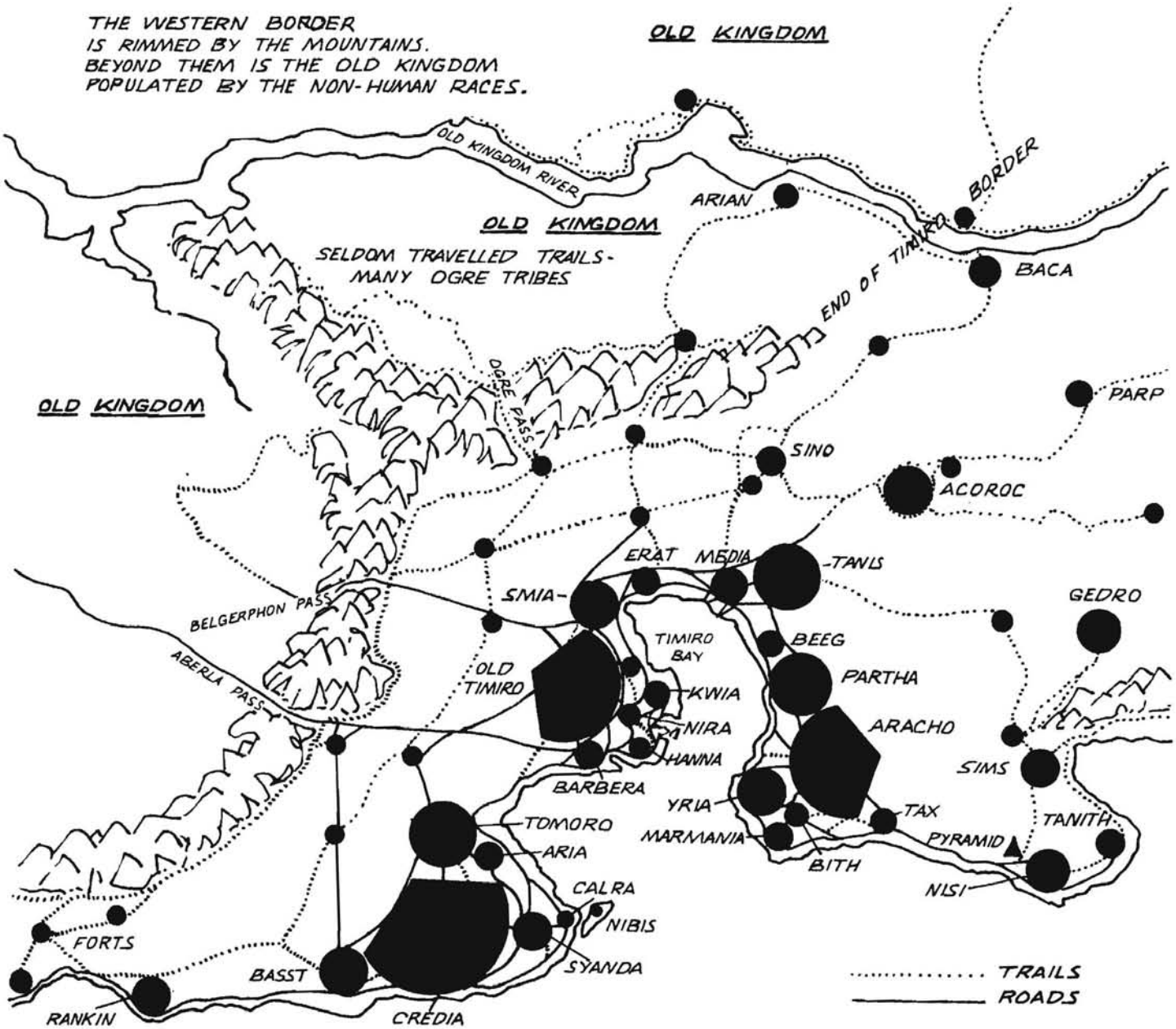
1-11	Game bird
12-15	None
16-23	Rabbit/hare
24-28	None
29-37	Squirrel or raccoon or possum
38-40	None
41-45	Mink
46-49	Fox
50-54	None
55-60	Game bird
61-68	Deer (50% buck; 50% doe)
69-73	None
74-79	Wild pig (1-4 pigs)
80-84	None
85-88	Fox
89-90	Wolf (rare in the South)
91-95	Tiger
96-00	Bear (black bear 65%; brown bear 35%)

River Bank Game Animals

1-10	Bear (black bear 65%; brown bear 35%)
11-13	None
14-20	Coyote or wild dog
21-26	Tiger (hunting; aggressive)
27-30	None
31-37	Water fowl (duck, goose, crane, etc.)
38-40	Fox
41-46	Beaver or muskrat
47-49	None
50-52	Rabbit or raccoon or squirrel
53-57	Otter
58-61	None
62-66	Deer
67-70	None
71-75	Game bird
76-79	None
80-84	Wild pigs (two)
85-88	Snake or amphibians (frogs, newts, etc.)
89-90	Deer/doe and fawn
91-94	None
95-97	Beaver
98-99	Wild cat (tiger 50%, wild cat 25%, lynx 25%)
100	1-4 Old Kingdom black bears

Mountain Game Animals

1-6	Wild pigs (1-6)
7-11	None
12-21	Rabbit/hare
22-27	Deer or goat
28-32	None
33-36	Bear (black bear 40%; brown bear 60%)
37-40	None
41-44	Wild dog or coyote
45-50	Fox
51-54	Lizard or snake
55-59	None
60-65	Tiger
66-70	Game bird
71-76	Giant cave spider
77-79	None
80-84	Wild cat or lynx
85-89	Mountain brown bear
90-94	Booted eagle
95-96	Wolf
97-99	Deer (1-6)
100	Cockatrice (dragon)



WILDERNESS

HUNTING GAME ANIMALS

In the course of a game the players may wish their characters to hunt game animals either for food, pelts or sport. The following considerations and tables apply.

Game animals are specifically animals that are valued for their pelts (skins/fur), sport, or as food. Wild ponies and horses, though valuable, are not considered game animals so they are not included in the tables.

HUNTING AND TRAPPING

Hunting and trapping are two distinctly different acts. **Hunting** is the more basic type of stalking and killing an animal usually for food or sport. The preservation of the pelt is rarely important and it is almost always damaged. The spear, bow and arrow and sling (for small animals) are the most common hunting weapons, although any weapon can be used. Anyone can **hunt** requiring no special skill though stealth (prowl) and weapon skills are always helpful.

Trapping is a specific skill requiring knowledge and use of snares, traps and animal habits (See trap and skin animals skills). The purpose of trapping is to capture and/or kill an animal without damaging the pelt so that it can be skinned, treated and sold on the commercial market. When a trap or snare is set it is usually placed in an area frequented by a particular animal or near a food source. It is set, abandoned and periodically checked. **Only characters with a trap and skin animals skill can attempt to trap animals.** To set a trap or snare the character must roll under his skill ability. A failed roll means an improperly set trap and it must be reset. It takes about five minutes to set a trap.

THE ADVANTAGES OF TRACKING SKILLS

If the character has an **identify tracks** skill he may recognize animal tracks and be able to determine if a particular type of animal has been in the area. This means that there is a **25% chance of successfully hunting a particular type of animal.**

If the character has a **track** skill he can attempt to hunt a specific type of animal (or even a particular animal) by following tracks and other signs. This means that whenever an animal is rolled on the Game Animal Encounter Tables there is a **50% chance of it being the animal hunted/tracked.** That is if the character does not lose its trail; roll under skill percentage once every 15 minutes. If the trail is lost there is still a **32% chance of stumbling across the particular animal.**

Trap and skin animal skills also provide a certain degree of knowledge about animal habits which provides a **40% chance of successfully hunting a particular type of animal.**

RANGERS

Rangers are generally more skilled than the average person in the arts of hunting and trapping. They are often familiar with the wild, animal habits, tracks, tracking, trapping and skinning techniques.

Especially good hunters, rangers can locate and stalk (prowl) an animal twice as well as the average person. Thus, rangers roll on the Game Animal Encounter Tables **once every half hour** (all other O.C.C's roll once every hour). Once an animal is located, they roll to strike and damage like anyone else.

Skilled trackers, the ratio of successfully tracking a specific animal or type of animal is equal to the rangers skill level in tracking. Example: A third level ranger has a track skill of 56% (36% + 20% O.C.C. skill bonus), which means he has a 56% chance of successfully hunting down the specific type of animal he seeks. To track down a specific individual animal he must roll under his skill percentage. Roll once for ever 15 minutes of tracking.

CONDITIONS FOR TRAPS AND SNARES

Rangers or any character with a trap and skin animals skill can set traps and snares if they have the materials.

Roll on the Game Animal Encounter table once for every eight hour period to determine what type of animal is caught (if any).

Traps and snares for small animals include game birds, rabbits, racoons, squirrels, minks, and similar creatures. If a larger animal such as a coyote, wild pig or deer should get caught they will usually break free of the trap or snare, almost always damaging it.

Roll on the Game Animal Encounter table to determine what type of animal, if any, has blundered into the trap. If it is a small animal consider it captured. If it is a **large** animal roll on the following table to determine what has happened.

1-15	Trap/snare sprung; empty and undamaged.
16-40	Trap/snare sprung; empty, damaged, needs repair.
41-70	Trap/snare damaged beyond repair; empty.
71-75	Large animal caught and extremely hostile.
76-00	Trap/snare gone, torn away.

Traps and snares for large animals include wild pigs, deer, canines, cats, otters, bears and so on. Small animals can often wander through these traps without effect. Thus, they may steal the bait or accidently activate it. If a small animal is caught in a trap or snare meant for a large animal it is instantly killed and its pelt severely damaged.

Roll on the Game Animal Encounter Table to determine what type of animal, if any, has found the trap. If it is a large animal consider it captured. If it is a **small** animal roll to determine what effect it has on the trap.

1-18	Trap/snare is sprung; empty.
19-59	No affect on trap; still set/baited.
60-89	Bait (if any) is stolen; no affect on trap/snare.
90-00	Trap/snare is sprung; small animal caught/killed.

SPECIAL CONDITIONS FOR HUNTING

The following tables indicate the roll needed to strike (roll a 20 sided die) and to damage. A particularly well placed strike does additional damage to animals.

Small Animals
Roll of a 20 sided die.

1-6	Completely misses.
7-15	Strike; does normal damage.
16-17	Critical strike; double damage.
18-20	(natural or modified die roll) Instant kill.

Large Animals
Roll of a 20 sided die.

1-5	Completely misses.
6-17	Strike; does normal damage.
18-19	Critical strike; double damage.
20	(Natural or modified die roll) Instant kill.



Alphabetical List of Cities

Acoroc
Aracho
Credia (the Capital City)
Old Timiro
Rankin
Smia
Tanis
Tomoro

MAPS

USING THE TOWN AND CITY MAPS

In the pages that follow you will find an entire kingdom with its forts, towns, and cities mapped and defined. Each is unique from the others, containing a host of interesting shops, residences and histories.

While they are all specifically designed as part of the **Palladium RPG** world, each has been crafted so that it can be easily adapted to other game systems.

The amount of descriptive definition of these communities is purposely kept to a minimum so that the game master has enough elbow room to adjust the town or city to fit the needs and desires of his game. However, none are so sparce as to be useless and some, like Hanna and Baca, have fairly in depth descriptions. The varying degrees of detail are to promote creativity and provide G.M.s with a solid idea of how one can add character and flavor to his own creations.

The Scale

The scale for each individual town or city varies and is NOT intended to be an exact means of measurement. Instead, the scale will provide an approximate idea of distance and size of the community. This is particularly true in regards to the buildings themselves. In order to provide more than tiny little dots and dashes and unable to add the volume of extra pages to provide a consistent largeish scale, I opted for a slightly warped scale. The blocks indicating building size are proportional to each other, but slightly out-of-sync. with the distance scale. Thus, small or tiny dwellings are indicated by the smallest blocks, medium size by the some what larger blocks and large buildings by the largest blocks. Small buildings are generally the shops and residences of the poor or common folk (laborers, farmers, etc.), while the medium and large usually indicate wealth, merchants, mansions, larger shops and temples.

Adjustments

Game masters should feel free to make any changes or adjustments necessary to make this material fit into his campaign world. This may mean physically altering the town design, layout, and non-playing characters. If one of the non-player characters I've suggested in a community or scenario doesn't work within the restrictions of "your" game, change it. This does not mean you should run through the book punching up puny characters and toning down powerful characters. G.M.s should use careful thought to make logical adjustments. Remember, conflict and irony always add to any game. Likewise, a direct confrontation/battle is not always as fun or challenging as being forced to work around or avoid a particular conflict.

ACOROC

ACOROC; THE CITY OF IRON
Population: Dwarves 24,000
Humans 6,000
Orc Slaves 1,000

Acoroc is unique to the Timiro Kingdom for it is an independent sovereignty governed by dwarves. The underground city and the rich iron deposits were discovered about two hundred years ago. King Acorak the Fourth realized the imortance of the precious ore and the potential for a great ally in the dwarves. To take the land by force would be a lesson in futility, for few have ever successfully routed dwarves from their domain. The trick would be to secure them as friends and subjects of the Kingdom. Thus, a historic agreement was struck between men and dwarves.



The dwarves would mine the ore, process the iron and manufacture arms and armour for the Timiro Kingdom. In exchange, King Acorak agreed that the dwarves would continue to rule their city by their own laws and leaders without royal intervention. They would have full control over the mining operations, smelting, forging of iron and the production of arms and armour. The quantity, quality, price and distribution were also left under dwarven control.

King Acorok pledged that as long as the Timiro Kingdom stood the City of Iron would remain a free dwarven state free of persecution by man or any other creature. To prove his sincerity he proclaimed that the city would hence forth be known to men as Acoroc so that none would forget his pledge. A pledge that has been upheld to the letter ever since. This has delighted the dwarves to no end, allowing them to retain their self-respect and has ensured their lasting loyalty to the Throne of Timiro.

Acoroc (the surface city)

Acoroc represents the largest population of dwarves in the Kingdom, an estimated 24,000, though some believe their true numbers could be twice as many. Accurate assessments are impossible because few humans have ever been allowed into the vast underground mining complex and City of Iron. The small city on the surface that men know as Acoroc is tiny by comparison and belies the dwarves true numbers. Fewer than 6,000 dwarves live or conduct business on the surface. A human population of equal size also occupies Acoroc. Those who are not farmers, cattlemen or merchants are travelers and merceneries pausing here to enjoy the array of shops and oddities the city has to offer.

Most races are tolerated by the dwarves, even elves though the latter are likely to meet with relentless harassment. A warning to the bold and arrogant; any **elf** that raises his weapon to a dwarf within city limits will find himself awaiting a swift execution, if not slain on the spot. **(G.M. NOTE:** Fisticuffs is allowed without serious repercussion). Much to the Timiro Kingdom's concern, kobolds are extremely common to Acoroc. What is even more perplexing is that no one has ever seen the kobolds arrive. They just seem to pop up in city limits.

(G.M. NOTE: These two ancient allies have jointly constructed a tunnel that connects the kobolds mountain city to the dwarves' City of Iron 350 miles away. The friendship between these two cities is so strong that if one was laid under siege the other would send an army thousands strong to help smite the oppressors. The humans of the Timiro Kingdom know nothing of this alliance and only know that the dwarves regard them with great respect and hospitality. The kobold in Acoroc can get away with almost as many shenanigans as the dwarves themselves).

The surface city of Acoroc is very new with orderly streets and avenues. A multitude of merchants and clergy have been attracted here creating some unusual shops and areas in the city. One such area is the Avenue of the Gods, which houses nearly twenty temples or shrines. Another is the Avenue of Lords, and its many shops and services. The main attraction for most who visit the city is the availability of quality, dwarven or kobold crafted weapons and armour.

The city's defense is left in the capable, though befuddled hands of the soldiers at Fort Seb. These unfortunate men are charged with patrolling the surrounding forest and farms as well as maintaining order in a town where they have no legal jurisdiction. The fort is the idea of the Timiro Kingdom to insure the city's safety. The dwarves look upon this as a kind but senseless gesture of friendship. The soldiers are required to make regular weekly visits to the city and are the brunt of endless puns, teasing and practical jokes by the hands of their charges. Dwarvish humor is very robust, slap stick, and always without warning. It's sort of like riding into a city of cheerful, friendly bullies. The soldiers must, of course, maintain absolute decorum and courtesy at all times no matter how personally embarrassing. Assignment to Fort Seb is a loathsome post.

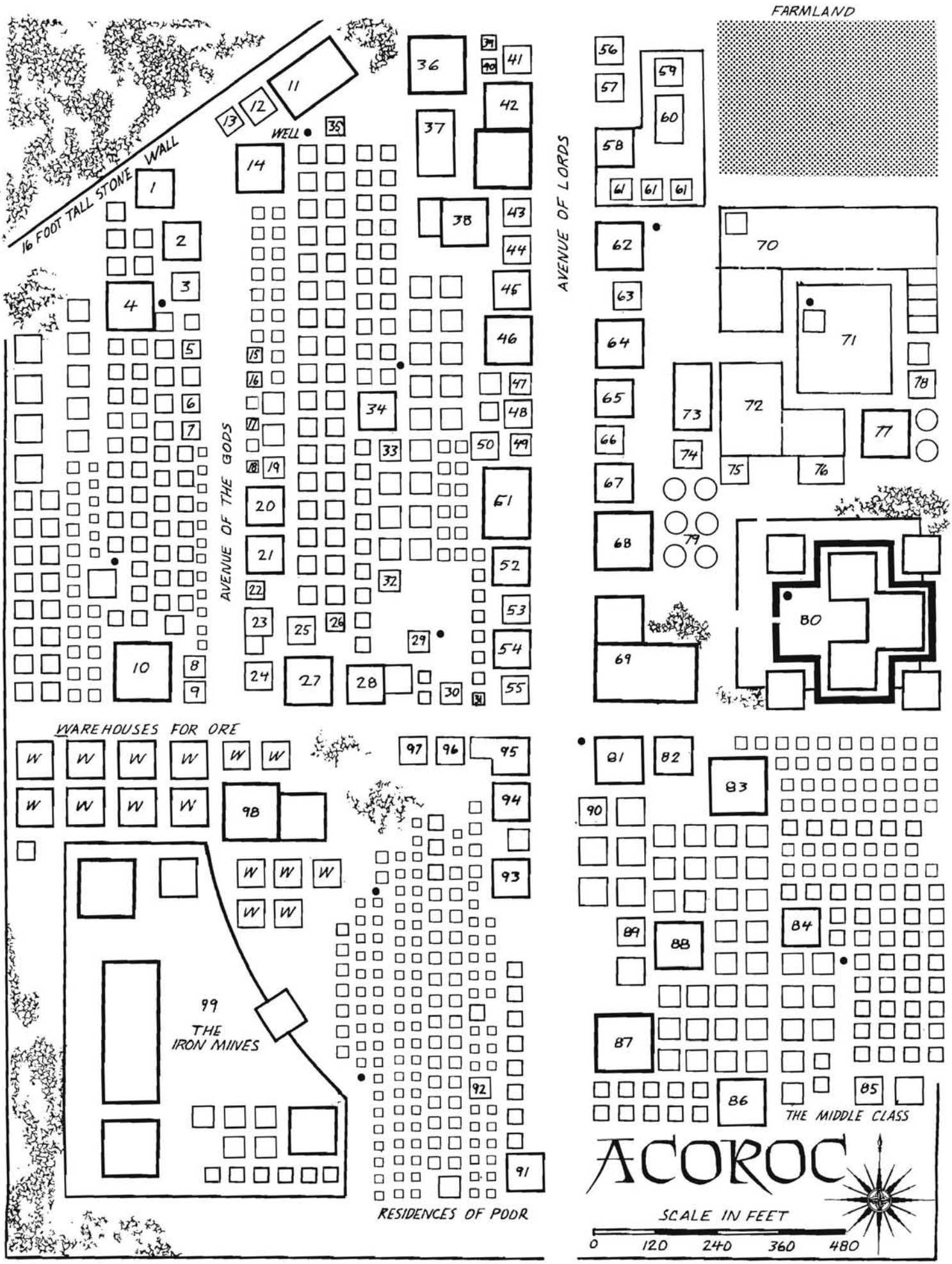
In all practicality the dwarves don't need the forces of Fort Seb, though they do provide a certain amount of entertainment. The only entrance to the subterranean City of Iron known to the humans is found behind the walls of the mining complex. However, the dwarves have many secret entrances and exits around the outskirts of the surface city, in the forest and even in some of the dwarven owned shops. Dwarves are famous for constructing elaborate defenses of mazes, traps and false chambers, honeycombed with secret passages; The City of Iron is no exception. Thus, it is veritably impenetrable by conventional means.

As one might expect, the dwarves display a great degree of intolerance and exasperation toward the weaknesses, foibles, and laws of men and most non-dwarven races. They are often, grumpy, impatient and rude, grumbling about the stupidity of men, Timiro's rulers, laws, politics and life in general. However, this is usually a ruse to conceal their fondness of humans and fierce loyalty to the throne of Timiro.

The Sale of Weapons and Armour

As the manufacturers of the finest arms and armour in the kingdom, the royal production center of such items, strict trade restrictions are enforced.

- Foreign Kingdoms must make bulk purchases through the proper channels in Credia.
- No bulk sales are made to any non-human, or humans from the Western Empire or the Land of the South


FARMLAND
16 FOOT TALL STONE WALL
WELL
AVENUE OF THE GODS
AVENUE OF LORDS
WAREHOUSES FOR ORE
99
THE IRON MINES
RESIDENCES OF POOR
THE MIDDLE CLASS
ACOROC
SCALE IN FEET
0 120 240 360 480

Winds. Orcs, ogres, goblins, and westerners are watched with great suspicion.
- Individual sales to members of the non-human races are restricted to a maximum of four weapons.
- Bulk sales are made only to merchants native to Timiro and who bear the writ of an arms merchant signed and sealed by the royal allotment agent from Credia, Old Timiro, Syanda or Aracho. NOTE: all foreign sales are handled by a Timiro government agent.
- A 15% trade tax must be added or included to the price of all arms and armour sold in the city.

G.M. NOTE: ALL superior weapons, and armour, that is items with bonuses or additional S.D.C., are very expensive and should sell at the higher rates listed in the Palladium RPG, page 47, if not more. Dwarves do not take kindly to any dickering of price that may suggest his product is not of the highest quality. Such tactics will result in the price suddenly doubling and/or the person being bounced out on his ear. Further more, dwarves rarely lower their prices especially for superior (bonus) items. They can get the price and know it.

Other Unique or Unusual Items

Liquor

Dwarven Mead, very sweet, higher alcohol content than usual.

Dwarven Beer is a tasty heavy, brew that packs twice as much punch as conventional beer. Secret recipe.

Mushroom Tonic is a clear, slightly yellow liquid with only a light taste of mushroom. Tends to make humans, elves, orcs, goblins and hob-goblins extremely silly and giddy. Everything is funny and pleasant. Characters are minus one to strike, parry and dodge for every three ounces of tonic they drink, but have no hang-over. Changelings will hallucinate while dwarves and the other races are not significantly affected. Costs five gold an ounce, thats 80 gold a pint.

A variety of moonshine and homemade wines are also available for standard prices.

Goblin Moonshine is a particularly disgusting looking brew that tastes even worse. High alcohol content, extremely cheap prices.

CODE KEY

The city of Acoroc

1.) **Temple of the Elements**, a retreat for visiting warlocks.
2.) **Temple of Anubis and Amon.**
3.) **Magnolin's Tool Store**, sells mining, camping, trapping and domestic tools and utensils.
4.) **The Wild Oak Inn**, three story building, 90 rooms, fair prices, good dining. Blacksmith is attached. Directs people to stable their horses at the Cartwright stables down the Avenue (#11).
5.) **Gingerton's Spice Shop**, good variety, fair prices, nothing exotic or imported.
6.) **Shrine of Rurga** (warrior goddess).
7.) **Shrine of Cirga the Bowman.**
8.) **Small Temple of Aco and the Juggernaut.**
9.) **Small Temple to Kirgi the Rat god.**
10.) **Temple of the Sect of Rurga**, devoted to the entire pantheon; popular with the dwarves.
11.) **Cartwright's Stables**, a large stable operated by a family of humans. The father and his four sons are respected, even by the dwarves. Fair prices.
12.) **The Cartwright Stables** grain and supply house.
13.) **Blacksmith and Wheelwright.**
14.) **The Cartwright Mansion and General Store.**
15.) **Shrine of Belimar** the dwarf god.
16.) **Temple of Hiem the Huntress.**
17.) **Shrine of Hoknar god of Thunder**
18.) **Temple of the Jinn.**
19.) **Temple of Panath**, 1-4, 3rd level priests present at any given time. Will serve as a connection to the black market and illegal activities such as theft and assassination. A 5th level assassin named Bratuss poses as the high priest.
20.) **Temple of Light and Dark**, popular among humans.
21.) **Temple of Ra and the Pantheon of Light.**
22.) **Shrine of Osiris.**
23.) **Abrahl's Apothercary**, stocks a wide selection of common and exotic herbs, drugs and poison. NO magic! A fanatic follower (dwarf) of the gods of Light and Dark, half of all his profits go to the neighboring temple. He is an authority on religious doctrine and demon/devil lore 90%. He is jovial and loves to talk about religious philosophy.
24.) **The Temple of Kalba**, few priests or followers, part of Rurga's pantheon.
25.) **Loretta's Linen Shop**, has a variety of linen, and miscellaneous fabrics from wool to western silks. High prices; all quality.
26.) **Bonnies Pawn Shop**; 3rd level thief, hob-goblin. Prices are usually low, pays out only 15% of the pawned items true value.
27.) **Temple of the Southern Religion of Sloth**; includes the entire pantheon of the Yin-Sloth jungle gods.
28.) **The Hearth and Anvil**; a dwarven operated weapon-smith, specializing in the repair of weapons over night (24 hour service) as well as custom made arms (takes 3-12 days depending on complexity; costs an extra 300% for custom made weapons.)
29.) **Johnathan's Bath House**; costs two gold cold, 5 gold hot, 10 gold hot and clean water, 20 gold to have a servant bath you.
30.) **Micheals Barber Parlor**; 5 to 15 gold gets you a haircut or shave with a complementary mug of dwarven beer. Three human barbers, two dwarven.
31.) **Tobacco Shop**, smoking and chewing.
32.) **Benards Shop of Fine Arts**, includes paintings and painted tapestries. Human artist/owner.
33.) **The Book Worm**, dwarven shop that sells paper, parchment, bound note books, slate boards, inks, pigments and writing utensils. He also has a fair selection of books; fiction, histories, and religious books. Most are written in elven (a common world wide tongue) and southern, but all languages are available. No browsing.
34.) **The Library of Dwarven History**, offers an extensive library of dwarven history particularly the dwarf/elf wars. Most books are written in dwarven or elven. None may be taken from the premises. Browsing privileges cost five gold per person.
35.) **Carla's House of Fortunes**; an attractive and convincing charlatan, who utilizes her major psionic abilities to their full potential.
36.) **The Travelers Haven**, inexpensive inn, 48 rooms.
37.) **The Blackhawk Stables.**
38.) **The Artisans Abode**; is divided into several shops specializing in the crafts and arts. Includes: silversmith, goldsmith, potter, glass blower, porcelain maker, and ring maker.
39.) **Lantuu's Barber Shop**; lowest prices in town.
40.) **Lances Tobacco Shop.**
41.) **The Watering Hole** (tavern), beer, ale, wine.
42.) **The Blackhawk Inn**, is the largest, fanciest Inn in town. It's four stories tall and has 136 rooms as well as a dining hall, saloon, barber shop, and bath house.
43.) **Dairy Market**, fair prices, fresh items.
44.) **Meat Market**, specializes in preserved meats.
45.) **Sebastian the Furrier**, buys and sells.
46.) **The Acoroc Porter Service.**
47.) **Forest Brew Tavern**, specializes in ale, fruit wines, juices and ciders, all delicious and fairly priced.
48.) **Carl's Used Arms and Armour**, human owned, lowest prices in town but nothing special, all common human made items.
49.) **Zigbren's Pawn Shop**, operated by a cunning family of kobolds. Pays 25% of the items value, but

places it on sale within 24 hours.

50.) **Zigbren's Residence;** the scene of many raucous parties and shady deals. Will not sell weapons on the black market.

51.) **The Armoury of Lord Pichald,** a giant armoury that offers a vast variety of arms and armour. High prices but the best in the city. Dwarven owned and operated.

52.) **Winthrop's Brewery,** a saloon that specializes in dwarven drinks including dwarven beer, mushroom tonic and moonshine. A favorite among many travelers.

53.) **Jewelry Store,** buys and sells precious stones.

54.) **Grot's Porter Service,** a partnership between a troll and dwarf. They and their men also provide a bodyguard service.

55.) **The Waxworks;** a unique dwarven candle shop whose specialty is colored candles molded and carved into warriors, dragons, rearing horses, and all types of figures. Conventional candles, wicks, and lanterns are also available. Reasonable prices.

56.) **Spice Shop.**

57.) **Coppersmith.**

58.) **Slave Market,** human owned, 2-12 ogres, 10-40 orcs, 4-24 goblins.

59.) **Ogre Pen.**

60.) **Orc Pen.**

61.) **Orc and Goblin Pens.**

62.) **Game Hall;** billiards, darts, cards and all types of gambling.

63.) **Liquor Store,** including dwarven beer, mead, mushroom tonic and goblin moonshine. No imported liquor.

64.) **Barefoot Inn,** small, inexpensive and friendly, 34 rooms.

65.) **Sir Krilmock's Armour Repair;** a 5th level dwarf knight owns and manages the shop which is renowned for superb weapon and armour restoration. Surprisingly reasonable prices.

66.) **Meldenthral's Paper Weapons;** this is a scroll shop operated by an ancient kobold wizard. All spells level one and two are available with a smattering of level three spell scrolls. Scrolls cost at least 50% more than standard.

67.) **Music Shop,** sells all types of musical instruments as well as a repair service.

68.) **Acoroc Music Hall,** the sight of public and private recitals and dance.

69.) **The Royal Theatre,** dramas, comedy, animal acts and other performances.

70.) **Livestock Corrals and Pens.**

71.) **Corral.**

72.) **Horse Corrals.**

73.) **Livestock Market and Stables.**

74.) **Stable Hands.**

75.) **Stable Hands.**

76.) **Horse Stables.**

77.) **Owner's Residence,** a dwarf named Kreelt Orl.

78.) **Supply House** near private grainery.

79.) **The City Grainery.**

80.) **Castle Acorok,** the castle of the Royal patriarch, Duke Fredric Acorok. The castle functions as an embassy for humans and royal representatives of the Timiro Royalty. The post has been held by the Acorok family since King Acorok's agreement with the dwarves. It is used for foreign or royal dignitaries, balls and parties. The Duke is a happy, gregarious young man pleased with his position.

81.) **Public Bath House.**

82.) **Soap and Perfume Merchant.**

83.) **The Kobold Cavern Inn,** owned and operated by kobolds, 50 rooms, reasonable prices, dining hall, barber shop and Kald's armoury. The armoury is small but well stocked with kobold quality weapons.

84.) **Temple of Light and Dark.**

85.) **Temple of Tark the Spider Goddess.**

86.) **Lucresia's Palace of Pleasure.**

87.) **South-side Stables.**

88.) **Weaver and Spinners of Cloth.**

89.) **Seamstress.**

90.) **Tavern of Light,** house specialties are mushroom tonic and a variety of local moonshine.

91.) **Temple of Rurga.**

92.) **Pawn Shop.**

93.) **Carpenter.**

94.) **Wheelwright.**

95.) **Annabella's,** high class brothel with an incredible selection.

96.) **The 4-Finger Elf Tavern,** a favorite place among the dwarves, serving only dwarven alcohol and rum.

97.) **The Rune Sword Tavern,** serves only dwarven beer and mead; popular with dwarves and kobolds.

98.) **Tinoth's Metal Works;** in addition to bricks, rods and sheets of metal, Tinoth sells a huge variety of metal products from spikes and tools, to kettles and wagons. Will create items to spec or custom design them for the customer. Has a large staff of dwarves and kobolds.

99.) **The Iron Mines Complex,** including, forge, smith, stables, wagons for hauling metal to the warehouse and so on. NOTE: the real mining and processing facilities are underground.

ARACHO

The City of Aracho
Population: 53,000
Non-Human Slaves: 10,000

The largest city in the eastern part of Timiro, as well as one of the newer. Aracho is the creation of a consortium of merchants and a group of young heirs of nobility.

The merchants' plan was simple but, for the most part, not apparent to the young, idealistic and very rich sons and daughters of "the old times". The young nobles yearned for advancement and growth in the cultural life of the kingdom. The merchants agreed to establish buildings and actively assemble talent; in return the consortium would decide on what kinds of shops and businesses it would establish there. Since most of the businesses desired would sell items that only middle to upper level incomes could afford, their young partners were agreeable. The merchants never visibly showed that their only concern was personal gain. They would not only obtain much needed financing; they would also profit in a more significant way. The young nobles would encourage as many of their generation as they could to live in Aracho. To be a part of a dream; a vision. The merchants privately viewed themselves as more important to the development of Aracho. Their thinking, and it was true, was that youthful idealism is lacking in any business sense. Only practical, pragmatic businessmen could deal with the problems to be solved. However, the final assessment is that both groups received what they asked for and much more.

That was long ago; today the cultural life of Aracho is rich and diverse. There is opera, a museum, library, as well as booksellers and artisans of all types. There is a mint, hospital and most of the major religions are represented here as well. Many of the residents are middle to upper class and a smaller group of the poor are really rather well off. Aracho is surrounded by cultivated land that is worked by the peasants who supply much of the food for the city.

The City of Aracho

MAP A

A.) **Palace:** The king's cousin, the Duke of Aracho, lives here and rules the city and region. Only the king can overrule him. A huge structure that has been added to several times, and the Duke has gone into debt to make it gorgeous.

B.) **Nostalgia Tavern:** A hangout for attorneys, merchants and investors.

C.) **Masseur:** With a professionally trained staff. Owned by a tavern owner.

D.) **Financial Counselor:** Louis Budd, a pheonmenally successful investor. Many people distrust him because of his "luck".

E.) **Investment House:** Where securities, stocks, bonds and chattels are handled.

F.) **The Aracho Look:** Clothier for men. Popular with high-profile people.

G.) **Hombeur-Arcane:** Mystic who is more than a bit eccentric. Some say that his house servants (many) aren't alive. He reads cards, senses auras.

H.) **Attorney's Guild:** Due to the archaic estate laws, attorneys have flourished.

I.) **Charles Bosworth, Tailor:** The man to see for custom fitting.

J.) **laws, Loss, and Lauss, Attorneys at Law:** Infuriatingly slippery characters, but very successful.

K.) **W. Wonka, Confectioner:** a young gnome who has inherited the business from his former master.

L.) **Ambrose Biers, Alchemist:** and thoroughly soaked alcoholic. Any practical work is done by his three apprentices. Sometimes he cuts loose with a large burst of creative energy.

M.) **Aracho Credit Union:** Co-operative money holding institution, money lending.

N.) **The Hill Stables:** High-priced stables for high-priced animals.

O.) **Aracho City Hall, Jail, and Courthouse:** Very busy house.

P.) **Money Changer:** Changes coins of the Eastern, Northern, and Western Kingdom.

Q.) **Princess Daisy:** Daring clothes for daring women.

R.) **The Platinum Sword Inn:** Believed to be the largest inn in the kingdom. Has accommodations for 250 wealthy people.

S.) **Temple of Light:** Visited by His Royal Person regularly. The High Priest enjoys the radiance of Seker.

T.) **Royal Offices:** For tasks of the Kingdom, ie. taxes, monitoring the army, etc.

U.) **Coiffeur:** some absolutely unbelievable hairstyles cooked up here for the ladies.

V.) **Opera House of Aracho:** Opera is fairly new, and so is the building. A growing following ardently attends every performance.

W.) **Opera House Inn:** Renamed when the opera became fashionable. Puts up opera members in royal splendor, and visiting patrons of the arts frequently stay here.

X.) **Hlazhon, Jeweler:** Man from the Land of the South Winds. He has a pipeline of uncut stones from there.

Y.) **Hanna Klina, Furrier:** Some animals bred on premises.

Z.) **Mark Well, Attorney:** Famous for criminal trials.

AA.) **Royal Chas Inn:** Prince Charles founded this opulent inn several decades ago. Meant for hedonists.

BB.) **Marvel Grape, Goldsmith:** A dwarf (under assumed name) who is paranoid beyond belief. Makes excellent quality goldware.

CC.) **Aracho Royal Theater:** College repertory troupe plays socially acceptable plays.

DD.) **Society of Nobility:** More like a meeting of the House of Lords, the group meetings held here are tantamount to ritual and stuffiness. They sponsor promising students.

EE.) **Museum of the New Land:** Established twenty years ago, the curators brought together as many oddities of the newly settled land as they could. Truly facinating.

FF.) **Library of Aracho:** Literature, history, fiction, reference works.

GG.) **Gallery of Fine Art:** Very important artists' works on display.

HH.) **The Soft Touch:** Specializing in lingerie and evening wear for women.

II.) **Magic Guild:** Co-sponsors of the college, pillars of the community.

JJ.) **Royal College of Aracho:** For the rich and the gifted.

KK.) **Samuel Snead, Lord-Attorney:** Retired High Judge handles difficult cases.

LL.) **Hill Park:** Lovely sculptured gardens.

MM.) **Parade Ground:** No longer used as such, but kept up.

Map B

A.) **Aracho Mint:** Casts brass and silver coins for the Old Kingdom.

B.) **Auxiliary Armoury:** Warehouse of arms and armour and repair shop as well.

C.) **Lundgren Textile House:** Work-oriented and leisure clothing made here.

D.) **Steel Forge:** Non-stop steel forge makes building components.

E.) **Stables At Hand:** One of the branches.

F.) **Mason's Guild:** They run the burgeoning building industry.

G.) **Weaponsmith:** Kobold weaponsmiths guard their secrets jealously.

H.) **Steel Goods:** Roll steel, sheet steel, steel rods, hooks, etc.

I.) **Die Casting:** Custom die casting for any purpose.

J.) **Hank's Steel:** Cutlery, cookware, and items not usually made of steel.

K.) **Bird of Paradise Tavern:** For the Forge crowd.

L.) **Public Water House:** Well house for acquisition of surplus water.

M.) **Lim's Laundry:** Cashing in on proximity of well.

N.) **Weaponsmith:** Repair, sale, and buying of any weapons.

O.) **Industrial Painter:** These people paint factories and places of business.

P.) **Aracho Messenger Service**

Q.) **Harvey Klane, Blacksmith:** Repairs of cast iron and such.

R.) **Industrial Park:** Swingsets for the kids.

S.) **Tooler:** Makes and repairs industrial and hand tools.

T.) **Stovemaker:** Makes pot-bellied stoves.

U.) **Brick Forge:** Where clay and other materials are hardened into brick.

V.) **Perfume Factory:** Imported fragrances are bottled here.

W.) **Murch Textile House:** Work clothes and uniforms.

X.) **Sack and Basket Factory:** Supplies the packaging needs of businesses.

Y.) **Edel Churnbach, Bookbinder:** Repairs and works for publishing booksellers.

Z.) **Knock Inn:** Quaint, smelly, but clean and cheap.

AA.) **Eastgate Park:** Trees, fountain (forbidden to touch), flowers.

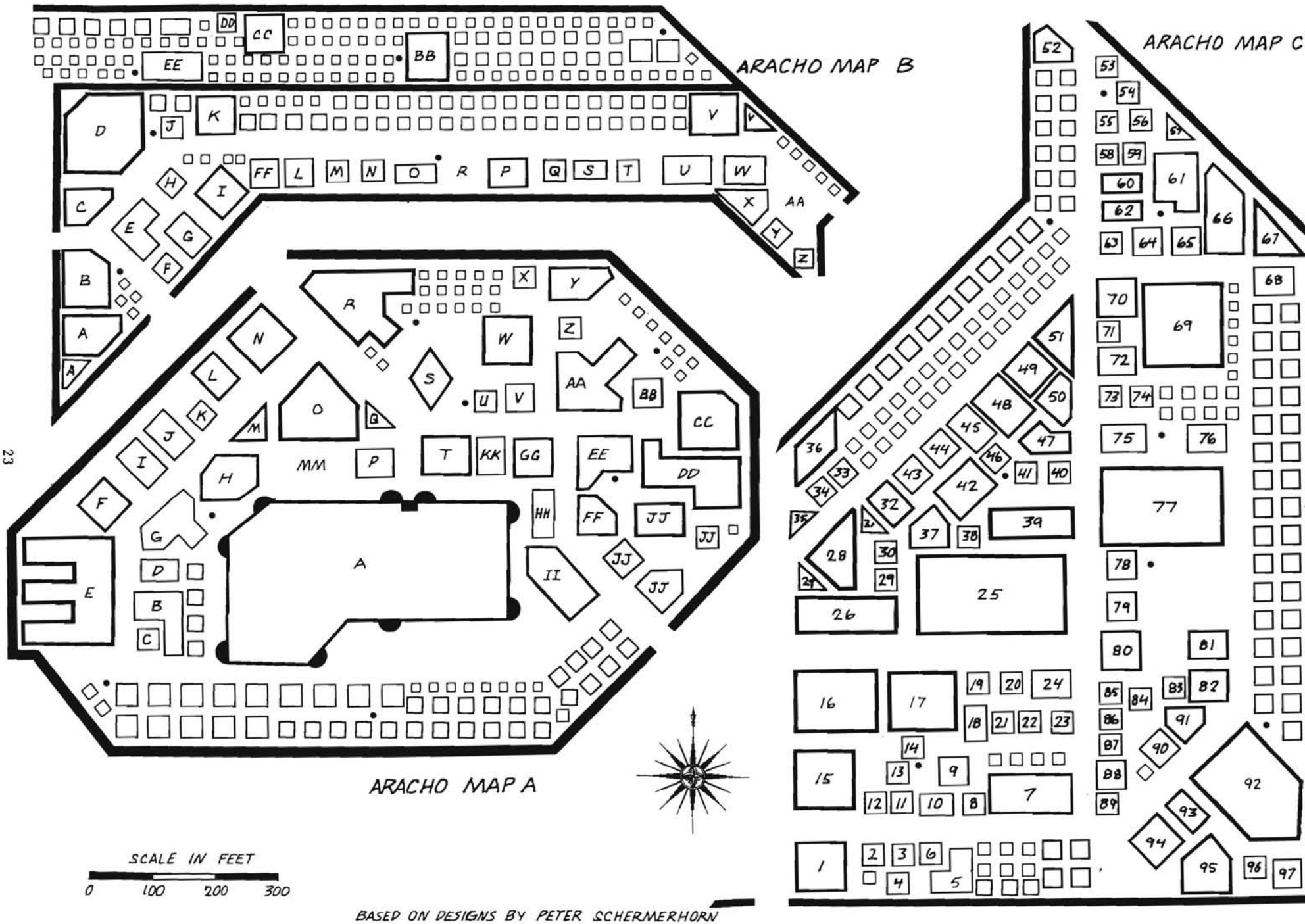
BB.) **Beefy Fist Tavern:** God help whoever enters this orc bar.

CC.) **Temple of Light Hostel:** Local rooming house for members and non-members.

DD.) **Potter:** Modest sized pottery shop of useful crockery.

EE.) **Orphanage:** Specializing in abandoned elves.

FF.) **Stovemaker:** Another, quicker, maker of pot-bellieds.


ARACHO MAP B
ARACHO MAP C
ARACHO MAP A
SCALE IN FEET
0 100 200 300
BASED ON DESIGNS BY PETER SCHERMERHORN

Map C

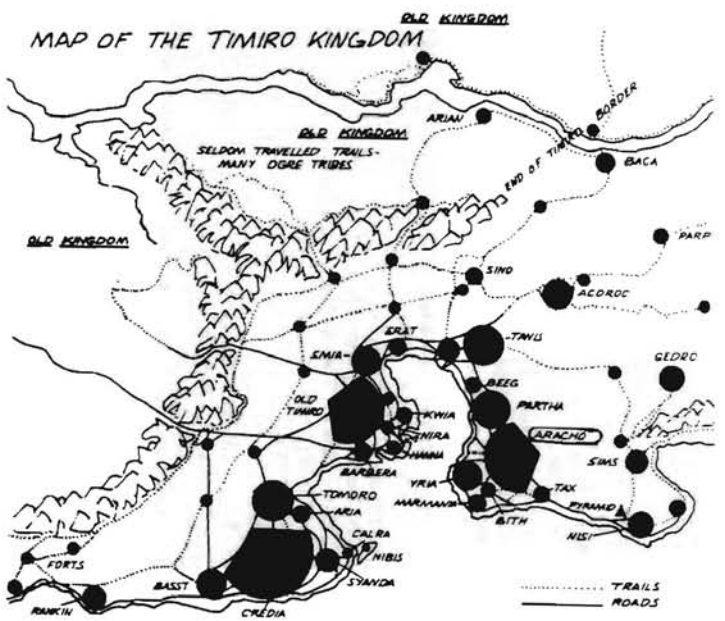
1.) **Swelling Purse Inn:** Favorite for visiting merchants.
2.) **Liona's Linen Shop:** Fine sheets and whole cloth.
3.) **Bob's Office Supply:** Paper, ink, chairs, blotters, etc.
4.) **Bakery:** Wholesale cookies of the Tastie brand.
5.) **Janet's Jewelry:** Janet makes everything herself, and not too well.
6.) **Chiromancer:** Reads palms and heads.
7.) **School:** For the very young or the disabled.
8.) **Books for Kids:** Like the name says . . .
9.) **Kids 'R' Us:** Clothes for youngsters.
10.) **Sajak's Complete Store:** General Store
11.) **Mel's Soaps and Laundry:** Mel says he makes his own soap - and sells it with his name on it.
12.) **Opportunity Knocks:** Primarily for domestic service at this office.
13.) **King's Pawn:** Word of mouth has brought King's the strangest clients and items for pawn.
14.) **Ophter, Silversmith:** Ophter is from the Western Kingdom, and more recently from the Old Kingdom Mountains. He knows a few tricks that most humans don't.
15.) **Merchant's Guild:** They control import, export, and most retail business in the city.
16.) **Import House:** Where the exotic and unusual appear.
17.) **Saffron Veil Inn:** Where merchants put up rich clients.
18.) **Dudley's Barber Emporium:** Specializes in kid's hair.
19.) **Hospital Architects:** The hospital being modular in nature, the need for architects for constant replanning is essential.
20.) **Hospital Supplies:** Some made here, others imported.
21.) **Bill's Coins:** Small dealer.
22.) **Golden Ear:** Exclusively song birds.
23.) **Mark Engels, Assessor:** For insurance purposes.
24.) **Blue Moon Tavern:** A homey place to take the family to.
25.) **Aracho Hospital:** Architectural wonder, as it is completely modular. Everything can be changed around as needed.
26.) **Police Headquarters:** Not a good place to be if you are a threat to city security.
27.) **Notary Public:** Run part-time by a full-time nurse.
28.) **Sylvan Glade Tavern:** Favorite retreat of rangers.
29.) **Bore D. Twotears:** Financial counselor.
30.) **Harry Jamiot, Veterinarian:** New at the job, but learning quickly.
31.) **Souvenir Shop:** To remind you of that wonderful stay in the hospital.
32.) **Credit Union:** Mainly for police and hospital people, buy anyone can join.
33.) **Herb's Art Supply:** Run by a magnificent elvish lady.
34.) **Link Waters, Surgeon:** And junior administrator at the hospital.
35.) **Greater Aracho Taxi Service:** Will take you anywhere within 20 miles of the city.
36.) **House of Meat:** Wholesale to markets only.
37.) **Jewels of Opar:** Rare gems and metals, uniquely combined.
38.) **Fandroth, Masseur:** Therapist for the hospital, gets referrals.
39.) **Aracho Slave House:** Auction twice weekly. Any number or manner of slaves, although most are orcs.
40.) **Gugenheim Funeral Home:** Bodies (with consent) given to hospital for study.
41.) **Ray Burr, Dentist:** Don't cross this man while under the probe.
42.) **Dot's Fresh Produce:** Mostly vegetables.
43.) **Wilsonian Dairy Mart:** Dairy products.
44.) **Krantz Meat Market:** Very fresh, from across the street.
45.) **Temple of the Dragonwright Hostel:** Attempting to prove that their benevolence is equal to that of Light.
46.) **Care Rita, Bell Maker:** From 1 inch to 3 feet, most good quality.
47.) **Quimby's Rent-All:** Coaches, servants, furniture, ornaments, etc. (the party people).
48.) **Nusbaum's Slave House:** Fine quality domestic orc slaves.
49.) **Game Hall:** Billiards, cards, gambling, etc.
50.) **Fashid's Apothecary:** Stocks many items of questionable healing nature. Rumor has it that he supplies witches.
51.) **Strait Arms:** Tavern, hangout of textile workers and spouses.
52.) **Stables at Hand**
53.) **Arthur's Barber Shop:** They do lamb chop sideburns.
54.) **Demon's Pawn:** Pawn shop for users of magic.
55.) **Lipsky, Tailor:** Unimpressive man who never likes what he sees.
56.) **MacCall's Office Supply:** Everything including dirty calendars.
57.) **Little Dye Shop:** Patronized by many for the unique color combinations achieved here.
58.) **Benton Barley, Bookbinder:** Dwarven bear of a creature, binds difficult or old boks or manuscripts.
59.) **Wexell Haskler Bee Keeper:** Honey and wax at reasonable prices.
60.) **Lady Maria Fontall's Seamstress Shop:** The lady is quite proficient, and has a good staff.
61.) **Darian Blye, Cabinet Maker:** Makes bed frames, tables, cabinets, drawers, dressers, chairs, and a lot of money.
62.) **Zola, Astrologer:** Complete fraud.
63.) **Eastern Liquers:** The only place to get good Chartreuse.
64.) **Sleepaway:** Bedding and accessories.
65.) **Kim's Laundry:** Specializes in delicate material.
66.) **Aracho Puppet Maker:** low prices, mostly for children.
67.) **Weekend Flea Market:** Regular dealers show up every weekend.
68.) **Upholsterer:** Private service for Darian Blye and others.
69.) **Luxom's Textile House:** The cheapest of cheap.
70.) **Luxom's Factory Outlet:** A way to make it even cheaper.
71.) **Fine Linen:** Specializes in monogramming any linen.
72.) **The New Man:** The Old Man missing three inches in the waist and gaining an inch in the shoulders. A sham. Trendy clothing store for the rich.
73.) **Hurley's Tobacco Shop:** Good tobacco and good conversation.
74.) **Adolph Menjoe, Glover:** Expensive and worth it. Leather or lace.
75.) **Stables for Newman's Textile House**
76.) **Newman's Service Center and Outlet:** Good quality, bad prices.
77.) **Newman's Textile House:** Burdened with huge overhead.
78.) **Beds and Sofas:** Just that. Side industry of Newman's.
79.) **Credit Union:** Textile workers only.
80.) **Clothiers' Guild:** Controls the textile, bedding, furniture, laundry and clothing industries.
81.) **Almay Rentar, Alchemist:** Acclimated elf who works until it's perfect, which takes a long time.
82.) **Carl Obar, Cabinet Maker:** Specializes in folding tables, small cabinets, and spice racks.
83.) **Engelis, Engraver:** Disturbed person who doesn't even try to sell what he creates.
84.) **Molly, Ringmaker:** She's so ancient, no one remembers her other name. She makes wedding rings, and rings that are to be enchanted. Very popular.

85.) **Walleye Pickerel, Surgeon:** Myopic mentally as well as physically. Chief of Staff in surgery at the hospital.
86.) **William's Wines:** Nobody knows where he gets it, but Night Trane Wine is so cheap and so alcoholic (and so bad).
87.) **Blind Efreet Brass Shop:** Mascot is a brass efreet with gems removed from eye holes. More statuary is in the same vein.
88.) **Marlene, Tailor:** The only woman who works in mens' clothes.
89.) **Toys Galore:** soldiers, dolls, etc.
90.) **Herschel Bernard, Plumber:** Works freelance, biggest customer is the city.
91.) **Forbin Bernard:** Herschel's son, **Plasterer:** Also freelance, Herschel calls him in to help fix sewers.
92.) **Wardon Textile House:** The one that makes all the chic clothing.
93.) **Bellmore's Fish Market:** Imported fish, quite expensive.
94.) **Harold's Hardware:** Supplies for professionals.
95.) **Urbgen's Upholstery:** Custom house and large volume maker of beds, chairs, sofas, etc.
96.) **Industrial Paint Shop:** Retail for those who need paint.
97.) **Lilliana, Silversmith:** Cautious, reclusive. Displays wares in other stores, thereby losing money through commission.

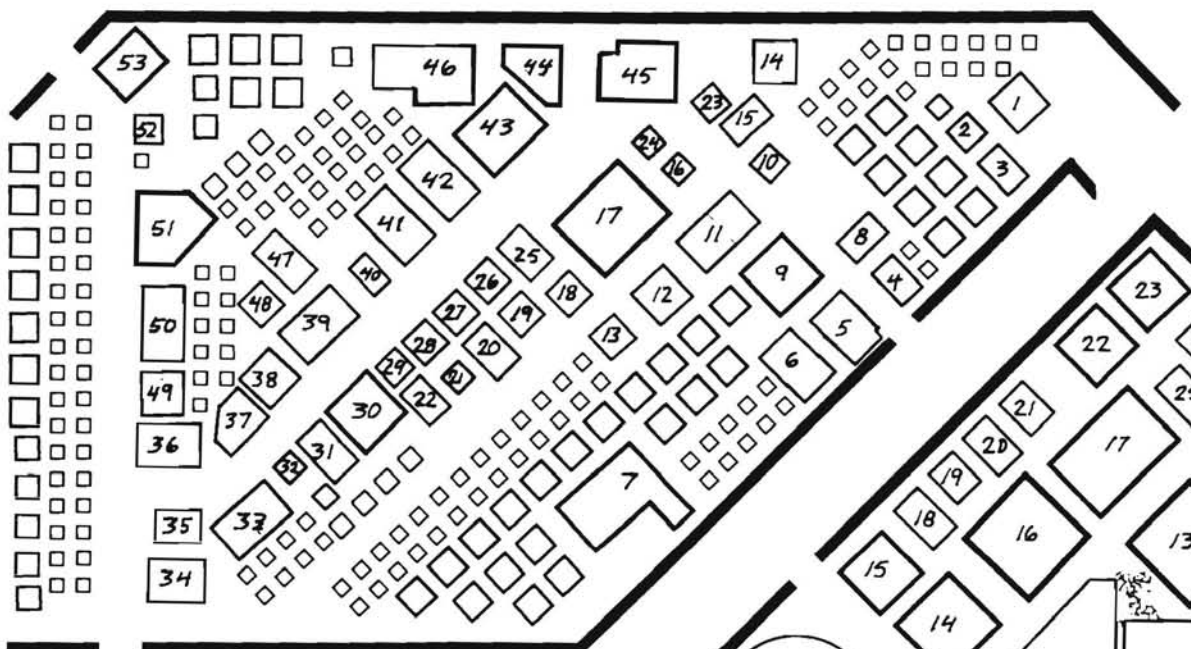
Map D

1.) **Temple of Dragonwright:** A growing temple, one that threatens Light for supremacy.
2.) **Temple of Chantico:** Popular with political and religious protestors.
3.) **Temple of Taut:** This temple dedicated to Anubis and his function as conveyer of souls.
4.) **Temple of Rurga:** Popular with some mercenaries and nobles.
5.) **Temple Park:** Powerful energies at work here. Strange things happen, people disappear . . .
6.) **Temple of Aco and the Juggernaut:** Popular with lovers and those who love the land.
7.) **Temple of the North:** Not popular, but those who follow are severely loyal.
8.) **The Inn of Light:** Those of Light not being represented by a temple in Temple Park, chose to do things this way.
9.) **High School:** For those able to stay out of the Army or trade.
10.) **Athletic Field:** For all sports. Open to public most of the time.
11.) **Sports Equipment:** Socks, pads, helmets, etc.
12.) **Public Bath House:** For those who wish a hot bath or sauna.
13.) **Baskin's Gymnasium:** Private gym.
14.) **Library of Music and Drama:** Run by the Entertainer's Guild.
15.) **Entertainer's Guild:** Actors, dancers, etc.
16.) **Velrond Theater:** Where more daring plays are pursued.
17.) **Barlan's Chariot Inn:** Named for the play that opened the theater.
18.) **Mosaic Maker:** An art student of the upper class.
19.) **Arcane:** Skilled in the art of Tarot.
20.) **Stained Glassmaker:** Mostly made for school and church.
21.) **Porcelain Maker:** Most promising rich student.
22.) **Gertie's Exotic Girls**
23.) **Aracho Asylum for the Insane**
24.) **lacquerer:** Excellent distribution of stains.
25.) **Goldsmith:** A group effort of upper classmen.
26.) **Brass Worker:** Does trim work and objects for furniture.
27.) **Sculptor:** Works in stone, metal, wood, etc.
28.) **Art Gallery:** For finished student products.
29.) **Aracho College of Fine Arts:** All of the above as well as theater, voice, dance, painting, etc.
30.) **Books of the World:** Heavily weighted towards the arts.
31.) **Art's Supply:** Artists supply shop.
32.) **Eli Zabeth, Tailor:** Handles costuming for the college as well as private clientele.
33.) **Urlongh, Astrologer:** She is very precise, but sometimes slow.
34.) **James Gannon, Surgeon:** Runs a partial practice from his home. He is an administrator of the hospital.
35.) **Will Dunn, Attorney:** handles lawsuits.
36.) **School for Vocational Studies:** Co-sponsored by Opportunity Knocks (25%) and the Merchant's Guild (75%), this school trains for business and labor.
37.) **A Man's World:** Clothes for today's man.
38.) **A Woman's World:** Clothes for a woman of style.
39.) **Golden Lion Inn:** Specializes in imported furniture, food, atmosphere, etc.
40.) **The Sultry Unicorn Tavern:** Favorite of the college crowd.
41.) **Lum's Laundry:** Biggest in town, and best too.
42.) **Kid's Corral:** Clothes for juniors.
43.) **Gallery of Current Art:** Showcase for visiting artist.
44.) **Silver Dragon Inn:** Dragon motifs abound.
45.) **Sue's Souvenir Shop:** Cheap reproductions of some artwork, and sketches of the city and people.
46.) **Stables at Hand:** Doing a thriving business.
47.) **Clarence Williams IV, Attorney:** Knowledgeable in matters of national and royal law.
48.) **Mondale's Money for Change:** Deals in all coinage even Old Kingdom.
49.) **Mary Malone, Masseuse Extraordinaire**
50.) **Fine Liquers:** Totally unique.
51.) **Archimedes, Alchemist**
52.) **Astrological Love Signs**
53.) **Glassmaker:** Wholesale for taverns and inns.
54.) **Karl Wunderlich:** Violinist supreme.
55.) **Johnson's Jewelry:** Some cheap, some fine, all gaudy.
56.) **lady Rumpula's Creations:** Coiffeur with a flair.
57.) **Architects' Society:** Loosely connected with the college, they teach mathematics.
58.) **Octagon Society:** Inn, exceptionally wierd architecture, easy to get lost in.
59.) **ydrisiol Martin, Cartographer:** Freelance drafting and map making.
60.) **Hashy Dalode, Apothecary:** Is quite free with illicit drugs among the college students and clergy. Has a fine art collection.
61.) **Exotic Creatures:** Captured animals and other weird creatures of possibly Faerie extraction, for sale and show.
62.) **The Fallible Feline:** Former campus haunt, now strictly for the Army.
63.) **Bolero Flower Shop:** Exotic flowers and ferns.
64.) **Lucius, Tailor:** Effeminite creature "saves" those who enter his shop in bad taste.
65.) **Panels, Limited:** Fine teak, mahogany, cedar, etc., panelling for walls and floors.
66.) **Credit Union:** Founded by the Army, but useable by anyone.
67.) **Perfect Confections:** A graduate of the college who molds chocolate and hard candy into works of art.
68.) **Lina's Souvenirs:** Take home a memento of your favorite sporting event.
69.) **Military Garrison:** Main garrison, but confined to the city. These men are somewhat soft.
70.) **Stables at Hand:** Main offices of a large chain.

The merchants of the consortium established businesses to cater to every whim and desire of the well to do. The consortium has also conspired not to allow their competition or other undesirables to set up shop in the area. They would also like to run the city, but are held in check by officials from Credia. The King has incorporated several of his most trusted appointees to sit on the Board of Governors.



ARACHO MAP E



ARACHO MAP D



Crime in Aracho has also become more civilized, much of it is "white collar". Barbarians and vagrants are often arrested as soon as they enter town. Prospective criminals would be wise to buy a wardrobe, practice etiquette, and approach their quarry on a fine charger. An inability to read and write would be a dead give away.

Map E

1.) **Maria's Paradise:** A better than average brothel.
2.) **Spice Shop:** Imported spices from all over the kingdom.
3.) **Blacksmith**
4.) **The Clothes Works:** Makes copies of more expensives designs.
5.) **Stables**
6.) **Grinik, Upholsterer:** Will put cloth or animal skin coverings on everything and anything.
7.) **Temple of Light Hostel:** A reasonably price rooming house offered as a service to members of the Temple of Light. It is also open to others since the Temple is always looking for converts.
8.) **Cronin Metal Cookware:** Steel pots and pans, as well as eating utensils.
9.) **Sid's Market:** A larger market that sells fresh meat, vegetables, and baked goods.
10.) **Best Butcher Shop:** Greeny the elf (always wears green) runs a well stocked shop.
11.) **Artillerist:** Produces bolts and archery equipment but the bulk of their business is in the making of catapults and siege equipment for the army.
12.) **Jon Tranch, Well Digger:** Because of his dowsing abilities (unreliable at best, but no one else knows), he does a good business.
13.) **Wood Carvings:** These are real works of art.
14.) **Elegant Glass by Mark:** A young elvin glass blower; he is more concerned about form than function. Men hate his work, but women buy it up.
15.) **Red Cobra Saloon**
16.) **The Not Pub:** Actually a meeting place for a strange group of people. Otherwise harmless, they all claim to receive messages from a spirit that calls itself "not".
17.) **Gendehl's Armoury:** A very large scale armourer. They supply weapons and equipment to all branches of the military.
18.) **Rope Supply:** Makes and sells rope wholesale and retail.
19.) **Wolfe, Perfumer:** Fine scents for men and women.
20.) **Bart and Son, Rug Makers:** Weaving dyeing, and repairing. These two insist on creating their own designs and do not import rugs.
21.) **Pantheon Mosaics:** Artisan Gidro Mirr and his young assistants produce mosaics for temples, public buildings and the homes of nobility.
22.) **Brick Layers:** 12 fast, efficient humans that used to work in the trade but decided to go into business for themselves. Very reasonable rates.
23.) **On Time Cobbler Shop:** Specializes in rush repair jobs.
24.) **Guide and Escort Service:** Preferred by the wealthy who are new to town.
25.) **Golden Shaft Tavern:** Quiet atmosphere, good food, and drinks.
26.) **Barian's Laundry:** For those who can afford it; your clothes are washed and, depending on the extent of any damage, they will repair torn clothes.
27.) **Eric, Barber:** Haircuts and shaves for men.
28.) **Sewer Workers:** A small group of ogres and their gruff human master, Black Jaw, are a busy lot. The sewers need frequent unclogging and repair.
29.) **Gorman, Coins:** The entire building is essentially a vault. Gorman specializes in portrait coinage of Old Timiro's early rulers.
30.) **The Old Market:** Meat, fish, and vegetables.
31.) **Mey's Weaving:** Produces fine linen and more common cloth. Dyes cloth to order.
32.) **Souvenirs:** More expensive items produced by local artisans.
33.) **G, Clothier:** G offers the finest clothes in town. The shop is well guarded and open by appointment only.
34.) **Tok, Mens' Outfitters:** Tailoring, fine clothes and accessories for men.
35.) **Opportunity Knocks:** An employment agency.
36.) **Flaming Pond Pub**
37.) **Steel's Market:** Fruit and Vegetables.
38.) **Bakery:** Bread and Rolls
39.) **Wholesale Market:** Sells to the smaller markets around town.
40.) **Jan, Tinker:** Jan always wanted to fix things since she was a kid. Now she mends pots and pans, carriage wheels, and just about anything else.
41.) **First, Weaponsmith:** Average armour and weapons are produced here. They always try to undercut the prices of the armoury a few doors away.
42.) **Blood 'N' Steel:** A saloon that caters to mercenaries.
43.) **Mercenary's Guild:** Meeting place and offices.
44.) **Stables**
45.) **Public Storage:** A warehouse that rents space for local, dry goods businesses, well guarded.
46.) **Crossed Swords Tavern and Dance Hall:** Definitely a party palace for the young and well to do.
47.) **S.D. Apothecary:** Many herbs are available here, including a few of the rarer varieties. Average to high prices.
48.) **S.D. Spice Shop:** A small shop owned by the son of the owner of the apothecary. Specializes in dried ground pepper (8 varieties).
49.) **Cartographer:** An old human, with clear eyes, copies old maps and also will draw finished floor plans from rough drawings. High Prices.
50.) **General Labor Slaves:** An, on demand, slave supply business. Should a slave be killed or turn up missing, the renter must pay the fair market value for a replacement.
51.) **Life of the Past Museum:** A heavily guarded stone building, housing artifacts from Timiro's history. Some items include: Ancient wall paintings (fragments/sections), pagan statues, replicas of ancient magic items, and carved stone depictions of mythical creatures.
52.) **Quick Porter:** A dozen humans haunt the better local shops to help the wealthy or travelers with their purchases during the day. At night the second shift works at the various taverns and inns.
53.) **Hurm's Stables:** A young business man, Hurm has put together a large, general rental stable. Prices are low.

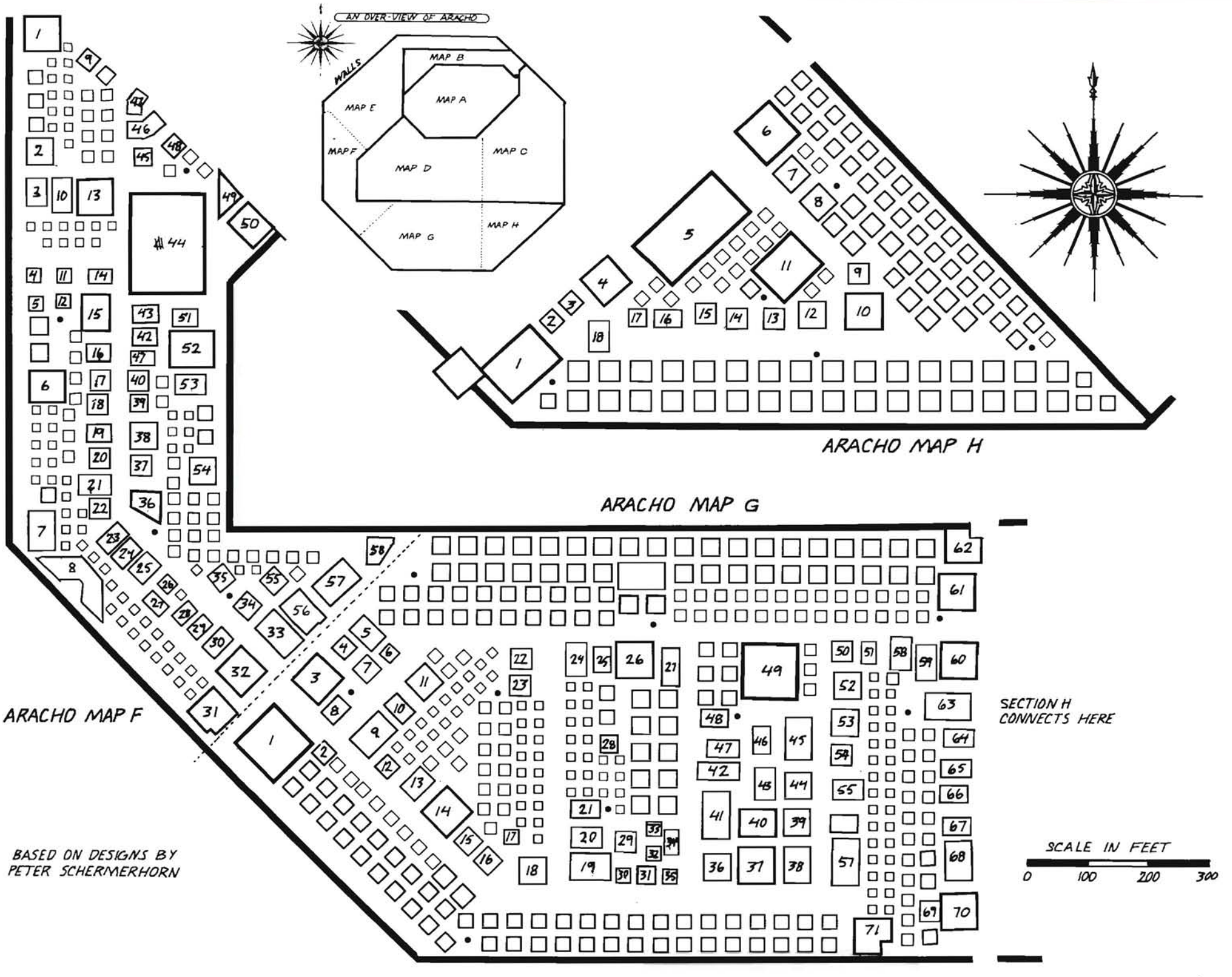
Map F

1.) **Sal's Rug Shop:** Sal doesn't make any of his own rugs but deals strictly in high priced imports.
2.) **Vanessa's Home for Traveling Women:** Supposedly a hostel for women travelers passing through town. It's really a brothel.
3.) **Lubran, Locksmith:** Makes and sells only basic locks for local residents.
4.) **J.B., Pickler:** Sells pickled and preserved food year round. Often extends his hours during the winter.
5.) **Taxidermist:** Hunters bring their animals here to have them turned into trophies. High prices.
6.) **Poultry House:** This establishment sells dressed birds and eggs.
7.) **Back Alley Saloon:** Caters to the shadier elements in town. A lot of thugs for hire pick up work here. Drinks are good but the food isn't.
8.) **Thieve's Guild:** Meeting place and offices.
9.) **Porter Service.**
10.) **Will's Pawn:** Depending on the quality of the item, Will pays up to 25% of the true value. He does not handle any precious gems.
11.) **Quality Potter:** Earthenware pots and dishes at reasonable prices.

12.) Ross Candle Shop: supplies for residential lighting and specialty candles for temples. Simple candles are 1 gold for 10 and temple candles are 2 gold each.
13.) Glowing Wick Tavern: An all night eatery that features tall drinks and exotic dancers. 4 gold cover charge.
14.) Able, Porter: Provides people for the Glowing Wick and picks up what business they can during the day. High rates.
15.) Giant Market: Fresh fruit, vegetables and meat.
16.) The Little Pawn Shop: Nothing special here for the average buyer. Marken, the shop owner, acts as a fence for stolen goods which are made available only to his select clientele.
17.) Brushes Unlimited: Personal hair bursh es and horse hair brushes. Wholesale and retail.
18.) Chests and Container: Makes wooden and metal chests of all sizes. Also produces wooden crates and boxes for businesses.
19.) Locksmith and Door
20.) Art Colony: Eight artists and craftsmen live and work in this two story building and share the rent. Patrons can come view and buy their work from their one room gallery on the first floor.
21.) Archess, Flowers: Cut seasonal blooms and whole plants are sold here. Prices are higher but special arrangements are only one gold extra.
22.) Unique Tattoo: Mythical creatures, especially dragons, are the house specialty. The complexity of the designs usually requires more than one visit (unless you want to sit for eight hours straight). Rates are by the hour.
23.) Earl's Barber Shop: One of the local barbers that will take on children. Perhaps the fact that Earl has no kids of his own helps. 2 gold a head.
24.) All Chimney: Chimney sweep who also does limited repairs.
25.) Jewelry and Pawn: Part pawn shop and part jewelry store.
26.) Not Pub: A simple pub, nothing more.
27.) Lady Anna, Matchmaker: Lady anna is a pleasantly plump, greying woman, who guarantees a suitable companion, for only 20 gold. She can locate the man or woman of your dreams within 30 days. Your money back if not satisfied.
28.) Ink Supply: Black and colored inks are available here. Also, gold and silver inks can be special ordered but must be paid for in advance.
29.) Leather Bottle Wine Shop: Only moderately priced wines are sold. Less discriminating wine drinkers are often seen sleeping on the ground nearby.
30.) Adam, Tinker: Will repair any small metal object. Also deals in metal shields at standard prices.
31.) General Stables: 12 riding horses available; room to stable six more.
32.) Pilgrim Inn: A low priced inn, comfortable rooms.
33.) Laborer's Union: Promotes higher wages for dues paying members. Also receives reports of worker abuse and refers them to the authorities. They've been very successful in the latter. The building contains a meeting hall and offices.
34.) Tobacco Shop: Imported smoking tobacco exclusively.
35.) Paper Merchants: Expensive, hand made papers for scribes and artists.
36.) City Nights: A social club for fashionable women only. The latest gossip and lots of backbiting.
37.) Trophy Design: An elf artisan and his human associate make silver and gold trophies for sporting events. Very high priced.
38.) Market: Fruits and vegetables.
39.) Cobbler: Simple repairs only.
40.) Apothecary
41.) Original Scents: The shop owner combines common perfume oils from flowers and oils from other plants into one of a kind perfumes. Premium prices.
42.) Coin Collector: Old, out of circulation coins and special issue medallions are available here. Stone building, under 24 hour guard.
43.) Town Bakery: Breads and rolls. Also sells cakes and pastries.
44.) Flea Market: One of the largest flea markets in the area. Vendors set up tents on the grounds and sell their wares. Clothes and shoes are the most common items available. Other things one might find are books, dishes, furniture, cheap jewelry, cups and small containers, cloth material, old, inexpensive carvings, etc. Tents can also be rented from the flea market owners.
45.) Arron, Detective Agency: For 100 gold per day plus expenses, Mr. Arron will locate missing persons, investigate crimes, etc. The local authorities know he is a scrupulous man, but still watch him with suspicion. He prefers to work alone and has few friends.
46.) Ed's Pawn: A scrupulous elf who operates one of the larger shops in town. Passes leads to Arron's Agency.
47.) Wooden Toy Shop
48.) Karn the Dentist: Extracts teeth for 3 gold each. Available to do blood letting - 2 gold.
49.) Tax Record Service: Keeps books for some of the area merchants.
50.) Market Stables: A large stable that services the flea market vendors and customers.
51.) Musicians For Hire: Four minstrels play parties and special events. They sometimes tutor aspiring youngsters. Rates vary, but are usually on the low side.
52.) Youth Hostel: Available to young men and women from out of town. Many of them are here looking for work and stay at the hostel because it is one of the least expensive places available.
53.) Rug Shop: Sells work by locals only. Very low prices. Lower quality.
54.) Brother's Wagon Rental: smaller wagons rented by the hour (24 hour rental maximum). Average rates.
55.) Jerik's Pawn: Jerik's is just your run of the mill pawn shop. His real money comes from taking bets on sporting events and other, important local events.
56.) Al's Saloon: Al only serves beer and ale. Also has a small game room.
57.) G, Clothier: This is their warehouse and sewing shop.
58.) General Stables: A dozen stalls available. Fair prices.

Map G

1.) Sign of the Times Inn: A "hip" place that caters to the latest fad and makes a big deal out of the smallest of changes in the status quo.
2.) Dewey's Porters: Good old boys (and orcs) that take anything where it needs to be - for a price.
3.) Splash Tavern: Features a large pool of water (a sign of its opulence?) with several varieties of nasty critters inside. Best not get too drunk here . . .
4.) Steiger's Pawn: High turnover, quick profit.
5.) Eddie's Rental Equipment: Anything, that's essential to everyday living and non-consumable is rented here.
6.) Notary Public: Little old lady with a stamp clamped in her hand. She stamps anything, angrily, and without looking at it.
7.) Zane's Barber Shop: Makes their own shaving cream and sells it.
8.) Souvenir Shop: For those wishing to buy items

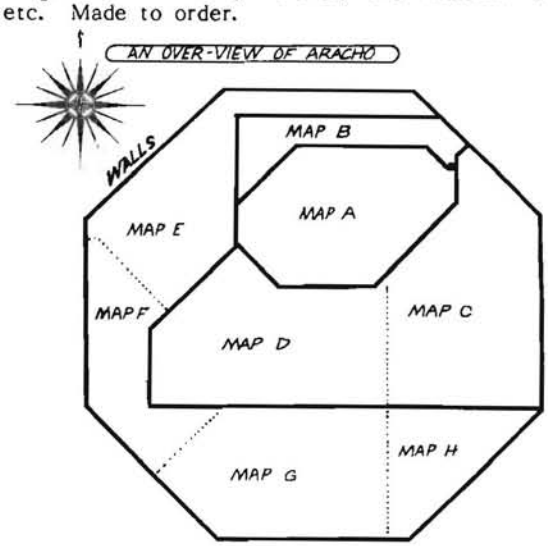

AN OVER-VIEW OF ARACHO
WALLS
MAP A
MAP B
MAP C
MAP D
MAP E
MAP F
MAP G
MAP H
ARACHO MAP H
ARACHO MAP G
ARACHO MAP F
SECTION H
CONNECTS HERE
BASED ON DESIGNS BY
PETER SCHERMERHORN
SCALE IN FEET
0
100
200
300

to remember Aracho by.

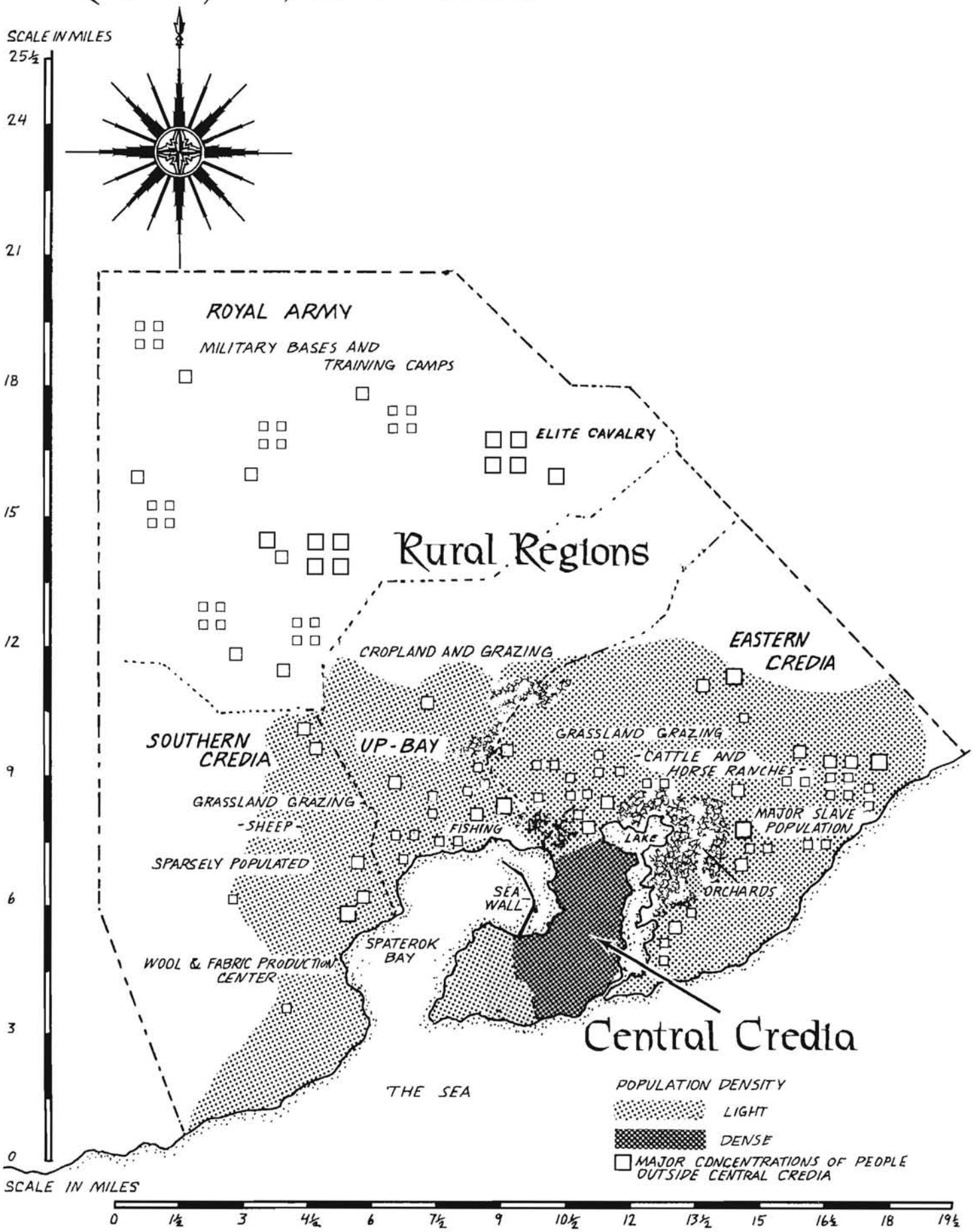
9.) **Lamplighter Inn:** Dining area lit by lamps. Great salads.
10.) **Wilmar's Books:** Books of a religious and instructional nature.
11.) **Chests 'N' Boxes:** Some with magic wards intact.
12.) **Spice of Life:** Spices for everyday cooking.
13.) **Larwhon's Slave Market:** Debt slaves only.
14.) **Norman, Tooler:** Hand tools sold and repaired.
15.) **Henry Graham, Lantern Maker:** For coaches.
16.) **Cobra Ropes:** Motto "Our ropes are a charm".
17.) **Spectrum Dyes:** Almost every color combination.
18.) **Splendid Weave:** Rumors of gossamer strands in with wool and cotton, to make magical cloth.
19.) **Temple of Light Hostel:** This is primarily a soup kitchen.
20.) **Prophet's Pawn:** Old man from Byzantium prattles on.
21.) **Luger Funeral Home:** And crematorium. The beloveds' ashes are given to the mourners.
22.) **Meg Kenny, Baker:** Dwarven baker specializes in meat pies and cakes.
23.) **Snow White, Chitterlings:** A specialty of the shop. Mostly deal in pork.
24.) **Opportunity Knocks:** A branch. People here are desperate for work.
25.) **Street Cleaners:** A long hard day awaits those fellows.
26.) **Stables at Hand:** Geared to the everday customer.
27.) **Lorne Greene, Wheelwright:** Repairs coaches, exports some work.
28.) **Ice Maker:** Makes ice chemically.
29.) **Lynn's Brothel**
30.) **Chimney Sweeps:** Young boys just this side of slavery.
31.) **Larry Lawrence, Pickler:** Pickles anything you've got.
32.) **Animals A-Plenty - Taxidermist** who does people, too.
33.) **Sid Poulet, Cooper:** Barrels for the pickler and others.
34.) **The Guiding Light:** Religious and insence candles.
35.) **Goblin Cobbler:** Just that, an ornery little cuss.
36.) **Etta's Market:** Fresh produce.
37.) **Elston's Clothes:** For everybody, even non-humans.
38.) **Corey's Hardware:** Everything for building, maintenance, etc.
39.) **Paper Goods:** From scroll and book paper to toilet paper.
40.) **Horn O' Plenty Market:** Nuts, processed foods.
41.) **Family Fun Flea Market:** Knickknacks, second hand items, and buried treasures.
42.) **Jack's Meat Mart:** Red meats of all kinds.
43.) **Bob's Lumber Mart:** and wood products.
44.) **Sam's Vegetables:** More fruits and vegetables.
45.) **Lincoln Clothier:** For everyone's casual taste.
46.) **Nale's Beds:** Down filled and wool-stuffed.
47.) **Cadger Slave Market:** Deals exclusively in orcs.
48.) **Wagon Wheel Wine Shop:** Decent domestic wines.
49.) **Elementary School:** Where discipline is a problem.
50.) **Lyndon's Barber School:** Apprentice barbers do the cutting.
51.) **Assessor:** Of taxes, properties, estates, etc.
52.) **Woedeo Laundry:** Great place to pick up gossip.
53.) **Mark Dill, Locksmith:** Has a cousin in "the business".
54.) **Wall Repairs:** Just that, and original wall building as well.
55.) **Robert Culligan:** Can fix or replace any faulty pipework.
56.) **Dainty Linen Shop:** Handkerchiefs, towels, and raw material.
57.) **The Gilded Moustache:** Bjom, the proprietor of this dubiously respectable tavern has a yellow moustache but dark hair.
58.) **Hank Williams, Butcher:** Local cut-to-order meat counter.
59.) **Mortar and Pestle Apothecary:** Popular and effective drugs.
60.) **The Amorous Armadillo:** Place has a laid-back atmosphere.
61.) **Coachmen's Union:** Taxi drivers and private hacks both belong.
62.) **Stables at Hand:** This one has an awning.
63.) **Travellers' Inn:** Always attracts a lot transients.
64.) **Morton, Brushes and Combs:** Wholesale only.
65.) **Millions of Millinery:** Ladies hats to choke a demon.
66.) **Seamstress' Shop:** A crew of five run their own textile house.
67.) **Taxi Service:** 7 hacks. Only for the city.
68.) **Fair Times Inn**
69.) **Guides For Hire:** A set price gets a guided tour. A little extra gets out-of-the way places.
70.) **Rolf's Outfitter:** To prepare for long, arduous journeys.
71.) **Stables at Hand:** Manure sold to farmers.

Map H

1.) **Larsen's Inn:** Run by old Nurl Larsen and his three sons. Cheap but clean.
2.) **Nochman, Tinker:** Copperware is his specialty.
3.) **Signmaker:** Signs on anything that can be carved or painted.
4.) **Hattie's Market:** General grocery for the area.
5.) **Military Garrison:** Backup garrison for the main. This group routinely patrols the Aracho area.
6.) **Temple of Light Hostel:** This one has a band.
7.) **John Green, Lantern Maker:** Bullseye and ornamental lanterns.
8.) **Max Mitch, Cobbler:** Work shoes and utility belts.
9.) **Rich Sherman, Potter:** Clay flower pots and other cheap earthenware.
10.) **Harbord's Stables:** Miserable nags and poor equipment.
11.) **Nick's Lounge:** A truly sleazy place. Nothing especially wrong, but a light spell wouldn't hurt while eating.
12.) **Merle Jaques, Cooper:** Barrels and crates for industrial use.
13.) **Harvey Pectin, Candlemaker:** Straight candles that drip, no frills.
14.) **Sam's Bakery:** Bread and doughnuts.
15.) **Millie's Millinery:** Womens and mens hats of all ranges.
16.) **Ropemaker:** Specializing in extra-large coils.
17.) **Pots of Puck:** Glazed pottery of supposed artistic value.
18.) **Flagmaker:** Banners, heralds, the national flag, etc. Made to order.



CREDIA: An Overview



CREDIA: THE CAPITAL CITY

Population:	Central Credia	118,000
	Rural Credia	30,000
	Military	10,000
	Non-human Slaves	12,000
	TOTAL:	170,000

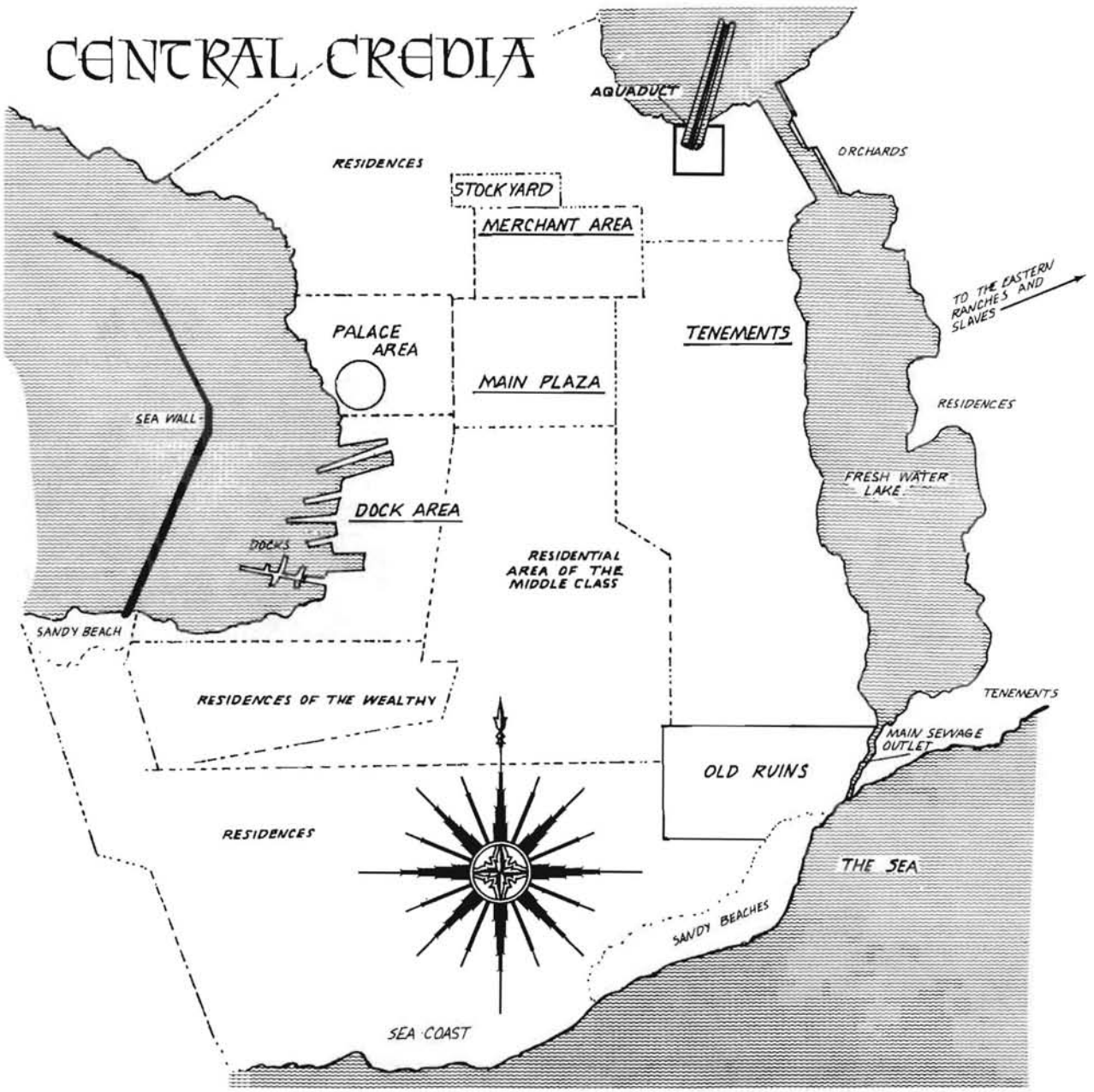
Credia is the jewel of the Timiro Kingdom being the largest and most cosmopolitan of all her cities. Two thirds of the population is clustered in Central Credia, a cramped, bustling section approximately a mile and a half wide by 3 miles long. Within its walls are the Timiro Kingdom's Rulers, political movers, nobility, merchants, rich and impoverished alike. Countless guild halls, shops, temples, inns, residences and tenements all rise from the earth four and five stories tall; alive with the multitude that live and work here. A modern city, it is adorned with many fountains and wells nurtured by the aqueducts and kept unsoiled via the sewage canal system.

Eastern Credia is a sprawling section of the city with rich orchards, residences, shops and huge cattle ranches. It is near the orchards and ranches that the majority of non-human slaves are put to work.

Up-Bay is the fishermans' community of the city with hundreds of small fish vessels and residences dotting the coastline. Farther north, Up-Bay Credia, turns into a thinly populated rural region of grazing and cropland.

Southern Credia actually southwest, is a vast grassland populated by sheep herders. Along the coast is the center of wool and fabric production. A variety of silks and other fabrics are imported from the Western Empire and the Land of the South Wind for greater variety in their products. A fairly large number of non-human slaves, about one eighth, are also forced to work in the mills and weaving shops.

The Royal Army of Timiro is found to the North with at least 10,000 soldiers present at any given time and facilities to maintain a force four times that number. Foot soldiers, the light cavalry and the elite cavalry (the Sentinels) all have major bases and training camps here.

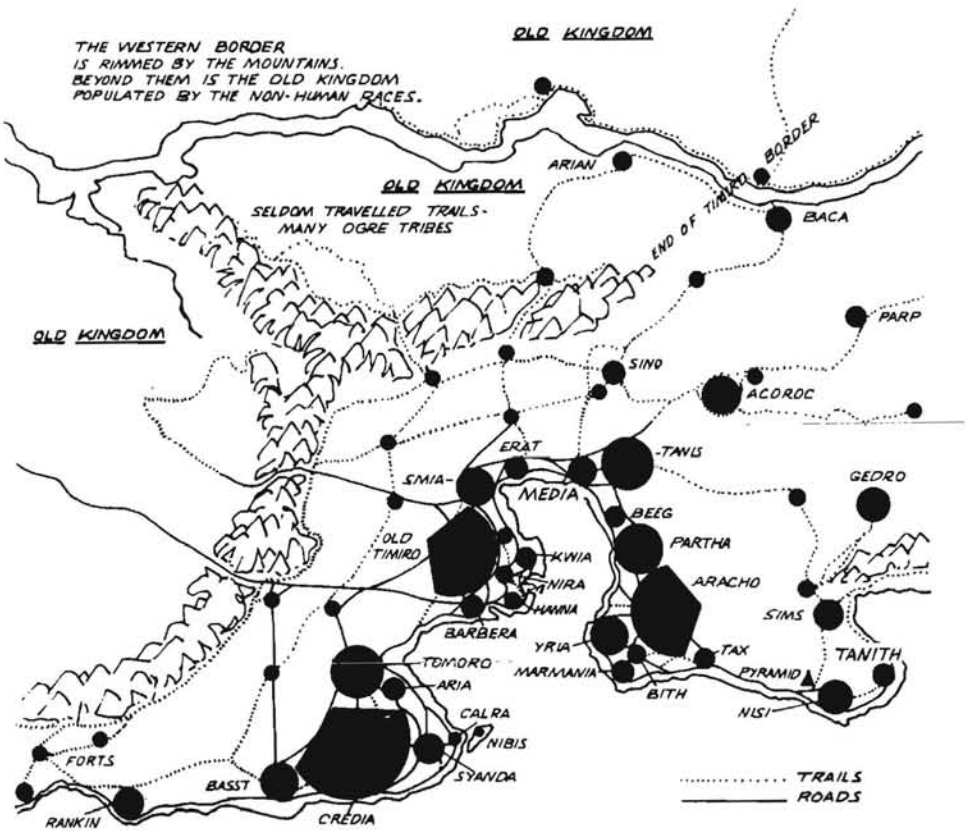


Guilds

There is a Guild Council that "suggests" a candidate for the King to appoint as Mayor of Credia.

The Merchant Guilds are extremely powerful. They include:

The Physicians Guild
The Alchemists Guild
The Guild of Scribes
The Seaman's Guild
The Shipbuilder's Guild
The Mapmaker's Guild
The Guild of Artisans
The Glassmaker's Guild
The Tailor's Guild
The Goldsmith's Guild
The Silversmith's Guild
The Gem Cutter's Guild
The Tinsmith's Guild
The Guild of Blacksmith's
The Inn Keeper's Guild
The Peddler's Guild
The Leathersmith's Guild
The Potter's Guild
The Butcher's Guild
The Baker's Guild
The Brewer's Guild
The Spice Guild
The Dyer's Guild
The Weaver's Guild
The Bootsmith's Guild
The Barber's Guild
The Bathhouse Guild
The Locksmith's Guild
The Armourer's Guild
The Coppersmith's Guild
The Clockmaker's Guild
The Grinder's Guild
The Stonemason's Guild
The Carpenter's Guild
The Plumber's Guild
The Wagonwright's Guild
The Cooper's Guild
The Fisherman's Guild
The Oil Guild
The Vintner's Guild
The Performer's Guild



Merchant Area (See Central Credia Map)

Stockyards: This is where all livestock to be bought or sold in Credia are brought. Because of taxes on the sale of all live animals it is a crime to sell ANY four-legged animal anywhere else. Therefore, this area contains all the exotic animal dealers as well as dealers in conventional transport and meat animals.

There are two auction areas. The main auction place is a huge theater where all horse, cattle and sheep public sales are held. Another, smaller, area handles matters of less interest and any overflow. Sellers may have to wait up to a week to get an animal to the auction block. Auction is where the best prices are available but private dealers will purchase almost anything at a discount.

Farmer's Market: A circular area with hundreds of stalls filled with farmers and merchants selling produce, meat, live poultry, etc. Here is where everyone comes for bargains and volume purchases of food.

Auction Hall: A public building operated by the Guild Council of Credia. Auctions range from private sales to royal sales (usually property seized for taxes). There is a single large auditorium with continuous bidding from sunrise to sunset. Merchandise is brought in the west door and leaves with purchasers by the east door.

Slave Market: There are two kinds of slaves. Orcs are used for farm and mine labor. Prisoners and debtors are sold as "contract" slaves, to be imprisoned for anywhere from one to thirty years. Non-orcs can end up as servants, guild laborers or galley slaves, depending on their strength and skills.

Merchant College: This serves as a school for all children of Guild members. Very young children are taught the basic skills of reading and writing. There are special buildings dedicated to education in metal craft, geography and trade, economics and money exchange, etc. Eventually the students will be apprenticed out to guild masters although they will continue taking occasional classes at the college. Most other children are taught (if they're taught at all!) by scribes or private tutors.

Aqueduct and Waterworks: Credia's fresh water comes into the city on a series of aqueducts. It is then pumped into underground pipes through to several public and private fountains throughout the city. Fresh water carriers have a regular business of transporting the water from fountains to the holding tanks that all large buildings have. The wagons of these water carriers are a constant source of congestion in the city streets.

Sewage lines also run under the city. They are kept in motion by sea water that's pumped in at the harbor. This system is a real labyrinth and is only partly mapped by the city engineers. They are continually digging up some part of the city to unblock clogs in the system. These clogs happen continuously due to either obstructions or a falling away of the walls from age and decay. Because of the sewage smell and the prevailing winds most people prefer living west in the city.

Tenement Area

This is a mass of crowded tenement buildings. The buildings are mostly broken-down. The entire area is a haven for criminals, escaped slaves or prisoners, outlawed cults etc..

Finding people or places in the tenements is a job for a professional. Not only is the entire area a maze but people often change their residence. The buildings are often taken down and assembled elsewhere just to keep confusing the rent-collectors.

Because the main sewage line goes right through this section and the prevailing winds keep the smells here, it's not exactly a desirable area for living. The most prosperous or powerful denizens live near one of the two fountains. The further south, the worse the smell and the longer the walk for drinkable water.

Random Inhabitants of the Buildings: (Roll Percentile dice)

01-15 Residence of a poor worker and his family.
(Roll again to determine exact occupation)
- 01-20 Guild Employee
- 21-30 Dock Worker
- 31-40 Sailor's Family
- 41-50 Restaurant or Grocery Worker
- 51-60 Tavern Worker
- 61-70 City Street Sweeper
- 71-80 Poor Apprentice
- 81-90 Seasonal Farm Laborer
- 91-00 Unemployed

16-25 Shop of outlawed Guild member
(roll again todetermine specific guild)
- 01-05 Physician
- 06-10 Tailor
- 11-15 Scribe
- 16-20 Weaver
- 21-25 Blacksmith
- 26-30 Barber
- 31-35 Potter
- 36-40 Locksmith
- 41-45 Coppersmith
- 46-50 Brewer or Distiller
- 51-65 Alchemist
- 66-70 Glassmaker
- 71-75 Cobbler
- 76-80 Butcher
- 81-85 Artisan
- 86-90 Baker
- 91-95 Fletcher
- 96-00 Armourer

26-50 Grocery and Water Shop
51-65 Gang or Outlaw Clubhouse
66-71 Escaped Orc Hideout
72-00 Slums with wall-to-wall people

Notable Citizens of the Tenements:

Walrue the Assassin: Walrue is the single most wanted criminal and feared assassin in Timiro. He or she (nobody knows) is reputed to have a thousand faces and is considered by the court to be a hated changeling. It will cost 500 gold just to be seen by Walrue (you'll never see Walrue, Walrue sees you).

The Cult of Yin-Sloth the Terrible has a strong following among the escaped slaves. It's rumored that their temple's location is magically hidden in the vile south end.

Ixtembloth the Alchemist: Outlawed by the Alchemical Guild, this maverick persists in selling vile poisons and potions in hidden places in the tenements.

Voluana the Witch (11th level) has her own personal devil and will do business with anyone rich enough to afford her or desperate enough to submit to her "bargains".

Traskelin the Summoner (12th level) is always looking for apprentices. You see, he's always willing to teach powerful, experimental circles. That's because his apprentices get to use the circles before anyone else. About 95% of his students die, the rest become extremely powerful. There is a price of 15,000 gold on his head for anyone foolish enough to want to kill him.

Credia City Walls: No longer the boundaries of the city (there are lots of houses and shops outside the walls); they still control the traffic moving into and out of the city. Both gates are heavily guarded with sentries on the ground as well as patrolling the wall tops. ALL armed parties, merchants' parties and otherwise noticeable people will be stopped, questioned, sometimes searched, and detained if deemed suspicious. Obvious peasants, unarmed (dagger or staff only) men and women on foot, and children will be ignored.

The Ruins: Far to the southeast, at the main sewage outlet, there are a number of old ruins. Ancient temples and cemetaries, all falling in with disuse and lack of repair, dominate the scene. Because it was the burning place for the plague victims it is still avoided by all but the most desperate criminals.

Hidden Treasures

Throughout the city of Credia, in ancient crypts, under crumbling stone statues, behind secret passages or sometimes even right out in plain view, there are treasures from other times. To be sure there are also a few perils. But what's the small chance of catching the Red Death compared to a life of wealth and leisure? And maybe that rusty old urn is really holding . . .

The Hidden Demon Lords of Credia

Aprek-Nar
Alignment: Diabolic
Size: 65ft tall
A.R.: 14
Hit Points: 380
Number of Attacks: "Shout" does 1-6 on everyone within 500 ft. 5-30 damage from stomping, 3-18 damage from striking.
Bonuses: +5 to damage, +1 to strike, +6 on all saving throws.
No Magic or Psionics
Description: A huge hairy subhuman figure with low intelligence.

Rebob
Alignment: Aberrant
Size: 6ft tall
A.R.: 12
Hit Points: 210
Number of Attacks: 2 claws doing 2-12 damage each.
Bonuses: +8 to damage, +4 to strike, +8 on all saving throws.
Psionics: all level one and two abilities, I.S.P. 155, 7th level proficiency.
Magic Abilities: 12th level Warlock, all Fire Elemental Spells.
Natural Abilities: Nightvision, invisibility, flight 40mph, impervious to fire and cold (no damage), dimensional teleport (85%).
Clerical Abilities: None
Description: Rebob is a leathery winged demon. Always dresses in black formal wear with white ruffled shirt.

Grombeer
Alignment: Diabolic
Size: 30ft tall
A.R.: 12
Hit Points: 340
Number of Attacks: 2 grabs doing 6-36 damage.
Psionics: None
Magic Abilities: All Earth Elemental Spells, 10th level Warlock.
Natural Abilities: Invulnerable to Magic
Clerical Abilities: None
Description: Looks like a malformed earth elemental.

Lemerhop
Alignment: Miscreant
Size: 30ft in diameter
A.R.: 18
Hit Points: 260
Number of Attacks: 2-12 damage on anyone engulfed in his foggy essence. Maximum Range: 30ft. diameter.
Magical Abilities: Control of ALL Undead Creatures.
Natural Abilities: Invulnerable to any physical attacks.
Description: Lemerhop looks like a greenish fog with tiny flickering lights.

Wsitrab
Alignment: Diabolic
Size: 25ft tall
A.R.: 8
Hit Points: 780
Number of Attacks: Out of water he only gets one attack doing 3-18; in the water he can attack anyone within 30ft, having 4 attacks per melee, doing per melee, 4-24 damage each.
Complete control of Water Spells and Water Elementals Full Regeneration.
Description: Wsitrab is an enormous squid-like creature with a single eye and a single tentacle. Will always try to get to deep water.

Somewhere in Credia a Vampire is awaiting rescue . . .

Drusila
A.R.: 12
Hit Points: 96
4th level Mind Mage with 85 I.S.P., 4th level Warlock, 4th level Summoner, 5th level Assassin, other abilities standard for Vampires.

Drusila, buried with a wooden stake through his hear, has been hidden a long, long, time. So long that the wood of the stake has dissolved and Drusila lies waiting for anyone who will open his tomb. Since the tomb must be opened from the outside, he waits before pushing open the stone block that seals his crypt. It will take him 8 rounds to open it when he starts. Once freed he will attack the first young, healthy, person he sees. Ripping open their coverings and skin of the chest he will drink deep (3-18 damage) and then flee!

Drusila's tomb is a small room with 12 crypts along the north wall. Other than Drusila's own coffin there is also a coffin containing a suit of magical armour.

The Crypt of Rodonal

A coffin encrusted with 23 pounds of jems! Rodonal's burial site was a secret ages ago. It also contains the corpse of Rodonal along with his armour, sword and dagger (no magic but very valuable antiques).

Who knows where in Credia is **The Horde of Vemsder**

Vemsder was a miserly merchant with a penchant for evicting elderly tenants. He and his entire family were burned in their house by an angry mob after a particularly heartless eviction of an old blind woman and her crippled son. His treasure (estimated at from 500,000 to 8,000,000 gold) was never found.

Antipator's Chapel

This hidden underground room has three beautiful stained glass windows with light magically streaming through them. The center one shows Antipator as a heavenly figure, the right is a bishop of Antipator, and the left is a palladin of Antipator. There is an altar designed for human sacrifice and laying over it are the white robes and cap of a bishop of Antipator, touching this robe will summon Antipator.

Before the fall of the old dynasty, before the worship of the gods of light, there was a powerful sect based on the worship of Antipator. Antipator, once a deity and Devil Lord has fallen among the Beasts (Greater Devils). He has retained several powers and artifacts and awaits someone who will revive his sect. He will anoint either a bishop or palladin provided that a human sacrifice is provided. If the players refuse to comply he will banish them from his chapel, placing a curse of ill luck upon the apparent leader and any clergy. If the characters do not leave or return without agreeing to be one of his chosen, he will place a pox curse on that person(s). If they persist he will destroy them all. NOTE: Devil or Demon lore as well as ancient Credia history speak of this foul devil and his sect. Antipator is trapped in his chapel until a bishop is found and sufficent worshipers reestablish his sect.

Antipator
Alignment: Aberrant (evil)
Size: 7ft tall
A.R.: 14
Hit Points: 343
Number of Attacks: 3 claws doing 3-18 each, or by weapon, by magic or by psionics.
Psionics: all levels, I.S.P. 130, 10th level proficiency.
Magic Abilities: All spell magic, levels 1-5 at 6th level proficiency.
Natural Abilities: Nightvision 120 feet, fire and cold resistant, teleport 98%, bio-regeneration (3-18), knows all languages, I.Q. 22, M.E. 24.
Clerical Abilities: Turn 100-200 dead 80%, exorcism 60%, curse 50%, remove curse 80%, healing touch (3-18), resurrection 40%, dimensional teleport 85%, summon minions (1-3 Beasts) 98%, First Beasts summoned will always be his attendants **Altophena, Milenda,** and **Wolendia** who will appear as gorgeous blond women, lightly armoured and armed with two-handed, double-sided axes (+3 to hit/3-18 damage/4 attacks per melee.)
Description: Handsome, blond, blue-eyed, elf with sharp, pointed teeth and horns, tail, cloven hooves and innocent look.

Antipator's Staff of Power
Does 4-24 damage, +3 to hit, 10% chance of paralyzation. Automatically intimidates any evil creature with less than 120 hit points.

Eye of Antipator
When opened can be commanded to do any one Earth Elemental Magic Spell a day.

Holy Armour of Antipator
Anyone wearing this armour will perform with the skills of a first level Palladin of Antipator. In addition, the armour is self-regenerating (3-18S.D.C./round), has an A.R. of 18 and an S.D.C. of 343.

Plague of Manaqua

Although diseases of normal origin can be quite devastating it is fortunate that nearly all of them can be cured with the help of a competent healer. Another matter altogether are diseases created by sorcery. Most feared among the magical diseases is the Curse of Manaqua (also called the Mad Plague or the Red Death).

Starting in 1289 YL, whole nations of the Palladium world were stricken by this hideous blight, said to have been created by a powerful summoner named Manaqua. He is also said to be the creator of the Cattle-Crust, a deadly disease that affects horses, cows and other barnyard animals. In his day this animal disease may have saved the Empire from being overrun by an Ophid Horde.

Initial exposure to the disease comes from touching another victim, a contaminated object, or by the intake of food or water that has been touched by other victims. After exposure the victim shows no signs for up to three days. Unfortunately, the disease can be spread after the first three hours.

The first outward sign of infection is the beginning of erratic behavior. This starts with a compulsive nervousness where the victim feels the urge to start walking or running somewhere else.

Full mental breakdown will consist of one of the following conditions:

01-20 Acute Paranoia: Victim will attempt to avoid anyone; everyone and everything becomes a threat. Even the victims best friend must be kept out of weapon reach. The victim will try to find a good hiding place.

21-50 Semi-functional Aggression: At any provocation, insults, frustration, or denial,the victim will go berserk and attack anyone around. Takes 3-18 melees to regain composure.

51-60 Mindless Aggression: Simply attacks and kills anything moving.

61-80 Hidden Aggression: The disease at its most dangerous. This victim appears normal, but is intent on killing all enemies (everyone!) by secret means. Will wait until alone or will attempt to arrange for poison or "accidents".

81-00 Directly moves into the next phase of the disease, catatonia.

Sometime during the next two days small bloody sores will appear on the face and hands. This will be followed in 2-12 days by open wounds in the throat and lungs. The victim will have trouble breathing and will have 30% chance of dying. No 100% reliable cure is known. However, a circle of healing may prevent death and has a meager 8% chance of curing the disease. A circle of wonder has a 56% chance of curing the disease. If the circle is unsuccessful it can be repeated but is 6% less likely to be successful each successive try.

CREDIA

(The Capital City)

Palace Area

The Palace Area is one of the newer and more respectable areas of Credia. It is devoted largely to the needs of the Royal Government along with the various military units.

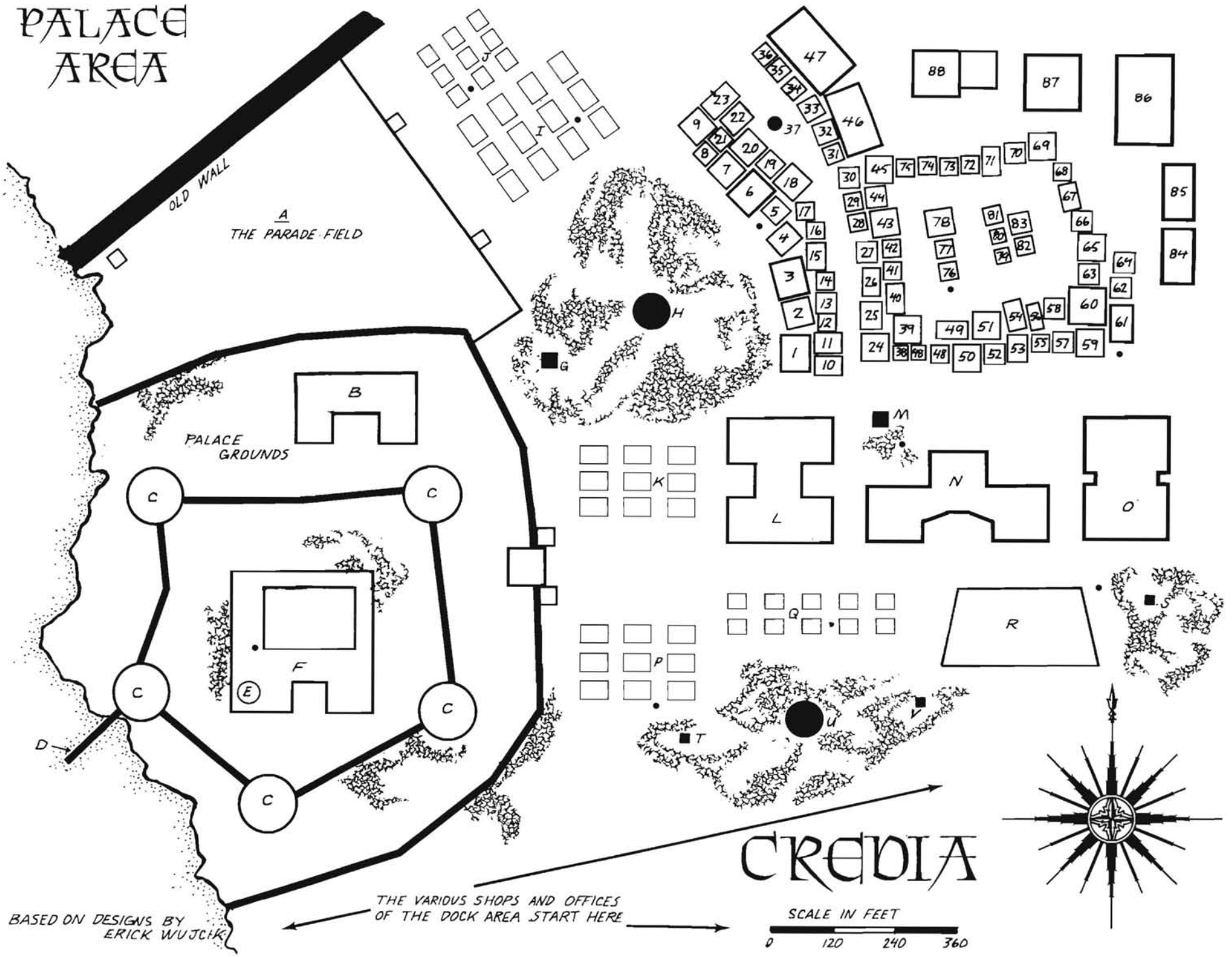
A. Parade Grounds: fenced off and guarded.
B. Main Armoury & Royal Swordsmith.
C. Old Castle Walls: also houses the Imperial Guard
D. The Royal Docking Area: Whenever the King is in residence there will always be a major warship and the King's yacht.
E. Observation Tower: Overlooks the entire city, manned by guards and firewatchers..
F. Royal Palace

Infantry Park

G. Statue of Queen Steffay the Great
H. Fountain with Sleeping Dragon and Mermaids
I. Barracks of the King's First Archers
J. Archer's Armoury and Stonehouse.
K. Barracks of the King's First Imperial Guards
L. Royal School of Mind Mages
M. Statue of Belgerphon the Great (on horseback)
N. Royal Temple of Ra
O. Office of the Royal Tax Collector
P. Barracks of the King's Royal Elite Guard
Q. Barracks of the King's Royal Pike Infantry
R. Royal Guest Palace
S. Parade Park: Statue of Unknown Pikeman fighting two armed Orcs.

Battery Park

T. Ancient Statue of Gregory the Just
U. Duck Fountain
V. Statue of King Jephon the First
1. Altan's Swords and Blades: A skilled dwarven smith who charges 3 times the going rate. Makes only full bladed weapons (swords, knives, daggers).
2. Guild Hall of the Silversmith's
3. Timarcus the Wizard
4. Luminius the Spell Storer: This is a specialist in the creation of magical items that can store spells. He caters to wizards only. The Wizard casts the spells and Luminius will store the spell in a scroll, book, wand, ring or other object. The spell is permanent but must be recharged after every use. Prices range from 600-8,000 gold. A Guild Alchemist.
5. Haventhal's Golden Arms: Haventhal is a Guild Alchemist who specializes in the construction of magical weapons. He works with his next door neighbor, Ignatius.
6. Ignatius the Guild Armourer: Specializes in bladed weapons and prefers to work only with fine swords.
7. Vespacian's Guild Leathersmith Shop
8. Office of the Water Carrier's Union
9. Yist's Tavern and Accommodations
10. Officer's Club of the Royal Archers
11. Ciskero's Dental Office
12. Phillip's Saddlery Shop
13. Gaius Kraken's Private Residence
14. Gaius Kraken's Potions of Renown: A Guild Alchemist who specializes in high priced and rare potions.
15. Private Residence
16. Mazili, a Guild Sculptor
17. Ior's Tavern
18. Guild Hall of the Bootsmith's and Cobblers
19. Prother the Money Lender
20. Empty Shop
21. Birun's Tavern
22. Agastis the Diabolist
23. Actin the Guild Coppersmith
24. Private Residence
25. Guild Hall of the Cooper's (barrel makers)
26. Istanbu's Visionary Volumes: A Guild Alchemist who specializes in magical books. Will examine magically bound books at a discount.
27. Arola the Chimney Sweep
28. Private Club of the Royal Mind Mages
29. Otto the Guild Barber
30. Honorius the Guild Cooper
31. Guild Hall of the Potters
32. Solamius the Physician
33. Urtran the Guild Goldsmith
34. Luthendal the Cobbler
35. Kring's Used Tool Shop
36. Archer's Enlisted Men's Club
37. Public Fountain with nymph statue
38. Barding and Horse Armour
39. Myser's Armament Factory: This sweat shop is staffed with a variety of slaves; four kobolds


PALACE AREA
OLD WALL
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CREDIA
THE VARIOUS SHOPS AND OFFICES OF THE DOCK AREA START HERE
SCALE IN FEET
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120
240
360
BASED ON DESIGNS BY ERICK WUJCIK

and many orcs. Myser sells only to Royal Unit Commanders.

40. Empty
41. Private Residence
42. Ruck's Groceries
43. Private Library of Lisanthinias: A retired cavalry officer who buys and sells exotic books.
44. Krell's Dyes: A dyer of cloth.
45. Peddler's Residence
46. Bostle's Restaurant: Specializes in Western Empire cuisine.
47. Palace Hotel
48. Private Residence
49. Guild Hall of the Glass Makers and Glaziers
50. Tor's Liquor Tavern
51. Guild Alchemist Alixi
52. Riltam's Tavern
53. Private Residence
54. Royal Square Grocery
55. Calle's Tavern
56. Empty
57. Union Horse Feed Store
58. Wolgor the Veterinary
59. Coria: Consultant on Mining and Excavation
60. Lym's Restaurant
61. Loch-Nan-Til's Academy and Library: A series of four medium sized rooms filled with books and strange artifacts related to Diabolists.
62. Nestor, a Guild Fletcher
63. Epellian, a Guild Armourer specializes in leather armour.
64. hamis, a Guild Armourer mostly dealing in used armour of all kinds.
65. Gambar, a Guild Armourer specializing in custom made scale armour.
66. Vorgan's Tavern
67. Empty
68. Ahrway, a Guild Scribe
69. Nesvan's Guild Tailor Shop, specializing in dress uniforms.
70. Quol's Grocery
71. Private Residence
72. Empty
73. Uorm's Bathhouse
74. Shelbina the Witch
75. Birken, a Guild Tinsmith
76. Genseor's Restaurant
77. Private Residence
78. Choballas the Fortune Teller
79. Aggripionas the Diabolist
80. Carsin, a Guild Armourer specializing in crossbows.
81. Zan's Tavern
82. Boragan, a Guild Armourer specializing in polearms and long spears.
83. Faszim, a Guild Artisan. Is Credia's foremost tattoo artist.
84. Guild Hall of the Physicians and Healers
85. Residence Hall for traveling physicians and healers
86. Colonel Staffen's Mercenary Company Barracks
87. Engineer's Hall for the City Water and Sewage Works
88. Stable for the City Water Works.

Main Plaza Area

The Main Plaza Area, centered around Star Plaza, is the real commercial, theological and political center of Credia. It is here that most entertainment, business, serious prayer and Credian governmental affairs actually take place.

A. Star Plaza: This is an ancient Pentangle, under the scars and graffiti of generations can still be seen elaborate magical runes. Researchers in arcane magic from all over the world (and some would say, from other worlds) can be seen bending over the stones and laboriously copying the ancient symbols. Ancient legend has it that five major Demon Lords are bound into the fabric of the city.

B. Credia Council Hall: This is the public hall where the councilmen of Credia meet every third day to discuss affairs of the city. It is said that they can call on the city "Voice" an unbreakable command that will summon any entity within the city limits. The upper floors are the mayor's offices.

C. Greater Guild Hall: This is the meeting place for the great guild leaders of Credia. Every new moon the guild leaders meet to discuss the city tariff. The hall is also used as courtrooms when guilds bring suit against one another.

D. Credia's Public Arena:

Three of the most popular Credian events take place in this arena. The gladiatorial combats, the animal spectacles, and the chariot races. Visitors to the city will see posters everywhere announcing the upcoming events.

Gladiatorial contests and animal spectacles can be either professionaly staged events or judgments on convicted criminals. Occasionally, there will be well attended trials-by-combat, usually between two nobles.

Unquestionably the most popluar forms of entertainment (and betting) in the city are the chariot races. In these contests from four to twelve four-horse chariots take 20 laps of the quarter mile track. The armed (leather armour, short swords and daggers) riding teams, two men per chariot, whether high or low born are stars in Credia.

At the plaza end of the arena are the horse stables. At the opposite end are the dungeons and animal pits. In between are the equipment rooms and the gladiator baths, locker and practice rooms. All the doors inside the arena and animal pits are controlled from a single room with counter-balanced ropes.

The Tiger Pit. Holds from 2-12 tigers, usually kept starved for a good show.

The Wolf Pit. Containing a dozen or more wild wolves and one wolfen, Arat Beastslayer. Originally a principled knight of the great northern wilderness, but being treated like an animal in the arena has changed him to anarchist (selfish). He takes bribes (wine and food) from the bookies and thugs but hates them more than anyone.

Arat Beastslayer (real name; Flavius Draconius) is a captured Wolfen who has been surviving in the arena for nine years. I.Q. 12, M.E. 14, M.A. 9, P.S. 25, P.P. 24, P.E. 19, P.B. 9, Spd 17. Psionics: None. Hit Points: 82. 10th level Knight, 7th level Assassin. +14 to damage, 4 attacks per melee, Stuns on 18-20, Kick Attack 1-10, critical strike 17-20, +8 to parry/dodge, critical strike from behind (X3), +5 to hit. He has 9th level Weapon Proficiency in ALL weapons except Pole Arms (15th level) and Bows (6th level).

The Dragon Pits have Tansaburon the Fire Dragon. Over 6500 years old, this dragon has chosen Credia as a retirement spot. He's been losing teeth and is mostly blind. Every month or so he's scheduled to eat a few bound convicts or oxen. Tansaburon has been a valued member of the Arena "family" for more than three hundred years. He mostly sleeps on the small horde of gold, silver and copper collected from the crowd over the years. Scarlet winged and 78 foot long with 68 hit points.

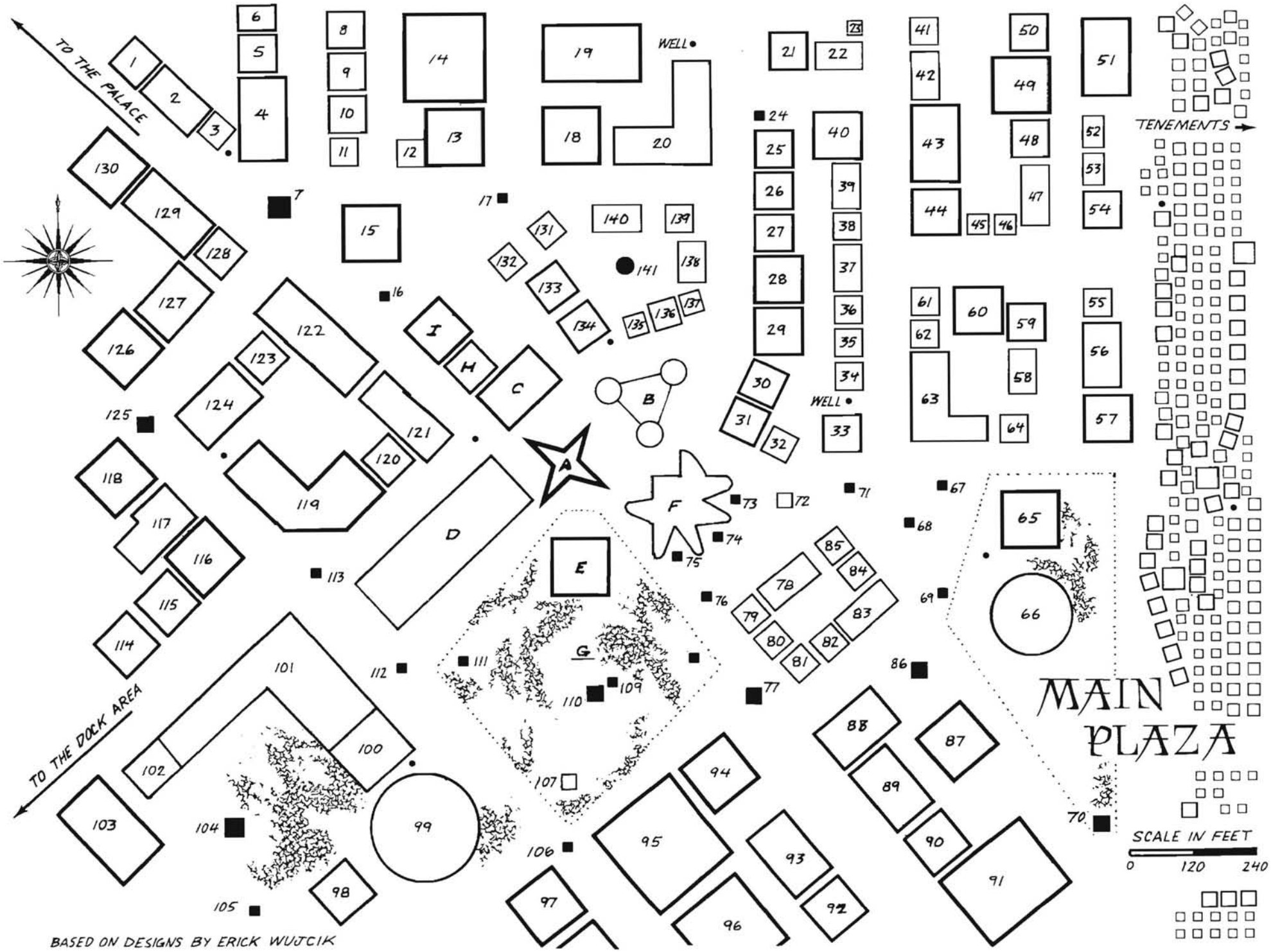
E. Public Bank of Credia: This institution houses the charter monies. It also stores valuables, lends money and currency.

F. The Great Temple of Light: Center of Credia's official religion.

G. Ominon's Park

H. The Theatre of Drama

I. City Court and Dungeon



BASED ON DESIGNS BY ERICK WUJCIK

1. Guild Hall of the Bakers
2. Guild Hall of the Performers
3. Guild Hall of the Ironsmiths
4. Guild Hall of the Spice Traders
5. Guild Hall of the Oil Merchants
6. Guild Hall of the Coppersmiths
7. Statue of Acorok the First
8. Guild Hall of the Locksmiths
9. Guild Hall of the Barbers
10. Forgran, Guild Armourer dealing in leathers
11. Buxkran, Guild Glassmaker
12. Wuz, Guild Tailor
13. Guild Hall of the Weavers
14. Guild Hall of the Physicians
15. Credia Public Lecture Hall and Auditorium
16. Statue of King Jonquil the Third
17. Statue of General Phazork, hero of the northern border wars
18. Guild Hall of the Scribes
19. Guild Hall of the Alchemists
20. Guild Hall of the Mapmakers
21. Cingero the Warlock
22. Old Guild Hall of the Brewers
23. Rimwellon, Guild Blacksmith
24. Statue of Captain Ultrak (mounted on a horse) leading a charge against the rebellious orc slaves.
25. Guild Hall of the Slave Dealers
26. Quexa, Guild Physician and Dentist
27. Oakster's Restaurant
28. Bornoarg, Guild Scribe
29. Horman and Sons, Guild Shipbuilders
30. Orman's Bathhouse and Massage Parlors
31. Main Entry Area, Lounge and Changing Salons
32. Main Baths with servants in attendance. There are a series of four baths. One starts with a scrub rinse bath. Then a lukewarm soak, then a cold dip and finally a steamy HOT bath.
33. Temple of the Pantheon of Taut
34. Vorla, a Guild Mapmaker and Merchant
35. Ureal, a Guild Artisan and Mosaic Tile Artist
36. Empty
37. Sorble, a Guild Glassmaker specializes in fine wine glasses.
38. Durmgles, a Guild Tailor
39. Guild Hall of the Grinders and Sharpeners
40. Guild Hall of the Goldsmiths
41. Trobalis, a Guild Goldsmith
42. Cydris the Wizard
43. Credian Delights, a deluxe tavern with dancing and singing entertainment.
44. Guild Hall of the Potters
45. Behanu, a Guild Alchemist
46. Temple of a Sect Dedicated to Ammit the Beast
47. Goranthal, A dealer in religious articles (candles, offerings, sacrifices, etc.) for all followers of darkness.
48. Empty
49. Guild Hall of the Tinsmiths
50. Serendi's Tavern
51. Guild Hall of the Innkeepers
52. The Golden Dragon, Restaurant specializing in Yodan cuisine.
53. Private Residence
54. Pomerok's Restaurant
55. Embassy of Bizantium
56. Embassy of the Eastern Territories
57. Wesgam's Private Fire Brigade (offices throughout the city)
58. Kella's Tavern
59. Isreb, Guild Physician and Surgical Specialist
60. Clergy Courthouse. Used for all trials in clerical crimes.
61. Reamster, Reamster and Pior, Accountants and Auditors
62. Office of the City Gardener
63. Headquarters of the Credian City Guard
64. Embassy of the Western Empire
65. Credia's Museum of History: Supported by the Guild and small admission charges. It contains a vast collection of artwork and antiques. The second and third floors are filled with the old city records.
66. Royal Timiro Theatre. The showplace for all royal performances and the home of the royal theatre and dance troupe of Timiro.
67. Statue of Unknown Fighter standing over dead orc and defeating another.
68. Statue of Spatenrok the First as a young boy killing a tiger.
69. Statue of Bennu the Phoenix depicted as a great, black winged bird.
70. Statue of Mayor Ellustrom
71. Statue of Naurek the Third
72. Shrine of St. Fergim, Prophet of Thoth. Reputed to be a place of miracles and healing.
73. Statue of Gambrian the First
74. Statue of Thoth in protective pose
75. Statue of Zapharan the First
76. Statue of Princess Wilamenna the Third
77. Monument to the dead of the Northern Border Wars. Pantheon of Ra motif.
78. Royal Custom's Office of Credia, Master Customs Officer Istal ar'Uwel
79. Embassy of the Western Empire
80. Eweldim, Guild Artisan and specialist in painting signs.
81. Dominister's Tavern
82. Filgredian, Guild Alchemist
83. Makeran's Chemicals, paints and artisan supplies.
84. Qui, Guild Physician and Surgeon
85. Embassy of Phi and Lopan
86. Statue of Gedro the Second
87. Guild Hall of the Blacksmiths
88. Library
89. Korwall's Athletic Parlor
90. Rebjohn, Guild Physician and Herbalist
91. Guild Hall of the Armourers
92. Ysvas, Attorney at Law
93. Guild Hall of the Fletchers
94. Guild Hall of the Brewers
95. Guild Hall of the Gem Cutters
96. Cizter, Guild Physician and Acupuncturist
97. Grimsto, Guild Alchemist and Potion Dealer
98. Theatre of the Performing Arts: This is supported by the Guilds and showcases local and foreign acts and performers of wide interest.
99. Belgerphon's Ampitheater: Used for bullfights, major wrestling matches and the circus of Credia.
100. Opelia, Guild Physician and Midwife
101. Royal Mint of Credia
102. Cordell, Guild Artisan specializing in portraits.
103. Guild Hall of the Artisans

"Execution Park" This is the area usually used for public floggings, torture and execution of prisoners. Whether the victim is convicted by City, Guild, Royal, Clerical or Civil Court he is publicly punished here. Only with royal intervention (powerful nobles, for example) can the punishment be shifted to the Palace Courtyard.

104. Statue of Anhur (Undergoing reconstruction after major defacement)
105. Statue of Feydra the First
106. Statue of Unknown Titan
107. Gallows of Redia Used for announcing all sentences as well as the platform for the City Torturer/Executioner.
108. Statue of Jonquil the First
109. Statue of Isis the All Mother
110. Statue of Queen Wilamenna the First
111. Statue of Belgerphon the Second, mounted and in war armour.
112. Statue of Horus
113. Statue of Cardinal Wilda
114. Orthell, Guild Tailor and specialist in women's party and dress finery.

115. Hal Thornagan, Guild Tailor and specialist in women's hats and accessories.
116. Quorian's Restaurant and Tavern. Very exclusive.
117. Azig's Imported Jewelry
118. Reltiv, Guild Scribe and Bookdealer
119. Jemcutter's Collective Hall. This contains from 12 to 18 different goldsmiths, gemcutters, silversmiths, and merchants specializing in jewelry.
120. Johnkor, Guild Shoemaker and dealer in imported sandals.
121. Remgert's Hair Dying and Dressing
122. Guild Hall of the Tailors
123. Tromortor, Public Accountant and Auditor
124. Guild Hall of the Peddlers
125. Monument to the Guild Founders of Credia
126. Tumber's Gambling Hall
127. Zektem's Moneychanging and Lending
128. Private Residence of Mordecal Ulganth, Credias official torturer/executioner.
129. Torturer's Hall. A resident hall for traveling torturer's apprentices and students.
130. Office of Horganth and Raltham, Attornies at Law
131. Amthec, Guild Ironsmith and Wodparu, Guild Silversmith, partners in the production of fine cutlery and ceremonial daggers.
132. Gorwalla, the Guild Artisan specializing in candles and candelabras.
133. Guild Hall of the Leathersmiths
134. Temple of Druidism
135. Gorly's Grocery
136. Ahghust, Tobacco and Snuff Dealer
137. Forrusgi, Guild Oil Dealer and Wholesaler
138. Master Quemta's Guild Artisan Workshop and School of Sculpture
139. Tabtel's Vegetarian Restaurant
140. Brewsmeir's Public Bath
141. Public Fountan with pile of stone frogs spouting water from their mouths.

Dock Area

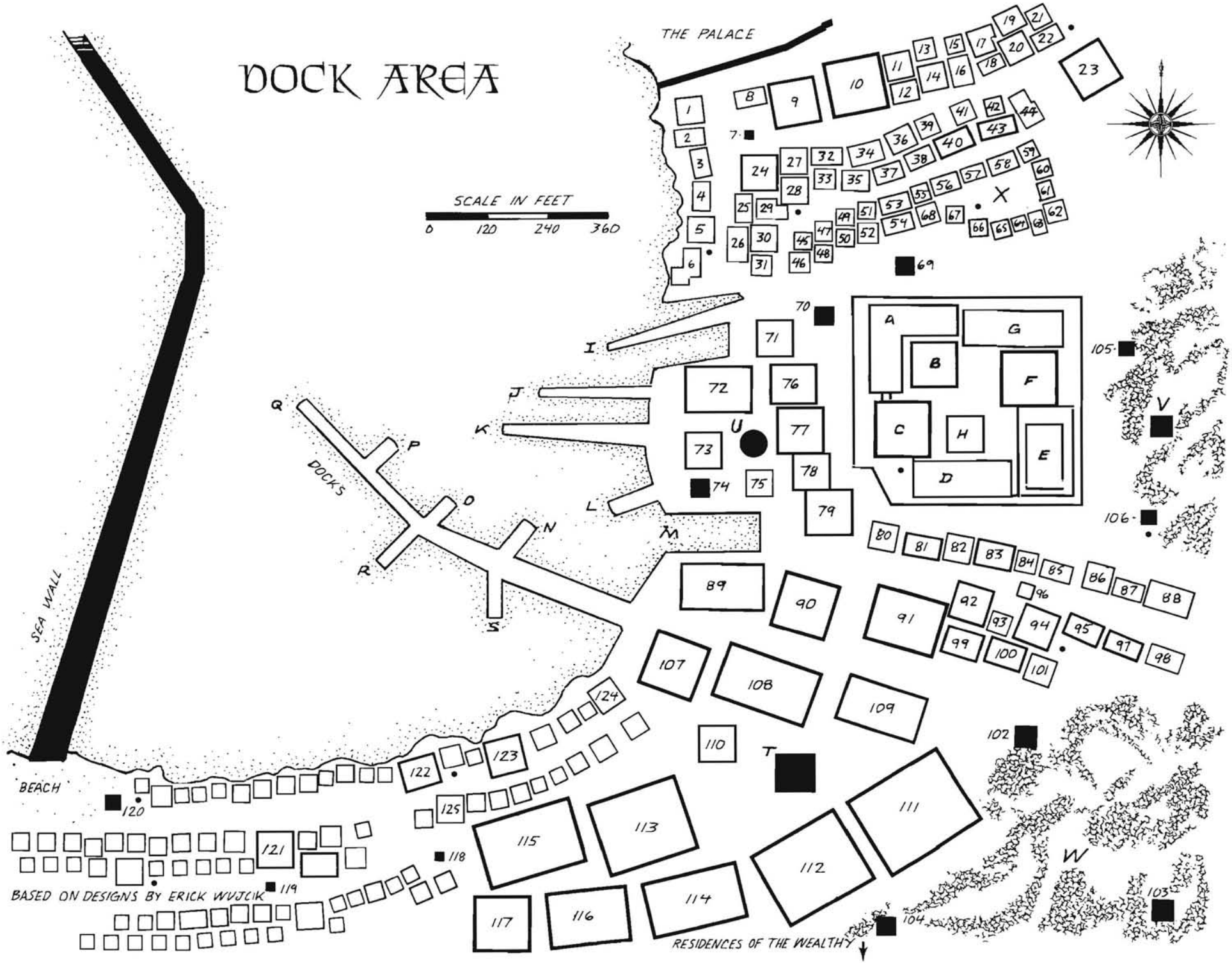
This is the main center for the lucrative sea trade that passes through Credia. There are at least three ships arriving or departing each day.

College of the Elements (A-H)

This is a closed and guarded campus dedicated to the training of Warlocks.

A. Student Dormitory
B. The Library and Bell Tower
C. Hall of Air
D. Hall of Fire
E. Faculty Dormitory
F. Hall of Earth
G. Hall of Water
H. College Chapel: Consecrated to the Sect of Elementalism.
I. Navy Dock: This dock and the flanking slips are reserved for the exclusive use of the Timiro Royal Navy.
J. College Dock: Exclusive property of the College of Elements.
K. Guild Dock #1: Reserved for the Merchant Guilds
L. Guild Dock #2: Reserved for the Merchant Guilds.
M. Guild Slip: Used for only the heaviest or most dangerous cargo.
N. Dock #3
O. Dock #4
P. Dock #5
Q. Dock #6: All private pleasure boats/ships
R. Dock #7
S. Dock #8
T. Statue of King Narraphon the Third: Builder of Timiro's Naval Power.
U. Public Fountain
V. Naval Victory Statue
W. Mariner's Park
X. Thieve's Market

1. Warlo's Restaurant
2. Iakto's Spice and Fragrance Shop
3. Mimtor's Grinding and Sharpening
4. Ultan's Tailor Shop
5. Dormir's Clocks and Measuring Instruments
6. Bakery of Seldan
7. Statue of Fortisimo the First
8. Zorg's Pottery
9. Guild Hall of the Mapmakers
10. Royal Navy Officer's Club and Residence
11. Omerk, the Plumber
12. Corstall, Guild Cooper
13. Guild Hall of the Fishermen
14. Vimtel the Gem Cutter
15. Grendag's Grocery
16. Amrald's Healing and Massage
17. Kroll, Alchemist and Merchant Financier
18. Mollary's, Scribing and Tutorial College
19. Dworthom's Maps and Logs of the Sea
20. Plen's Woodcarving Shop
21. Itkliln's Fine Glassware and Windows
22. Bollax's Women's Clothes
23. Private Residence of Narraphon Elgens, the Royal Warlock
24. Fish Market and Auction
25. Wimtor's Gold Jewelry
26. Quotalo, Tattoo Artist
27. Ukvan's Silver Filigree
28. ERisto, Guild Blacksmith
29. Ottaram, Tinsmith and Tinker
30. Jeffrey, Leather Work
31. Condal's Inn
32. Abrakam's Pottery
33. Zudlow's Grocery
34. Umdak's Western Restaurant
35. Liteli's Baked Goods
36. Xavino's Weaver
37. Frang, Bathhouse
38. Vorlag, the Swordsmith
39. Runger, Mind Mage and Healer
40. Nintal's Underwater Construction and Engineering
41. Teg's Fletchery, Bows and Crossbows, Arrows and Bolts
42. Yngthalla's Ironsmithery
43. Grimtek the Juggler and Mime
44. Sombra's Tavern
45. The Fine Wine Shop
46. Anthok's Oil, Torches and Lanterns
47. Krem's Fish and Chips
48. Morago the Barrel Maker
49. Dreskem, Locksmith and Trap-Maker
50. Portos the Diabolist
51. Ittib the Hat Maker
52. Brem's Paper and Parchment
53. Foldemak, Tobacco Imports
54. Wrentol, Tarot Card Reader
55. Proxitab, Restaurant of Southern Cuisine
56. Ebtek, Florist
57. , an entrance to the thieve's market.
58. Lo Viath, Guild Silversmith
59. Ar chan, Guild Leathersmith
60. Ullan's Tavern: A secret entrance to the thieve's market.
61. Preterior's Naval Repairs
62. Omtec's Sailcloth and Rigging
63. Ilqueb's Oars and Paddles
64. Uuzeb, Guild Carpenter
65. Yorweb's Tavern: An entrance to the thieve's market.


DOCK AREA
THE PALACE
SCALE IN FEET
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SEA WALL
DOCKS
BEACH
BASED ON DESIGNS BY ERICK WUJCIK
RESIDENCES OF THE WEALTHY
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66. Telbeg, a Guild Mapmaker specializing in navigational tools and compasses.
67. Ruzfos Antiques: An entrance to the thieve's market.
68. Ethallan's Guild Ironworker specializing in anchors.
69. Statue of Master Navigator Joli ar'Remtah, credited with making the first map of the world and inventing methods of position finding with astronomy.
70. Monument to Ippotomi the Water Goddess.
71. Welberan's Small Boats
72. Quopse's Winches and Rope Fixings
73. Lynnferr's Rope and Cordage
74. Statue of St. Ulkor, Bringer of Light
75. Kalthalg's Tavern
76. Todcrest's Grocery
77. Jearess, Guild Carpenter specializing in rare woodwork and furniture.
78. Private Club for Warlock College Faculty
79. Euban's Tavern
80. Troble, a Healer
81. Seaside Oil, a Guild Shop
82. Aldo's Grocery
83. Private Residence
84. Prok-Tam the Warlock
85. Junit's Tavern
86. Luxtan's Grocery
87. Private Residence
88. Baragator's Restaurant
89. The Church of the Seven Water's
90. Alchemical Guild's Warehouse
91. Guild Hall of Sea-Going Merchants
92. Empty
93. Phor's Guild Pottery Shop
94. Mermaid's Lust, a bawdy tavern.
95. Eusebus, a Guild Armourer specializing in cutlasses.
96. Monument to the Defeat of the Western Empire in 174. The eagle statue is called "victory".
97. Empty
98. Victory Restaurant
99. Falthus, a Naval Architect who designs military vessels.
100. Osward, Guild Armourer specializing in leather armour for sailors.
101. Private Residence
102. Old Statue of Zandragal the Red (Dragonwright God)
103. Statue of Hecleonus the Mind Mage
104. Statue of a Mighty Wooly Dragon, dedicated to the people of Credia.
105. Much defaced Statue of Utu, Lord of the Dead. Work is beginning on it's demolition; it is to be replaced with a statue of Gedro the First.
106. Statue of Queen Steffay the First
107. Warehouse of the Baker's Guild
108. Warehouse of the Artisan's Guild
109. Warehouse of the Tailor's Guild
110. Warehouse of the Blacksmith's Guild
111. Warehouse of the Inn Keeper's Guild
112. Warehouse of the Brewer's Guild
113. Warehouse of the Potter's Guild
114. Warehouse of the Armourer's Guild
115. Warehouse of the Stonemason's Guild
116. Warehouse of the Carpenter's Guild
117. Warehouse of the Cooper's Guild
118. Statue of King Gambrian the Second
119. Statue of Joaw, founder of the Sea Merchants Guild
120 Statue of the god, Horus
121. Ernan's Dockside Hotel
122. Wallview Tavern
123. Zou's Tavern
124. Trig's Restaurant
125. Yvon's Boarding House
126. Statue of Ix-Ario, a sea monster of good luck

All unmarked buildings are private residences. Most are occupied by the families of ship's officers and merchants.

OLD TIMIRO

Old Timiro
Population: 92,000

The city of Timiro is a piece of history. Originally it was the first stronghold of the human pilgrims that dared to brave the hostile land. It served as the heart of the kingdom, its capital and premier city, while around it a kingdom blossomed. However, those were days of past glory for Credia is the new capital, the place of Kings and glory. The old families have moved to the new capital or Tomoro and the new cities to the east, and with them the merchants and artisans which once filled the streets of Timiro. Today the streets of Timiro are cracked and dirty, and while they still overflow with people, all too many are poor and hungry.

Despite the poverty and having lost one third of its population over the last several decades; it is still a vibrant city with hundreds of merchants and craftsmen. Other than Credia, it has the greatest number of old, noble families who refuse to leave their grand mansions and estates.

While Old Timiro is no longer the heart of political power it is still the pulse of the Church of Light and Dark. The Cardinal, Palance Medoan, is without dispute second in power only to the King and the men of his court. The cardinal's influence can be felt throughout the Kingdom and many will insist that it is the cardinal who rules Old Timiro; the appointed magistrate, Duke Maximillion Spatenrok, a puppet on his strings. These sentiments have only served to fuel the hostility between the Cardinal and the Duke, for Spantenrok is a competent, honorable leader and no man's puppet. The clash between these two powers over city policies and management are constant and loud. Unfortunately, Cardinal Medean, with his many bought officials wins far too often and seems to support that Duke Spatenrok is little more than a figurehead magistrate.

Cardinal Medean is a viciously ambitious man who will tolerate no obstacles in his mad quest for power. He is a cruel man not to be trusted, and has been known to use any means to achieve his goals including back stabbing allies and assassination. The complete opposite of Duke Spatenrok, a major conflict is inevitable. Both men despises the other.

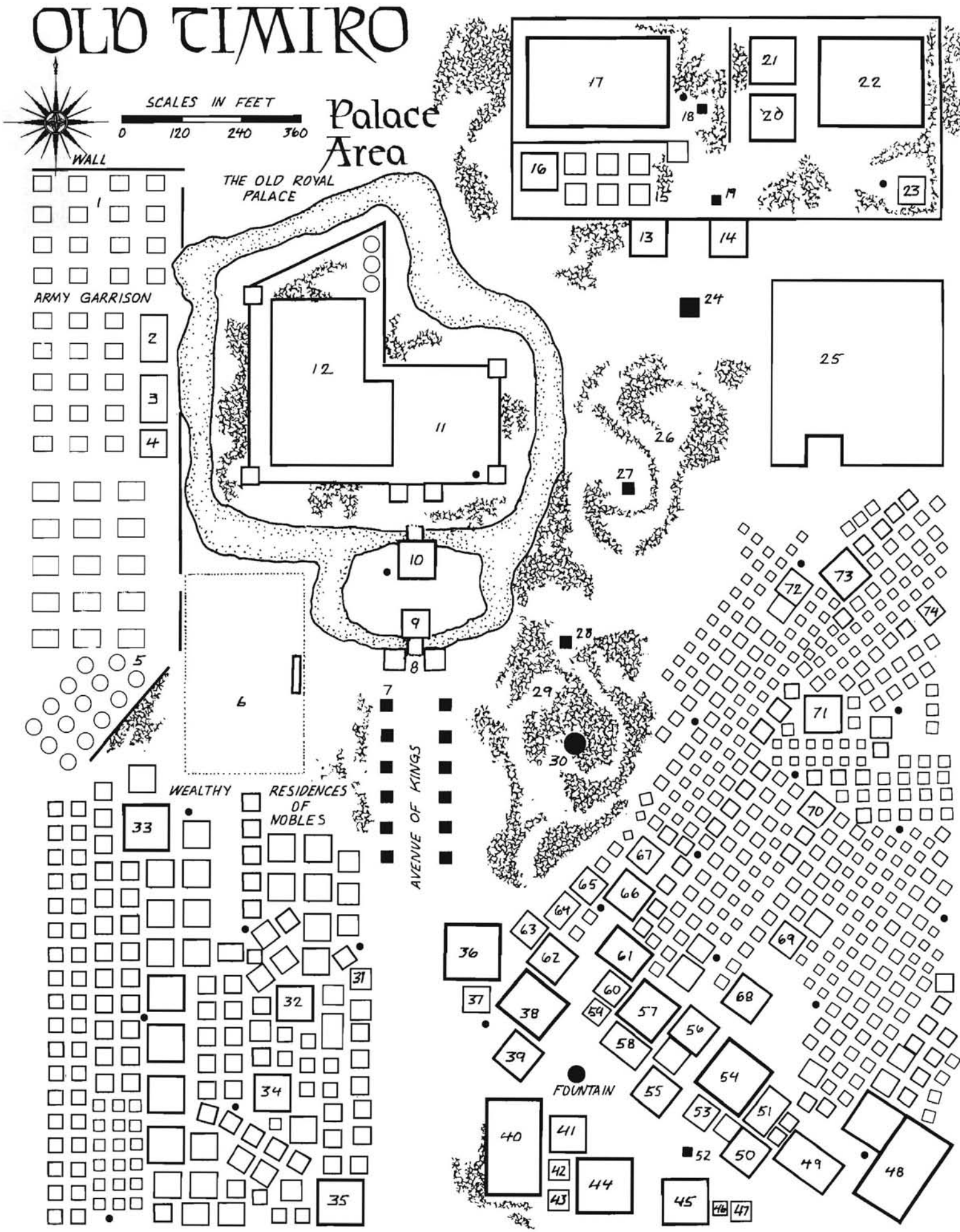
The one gem which has not lost any of its radiance in Old Timiro's decline is the college. The Timiro College is one of the best in the world, attracting students from the Lands of the South Winds and as far as the Eastern Territory.

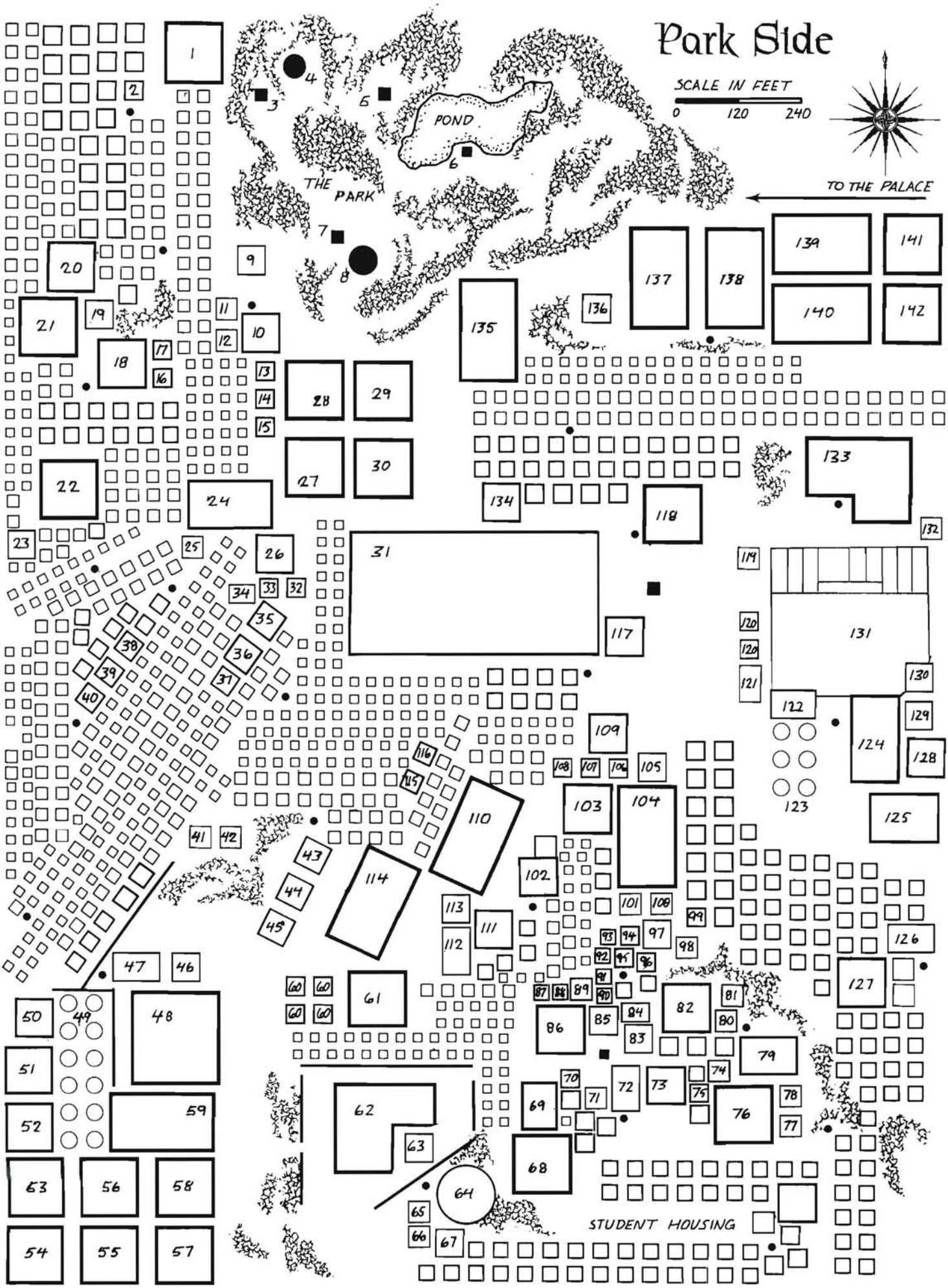
Also in the city's favor is that it has very few non-human slaves, less than 10%.

CODE KEY
The City of Old Timiro

Palace Area

1.) **Royal Army of Timiro;** the first four rows of barracks are the Royal Guard. The next five rows are the light cavalry and the last five rows of large barracks are foot soldiers. Total military population: 272 Royal Guard (foot soldiers); 348 light cavalry, 1028 foot soldiers.
2.) **Stables;** approximately 90 riding horses or ponies.
3.) **Stables;** approximately 90 riding horses or ponies.
4.) **Stables**
5.) **Grainery**
6.) **Parade Field with Reviewing Stand**
7.) **The Statues of the Avenue of Kings;** Spatenrok the First, Belgerphon the Great, Jonquil the First, Belgerphon the Third, Trophon the First, Acorok the First, Gedro the Second, Acorok the Third, Jonquil the Third, Nerrak the First, Acorok the Fifth, Spatenrok the fourth.


OLD TIMIRO
SCALES IN FEET
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Palace Area
WALL
THE OLD ROYAL PALACE
ARMY GARRISON
WEALTHY RESIDENCES OF NOBLES
AVENUE OF KINGS
FOUNTAIN
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Park Side
SCALE IN FEET
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TO THE PALACE
THE PARK
POND
STUDENT HOUSING

8.) Palace Gate Towers
9.) Gate House with draw bridge.
10.) Second, Fortified Gate House with draw bridge.
11.) Courtyard
12.) The Royal Palace, with giant ballroom, dining hall, king's hall, king's chamber, 24 guest rooms, game hall, kitchen, servant quarters, guard quarters, royal family chambers, library, studies and three chapels. The palace is looking terribly run down, its days of splendor forever lost. Much of the castle is closed off due to lack of funds and is understaffed. It is currently occupied by the royal magistrate of Old Timiro, Duke Maximillion Spatenrok, his wife Dutchess Rita Spatenrok, and the Earls, Madlock and Winchester Docro and their families.
13.) Offices of Petition for the Royal Church of Light and Dark.
14.) Offices of Petition for the Royal Church of Light and Dark.
15.) Offices of Administration for the Royal Church.
16.) Church Assembly Building
17.) The Cardinal's Palace; The Cardinal, Palance Medean, is one of the most influential and powerful men in the kingdom. He is an arrogant, brilliant political tactician who has used his position for his personal ambitions; the ends always justifies the means. (NOTE: 13th level Priest, anarchist alignment, megalomaniac, clever and cunning).
18.) Shrine of Thoth, the cardinal's patron god.
19.) Statue of Isis
20.) Priests' Rectory
21.) Guest House and Storage
22.) The Church of Light and Dark
23.) Grounds Caretaker
24,) Shrine to Osiris the Great One
25.) The cathedral of Light and Dark
26.) Phoenix Park
27.) Statue of the Phoenix
28.) Statue of King Gregory the Just
29.) The King's Park
30.) Large Fountain with many mermaids.
31.) Slyvester's House of Good Will, a pawn shop that will pay 25% of real market value.
32.) Temple of Rurga, entire pantheon represented.
33.) House of Nobles; an elegant inn with 64 rooms, western and southern delicacies, the best imported wine and liquor. High prices, rooms start at 75 gold.
34.) Jewelry Store, good quality, fair prices, buys precious stones at 1/3 market value.
35.) Temple of Taut; entire pantheon represented.
36.) The Silver Stallion Inn, has 98 rooms costing 30 to 120 gold per night, barber shop, dining room and bath house.
37.) Pub for Princes, serves domestic wines and imported rum at standard prices.
38.) The Paper Lion, a large store that sells paper, parchment, blank books, inks, paints, chalks, wax, etching plates, and a full selection of writing and painting paraphernalia. Also has a large selection of written books, specializing in Timiro history and monster lore. NO magic books. Prices are high, but the quality good. Will also buy books at a very good price especially ancient elven and dwarven text.
39.) Clock maker; water and sand types.
40.) The Old Palace Inn. 240 rooms ranging from 30 to 300 gold per night.
41.) Goldsmith
42.) Candle Maker, stocks candles and lanterns.
43.) The Potter's Wheel; high quality, standard prices.
44.) The Mermaid's Retreat; a bath house, 5 gold per tub drawn.
45.) Tailor and Weaver, fine quality garments, all fabrics available, high prices.
46.) Seamstress
47.) Booth Maker and Leather Goods; standard prices.
48.) Johnathan's Stables, the largest stables in the city, fair prices.
49.) Rahhkin's Metal Works, dwarven operated, good to high quality also sells a small selection of swords, spears, and knives.
50.) Wagonsmith and Wheelwright
51.) The Grinder's Guild
52.) Statue of Amrad-Hal the Protector
53.) Map Maker, sells fairly accurate maps of the entire kingdom, average cost is about 60 gold.
54.) The Grimtooth Inn, many rooms, low quality, low prices.
55.) Spice and Tobacco Shop
56.) The Artisans' Guild; glass works, ceramics, jewelry, gold, silver and copper works. Standard prices.
57.) The Timiro Armoury, sells a good variety of arms and armour at standard prices.
58.) The Glass Works, glassware, bottles, jugs, windows, etc.
59.) The Crystal Shop, local and imported crystal wares, very expensive.
60.) Liquor Store, sells everything from imported wine to home brews.
61.) The Wizard Retreat, an alchemist shop of high quality. 60% likelihood of having any item requested. NO crystal balls, rune or holy weapons. All prices 50% higher than standard.
62.) Sir Larnod's Magic Weapon's, a specialty store that sells unusual weapons with magic properties. Hottest items are lightning shafts, arrows and javelins made by the giant cyclops. Arrows sell for 50 and 80 gold each, javelins sell for 50-70-100-150 gold each in order of the amount of damage done. See Palladium R.P.G. pg. 236. All weapons cost 40% to 100% more than usual, none are guaranteed.
63.) Temple of Set
64.) Locksmith
65.) Coppersmith
66.) Temple of the Elements
67.) Furniture Store
68.) Butcher, meats and poultry
69.) Tavern, cheap beer, ale and women.
70.) Temple of Dragonwright
71.) Temple of Anubis
72.) Winchester Stables, fair quality and prices.
73.) General Store, common goods.
74.) Blue Goose Saloon, beer and wine.

Park-Side Timiro

1.) The Blue Coach; horse and coach rides through the park as well as a taxi service throughout the city limits are provided.
2.) Blacksmith
3.) Statue of Anubis
4.) The Bear Fountain
5.) Statue of King Acoroc the Fifth
6.) Statue of Ippotomi (sea god)
7.) Statue of Queen Wilamenna the Second
8.) Fountain of the Dancing Pegasus
9.) The Pegasus Tavern, good food and drink at reasonable prices. Frequented by college students.
10.) Macenbee the Clothes Maker, good quality, low prices; also a dyer of cloth.
11.) Leather and Cobbler Shop
12.) Cooper's (barrel maker)
13.) Fruit and Fresh Produce
14.) Tabacco and Snuff Shop
15.) Barber
16.) Snerd's Pawn Shop, pays 20% of value.
17.) Saddle Maker and Leather Goods
18.) Goldsmith's Guild Hall
19.) Narok the Goldsmith; guild leader.
20.) The Mansion of Lady Quinla
21.) The Mansion of the Earl M. Balent
22.) Lady Lindsay's Finishing School

23.) **Fine Ladies Fashion,** expensive womens' clothing store and dress maker.
24.) **Caprenter and Wagonsmith**
25.) **Wheelwright**
26.) **Wagonwright Guild Hall**
27.) **Fencing School;** one full year program adds a bonus of +1 to strike. The two year programs adds +1 to parry and dodge in addition to the first years strike bonus.
28.) Carpenter's Guild
29.) Stone Mason's Guild
30.) **The Gryphon Inn,** 72 rooms, fairly good food and drink, 25 to 75 gold per room.
31.) **The Arena,** once the sight of numerous gladiatorial contests it is now used for less brutal and less frequent spectacles and games. Horse races and chariot competitions are favorites held once a month. Weapon contests, tests of strength, and circuses are also held here from time to time.
32.) **The Warriors Hammer,** saloon, serves beer and ale at standard prices.
33.) **Weapon and Tool Sharpener**
34.) **Jeweler**
35.) **Clock maker's Guild**
36.) **Oil Merchant,** buys and sells.
37.) **Shrine of Rurga**
38.) **Clock Maker,** water and sand types
39.) **Guild Potter**
40.) **White Swan Saloon,** cheap beer, ale, rum, and moonshine.
41.) **Baker's Guild**
42.) **Fish Market,** specialty smoked and pickled delicacies, reasonable prices.
43.) **Peddlers' Guild**
44.) **Weavers' Guild**
45.) **Tailors' Guild**
46.) **Foreman's Residence for the Atlas Porter Co.**
47.) **Atlas Porter Company Bunk House**
48.) **Lumber Yard**
49.) **Grainery**
50.) **Grainery Guards,** 18 guards; also a part of the Atlas Company.
51.) **Warehouse**
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The College

60.) **The Four Offices of the Atlas Porter Company,** always has 80 men available for any job. Specialize in warehouse/heavy transport.
61.) **The Wagons and Storage** of the Atlas Porter's
62.) **The Timiro Theatre,** numerous weekly shows are performed by the college students and visiting acting troupes. Presents the full range of entertainment from comic to dramatic plays to vocal and instrumental recitals.
63.) **Theatre Care-Takers**
64.) **Open-Air Theatre,** presenting daily entertainment by mimes, musicians, singers, jugglers, slap stick, and so on performed by the students.
65.) **Mimes and Juggling**
66.) **Music**
67.) **Dance**
68.) **Orchestra Hall**
69.) **Play Writes and Actors**
70.) **Singing**
71.) **Music Composing**
72.) **Racial Studies**
73.) **Herbology**
74.) **Food Preservation**
75.) **Plant/Farm Lore and Techniques**
76.) **Medicine**
77.) **Animal Studies**
78.) **Human Anatomy**
79.) **Non-Human Anatomy and Surgery**
80.) **Demon and Devil Lore**
81.) **Faerie Lore and Legend**
82.) **World and Kingdom History**
83.) **Religious Studies**
84.) **Political Science**
85.) **Philosophy**
86.) **School of Alchemy** studies chemical and physical reactions; the chemistry of alchemy. Also learn all magic symbols (not wards or circles).
87.) **Supply Store,** paper, inks, paints, etc. low prices.
88.) **Book Binder**
89.) **Scrivener,** master of all languages spoken and written, a 15th level elf scholar and twelve 6th level assistants manage the facility, will translate, consel and tutor.
90.) **Drawing**
91.) **Painting** (canvas)
92.) **Fresco Painting**
93.) **Weaving**
94.) **Pottery**
95.) **Sculpture**
96.) **Cartography** (map making)
97.) **Metal Works;** tin, lead, copper, silver and gold.
98.) **Wood Working**
99.) **Ceramics**
100.) **Carpentry**
101.) **Fabric Works,** clothing, sewing patterns.
102.) **Language,** all written and spoken languages taught.
103.) **Student Lounge with Inn,** fair prices, tasty food.
104.) **Administration Building**
105.) **The Pantry;** restaurant and saloon popular with the students, serves beer, ale, mead and rum. Standard prices.

NOTE: A <u>full</u> year of study at any of the college facilities will provide a bonus of +4% to that skill area. A subject can be studied for a maximum of four years with the +4% bonus for each year (total +16%).

106.) **Temple of Thoth**
107.) **Clothing Store**
108.) **Perfume Shop**
109.) **General Store**
110.) **College Stables**
111.) **Grain Storage** of the Atlas Porter Company.
112.) **Carpenter,** works with Atlas Company.
113.) **Blacksmith**
114.) **Stables of the Atlas Porter Company's** work horses and mules.
115.) **Temple of Aco and the Juggernaut**
116.) **Tavern,** cheap prices and cheap women.
117.) **The Equestrian Knight,** a quality saddle and tack store. Standard Prices.
118.) **Riding School;** one year program provides horsemanship skill: general, three year program provides, horsemanship skill; Knight. Costs 3200 to 15,000 respectively.
119.) **Supply Houses**
120.) **Two Bunk Houses** for stable hands
121.) **Bunk House and Mess Hall**
122.) **Barn** for pigs and poultry
123.) **Private Grainery**
124.) **Stables**
125.) **Stables**
126.) **Public Stables**
127.) **Dance Hall and Saloon,** beer and wine served.
128.) **Main Office of Clynn's Stables**
129.) **Foreman's Residence**
130.) **Tools and Equipment**
131.) **Sectioned Corral** for horses and cattle
132.) **Blacksmith**
133.) **Stables for Race and Chariot Horses,** Clynn occasionally sells these horses but top quality

means top prices. 12,000 for a pair of chariot horses; 60,000 to 80,000 gold for a trained, though unproven, race horse.

134.) **The Red Beard Tavern,** serves beer, dwarven beer (twice as potent), rum and imported hard liquor. Standard prices.

135.) **Hospital**

136.) **Temple of Isis**

137.) **Gambling Casino,** numerous saloons; all types of games of chance and skill.

138.) **The Grand Inn,** 234 rooms from 20 to 200 gold per night, has saloons, barber shop, clothing shop, tabacco shop, snuff shop, and a restaurant on the first floor.

139.) **Warehouse**

140.) **Warehouse**

141.) **Physicians' Guild**

142.) **Temple of Taut**

RANKIN

City of Rankin
Population: 22,500

Rankin is a city of many contrasts. At one time it was a port city of considerable significance but over the last hundred years its fortunes have steadily decreased.

When the city was first founded in the year 374 Y.L. it was an important trading port. Ships, fearful of crossing the open water between the Timiro Kingdom and the Land of the South Winds, would go to one of the northern cities of the South Winds and sail in convoy directly across the bay mouth to Rankin; this area being heavily patrolled by warships from both Timiro and the South Winds. As the centuries passed and more people came to these human controlled lands, each kingdom gathered a firmer grip on its coastal waters and began the eradication of pirates, sea-raiders and, in a few instances, sea serpents. As the seas grew safer there also sprung up the Guild of Navigators who plumbed the reaches of these new but unknown waters.

As new sea lanes opened up, fewer and fewer ships came to Rankin. Why should they when they could sail directly to Credia or one of the other major seaports closer to the caravan trails, especially when the lands to the west of Rankin formed the border between Timiro and the Old Kingdom. Rankin has only one main caravan trail leading to Credia and the same passage could be made faster and easier by boat.

Rankin was left financially a gutted city. Those merchants who still remained were bringing goods in to the city, not sending them out. Much of the local population turned to farming and fishing in the hopes of making a bare living. The only real going concern was the military. Because of its position Rankin was the supply base for three of the border forts, Fort Garr, Kafi and Mirr. It would also be the first major city encountered if an invasion from the Old Kingdom took place. This meant there would have to be a large military contingent present in the area and Rankin was the obvious location of choice.

Within Rankin itself there sprung up a whole new series of businesses to serve the needs of the military, both in an official and non-official capacity.

But this in itself was not enought to bring prosperity back to the whole city. Many inhabitants started turning to crime to make a living; smuggling, thieving and the like. The appointment of the King's nephew, Ancorat Maramana, a lying, womenizing, gambling drunk, marked the start of semi-anarchy within Rankin. Since then, thieving, murder, muggings, smuggling and slavery are common things in Rankin, with Ancorat controlling a little of everything.

A.) **The Forts and the Sea Wall:** A 15 foot high wall which completely encloses two small fort-like areas, then goes on down the coastlines to the west and east for about half-a-mile, after which they curve northwards for a few hundred feet; this is the sea-wall.

A1.) **Are Small Winch Buildings.** Strung across the entrance to the harbor is a heavy steel chain. Normally it rests on the bottom of the channel, but can be raised to prevent a ship from entering or leaving. A ship striking the chain will take 100-400 points in damage.

A2.) **These are Small Towers with Catapults on Top.** Each catapult can fire a stone about 1000 feet, easily reaching all parts of the harbor. If needed they can also throw burning balls of pitch.

A3.) **These Towers Serve as Lighthouses.** Each tower is 40 feet tall and has a permanent 30 foot Circle of Flame burning on top.

B1.) **100 Foot High Statue of the Sea Goddess Ippotomi**

B2.) **100 Foot Tall Statue of the Water Goddess Lista**

C.) **Warlock's Bay:** The bay itself is un-naturally circular. Legends have it that a Warlock ordered an earth elemental to dig this harbor as a service to the Kings of Timiro. But the legend continues in saying that Rankin's doom is buried somewhere beneath the mud of the bay.

The Warship Docks

Along the northern wall there are heavy timber gates which lead to the twelve docks. Up to 24 war gallies can dock, though now-days only 5 share the docks with a number of smaller vessels. A Timiro war galley has a crew of 25 men, a captain, four officers and 20 deck hands, plus 40 slaves chained to the oars, normally orcs. Each war galley can also carry 80 men-at-arms plus their equipment.

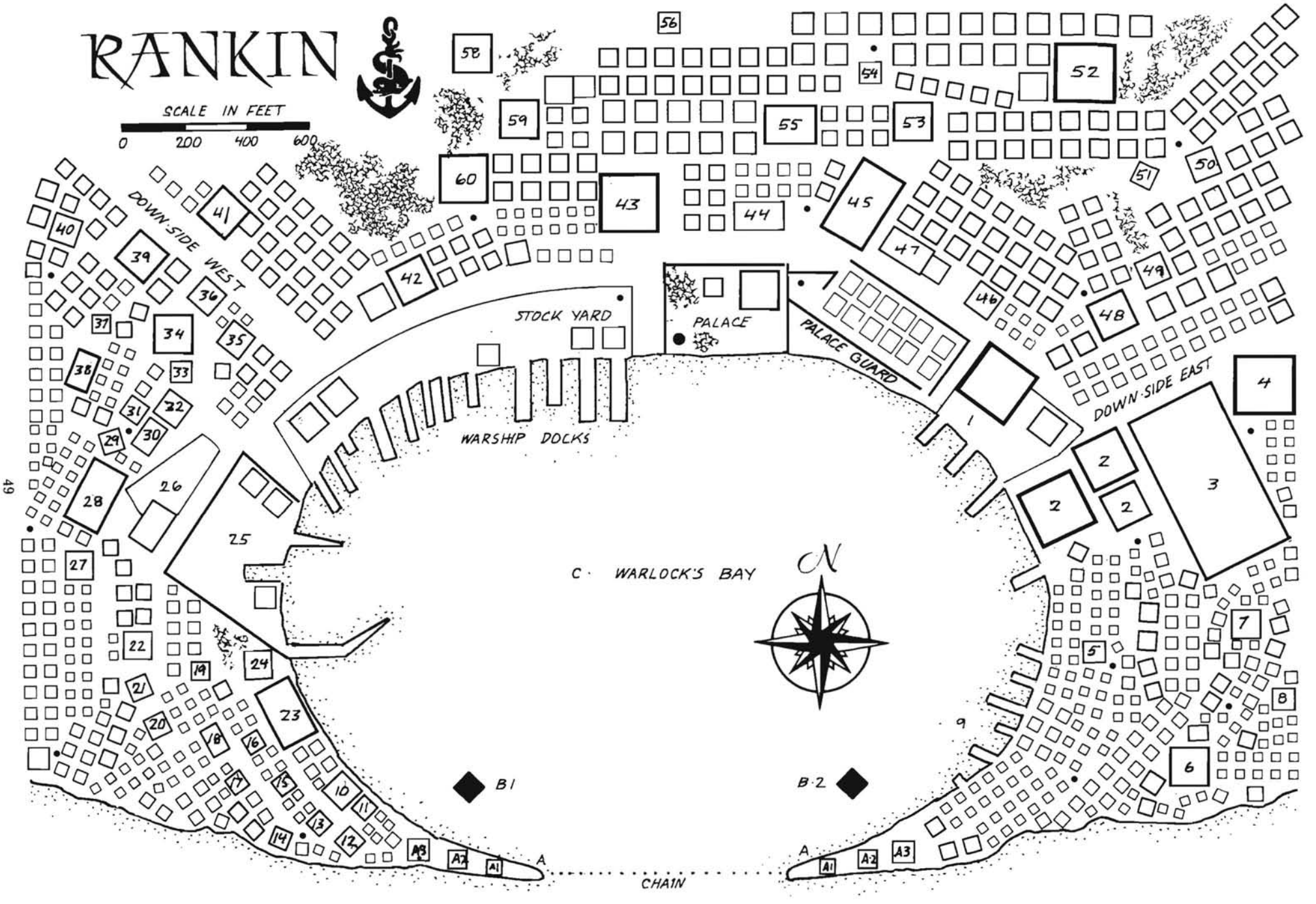
Ancorat's Palace: Here the King's nephew lives in splendid disgrace. As governor, Ancorat acts as judge for the town. While he has a number of legal advisors; some of the best in Timiro, he gives whatever verdict he wishes, which is likely to go in favor of whomever gives him the largest bribe. Those who incur his displeasure are in deep trouble for the only way to get a sentence overturned is to appeal directly to the King. Ancorat also keeps a harem in the style of the Western Empire, along with a variety or unusual drugs.

The Palace Guard

Foot and Horsemen Barracks: This is the main garrison for the town, consisting of **500 men-at-arms and longbowmen, plus 50 knights or palladins and their horses.** From a warehouse here supply wagons bring fresh food, weapons and men to Forts Kafi, Garr and Mirr. The area around Rankin is heavily patrolled. Ancorat has managed to get some of his henchmen commands here, so there are times when some soldiers can literally get away with murder. Bribery is a common thing here. A bribe would have to be between 100 to 500 gold to satisfy a patrol, though one of Ancorat's henchmen might try to extort even more than that if travelling with a patrol.

1.) **The Naval Depot:** This area holds 2 large warehouses for timber, food, sailcloth and other provisions. There are barracks capable of holding 600 men, though the normal complement is only 300. Cookhouses for the men and several armouries, always heavily guarded, are also here.

2.) **Arena Warehouse and Docks:** This is a private warehouse for the use of the manager of the Arena plus any performers. It is run by the Arena manager, Loff Balanz. Space can be rented for 5 gold per square foot of room needed.



BASED ON DESIGNS BY RANDY McCALL

Down-Side East

3.) **The Arena:** Built only 10 years ago at the insistence of Ancorat, it required the demolition of a tenement area without provisions for the homeless.

The Arena itself can seat up to 3,000 people, with a gate fee of 1 gold each. The Arena is managed by Loff Balanz, a cruel, evil man; a native of the Western Empire and a good friend of Ancorat. All sorts of entertainment take place here, from circuses and races to gladiatorial combat. The special attraction is a mechanisim which allows the floor of the Arena to be flooded so both land and sea battles can be performed.

4.) **Slave Market and Gladiator School:** Another Loff Balanz enterprise, there are orc, ogre, goblin and human slaves sold here. A slave will cost 6,000 to 56,000 gold. Specially selected slaves are trained to fight as gladiators for the Arena.

5.) **The Broken Dagger Tavern:** This bar caters to the poorer fighting and traveling types. Often the boredom of the evening is broken up by numerous fights. Meals will cost 8 gold. Drinks are 4 gold per mug.

6.) **Arvenough's Brewery:** Ale can be bought here for 20 gold per gallon; sold in 5 gallon barrels. The brewery supplies most of the taverns and pothouses in Down-side.

7.) **The Sunrise Inn:** This is one of the few good quality inns in Down-side. Alcoholic beverages of all types are sold here at average prices. Unfortunatly, thieves and pickpockets also find this a very attractive place.

8.) **The Backdoor Tavern:** Cheap booze and prices; there's a secret tunnel which runs from the barrel room of the tavern to a small cove just outside the sea wall which is used by members of the thieves and assassins guilds. If ever a character wished to contact a smuggler, this would be the place to do it.

9.) **Public Docks:** Open for use by all, a fee must be paid of 2 gold per foot of length of the hull.

Down-Side West

10.) **The Harborview Inn:** Catering mostly to passengers of ships, rooms cost 20 gold per night. No food or drink is allowed inside.

11.) **Sign of the Winged Falcon:** This is a courier service, specializing in the fast communication of messages anywhere in Rankin or Credia. Costs 30 gold plus 4 gold per mile outside of the city limits.

12.) **The Soft Wave Inn:** With rooms for up to 35 guests, this is a very popular inn with seafarers of all types. Both food and drink can be had here for average prices.

13.) **The Morning Fog Saloon:** Drinks of all types and excellent quality, this bar is very popular with ordinary seamen.

14.) **Tackle Shop:** Fishing nets, harpoons, hooks, line and tackle of all types can be bought at fair prices.

15.) **Sweetloaf Bakery:** Deals mainly in sweetbreads and candies of all types.

16.) **Dominana's:** Appears to be a fine jewelry shop, but only offers low quality and high prices. Dominana is a major psionic/psuedo mind-mage who applies her mind power to cheat and deceive her customers. She is miscreant and has 38 I.S.P.

17.) **Sign of the Gold Palm:** This is a pawn shop which is a sister business to Domiana's next door. The owner cheats all customers terribly, giving only 10% of the value of the item pawned.

18.) **Nomtan's Tailor Shop:** A seedy little place that makes clothes of poor quality.

19.) **Timiro's Best Tavern:** Much belying its name, this may be the scummiest tavern in the Down-side area. Hard liquor at low prices.

20.) **Magda's Charm Emporium:** Magda, a female elf merchant, sells worthless charms against everything from spells to bad luck. While she has no magic abiliy, *she does* have her nose in everyone elses' business. She will sell accurate information to anyone, though the more dangerous the information, the more she will charge. Fees range from 500 gold to 10,000 if it involves Ancorat.

21.) **The Buttery:** This shop sells food supplies to small vessels and local fishermen.

22.) **The Red Light House:** A fine small house, the only way to rent a room for the night is to rent the girl that comes with it.

23.) **Karowyn's Merchant House:** Another outpost of the far flung Karowyn Merchant empire, this particular house does a lot of trading with the cities of the South Winds. They are always looking for men to man their vessels or to work as mercenary guards.

24.) **Rankin Merchant Co-op:** It combines the resources of its members to purchase items put up for bids on foreigns markets which no lone merchant company could afford. The Co-op is often on the look out for sailors or others to go and search out rare and unusual items for sale.

25.) **Ancorat's Dockyards:** Extremely profitable, the dockyard often takes care of the local fishing vessels, but also repairs independently owned (pirate) ships at a 100% mark-up.

26.) **Carpenter and Lumberyard:** One of Rankin's finest carpenters makes his home here.

27.) **Karowyn's Merchant Offices**

28.) **Wool Importers Warehouse:** A very important commodity that has to be shipped in.

29.) **The Silver Coin Inn:** Much frequented by members of Rankin's merchant classes; quality domestic and imported wines and brandy are available at fair prices.

30.) **Goldsmith:** In a heavily guarded building Quarn Pashar works his wonders with the precious metals. There is always 50,000 gold worth of bar stock or finished art in his vaults.

31.) **Jeweler's Shop:** The shop of Vatrac Limestone, a dwarf, is always busy.

32.) **Porter's Guild Headquarters:** Transports goods for others, anywhere in the city. This guild also serves as the headquarters of the thieves guild.

33.) **The Days End Tavern:** Serving relatively simple food. A meal will cost 6 gold with ale and beer available at the normal prices.

34.) **Church of the Seven Waters:** One of the oldest and most important churches in Rankin, this magnificent building is dedicated to the men of the Royal Timiro Navy.

35.) **Animal Trainer:** Varg Staglig, a wolfen druid, with his special abilities he can easily train the most difficult of animals in a short period of time. His dogs cost 150 to 500 gold and are among the best in the kingdom.

36.) **Stone Mason:** An expert in both the carving of stone and building of walls.

37.) **Redhead Tavern:** A rather dingy tavern with watered drinks and poor food at average prices.

38.) **Livery Stable:** A small place used mainly by the area workmen who need somewhere to stable their animals while they conduct business or have lunch.

39.) **Wine Merchant:** The family Gravo has for years been the chosen *importers of fine wines* for

Ancorat, from whom they hold a special commission. All are highly priced.

40.) **The Shrine of Tark:** It has few worshipers at present, but is steadily building in numbers.

41.) **Alchemist:** In a most unusual situation an ogre serves as alchemist in this shop. By his own request the only name he goes by is "Ugly". He keeps most items in stock though anything which costs more han 80,000 gold will only have a 10% chance of being available. No rune weapons, crystal balls, holy weapons or dragons teeth are available.

42.) **Wagonwright:** A famous human named Lyles Zavin runs this shop, which has been the hereditary coachmakers to two branches of the royal family for 3 generations. This business specializes in gilt covered and jeweled coaches of all sizes. Prices run from 100,000 to 2,000,000 gold each.

43.) **The Grand Inn:** Used by visiting dignitaries and officers who do not wish to stay in the barracks, this inn has rooms for over 75 guests, each exquisitely decorated in silks, with tapestries hanging from all walls and paintings in each room. Excellent food and drink of all kinds are served here, along with other pleasures such as gambling or a selection of drugs smuggled in from the Yin-Sloth Jungles. Rooms cost 75 to 200 gold per night while meals cost between 20 to 50 gold. Drinks cost double the normal amount.

44.) **Tobermori's Hospital:** Arc Tobermori, a 7th level healer, is the personal physician of Ancorat though some people suggest she may be more than just his doctor. Normally she sells her healing touch for 200 gold per use, with the greater abilities costing up to 2,000 gold per use. She will not perform a ressurection for less than fifty thousand gold.

45.) **Sign of the split Helm:** This large establishment is an arms manufacturing plant which has the royal commission to supply both the navy and army bases. All are made to standard shape and size for use by the average human and are a little under average quality. Each item has the royal Timiro seal etched into the metal. While private orders for weapons cannot be accepted, he sometimes sells off extra stock illegally. As a friend of Ancorat, the owner, Torbat can conduct such activities with impunity as long as Ancorat gets his share (30%). The thieves guild and pirates are among their largest customers.

46.) **Temple of Pantheon of Rurga**

47.) **Noot's Livery Stable:** Here horses can be rented, bought, sold or stabled. Any animal bought will cost 150% the normal price, but will be of the highest quality. A horse can be stabled here for 10 gold per day.

48.) **The Guild of Bountyhunters:** This organization, legalized in Rankin by order of Ancorat, is made up solely of assassins. Most of the time they are used as tracers or spies by Ancorat and his friends or some are hired by the army. Only with the express permission of Ancorat can they assassinate someone within the city limits, though they are free to do as they please outside it. New comers are not welcome.

49.) **Wagonwright:** Permon Alfon, an elf, is known as a maker of good carriages, covered wagons and wheelbarrows.

50.) **Fletcher Shop:** Another business which has the commission of the King of Timiro, it is run by a 12th level elf longbowmen named Alononum Magister. He may be the foremost authority on longbows and their construction in the kingdom. He knows his craft well and can, for a price, produce both bows and arrows which have bonuses to strike and damage. Arrows can be produced with a +1 to strike for 50 gold each.

51.) **Arenaside Tavern:** Huge quantities of beer, wine, ale and spirits are stocked here, all of average quality. Many of the middle-class workers of the town come here to quench their thirsts, along with a large number of soldiers from the garrison. All drinks are sold for normal prices.

52.) **The Wizards Guild:** A large but rather downtrodden building, there are rooms for more than 60 mages here, but rarely are there ever more than 15 in attendence; most are second rate. The once great library was destroyed by fire.

53.) **Ropemakers:** Another shop with the commission of the Royal Navy; this family supplies rope for all of Rankin's warships and courier vessels as well as the local fishing boats. All sizes and types are available at standard prices, including nets, rope ladders and the like.

54.) **Armourer:** A small shop, run by an old human mercenary named Tov. Weapons and armour are made only on commission, though he does keep a few small pieces such as daggers, short swords, small shields and the like as examples of his work.

55.) **Sailmaker:** This shop makes sails for both local and military use.

56.) **Days End Tavern:** This bar is mostly frequented by rural workers and others of the lowlier occupations. Average quality ale, beer and hard spirits are sold at average prices.

57.) **Wood Worker:** A specialist in cabinet making and woodcarving, all jobs are taken on order and will require two to four weeks before completion.

58.) **Metalsmith:** A worker in the softer metals; copper, bronze and tin. This fellow does work for many of the local housewives, mending pots and pans and such. There may be one or two husbands who would like to get their hands on the owner as well.

59.) **The Temple of Light and Dark:** This temple has a very small following in Rankin.

60.) **Armourer:** This shop has everything anyone could ever desire, even a 10% chance of giant sized weapons. The owner, Manst Qualor is a shrewd bargainer and will do all he can to stop buyers from getting a fair deal.

SMIA

THE CITY OF SMIA: Population; 17,400

The city's origin lies along the south banks where it prospered as a mining town. Rich veins of silver and gold enabled the town to rise almost overnight. Unfortunately, after two short decades the mines were nearly depleted; the main vein was large but isolated. A decade later newly discovered iron deposits kept Smia alive, but floundering. New deposits became increasingly scarce and treacherously deep. The town that blossomed overnight withered with poverty and despair. The dusty lowlands proving largely uncultivatable, the fate of Smia seemed sealed.

It was **Duke Cardinal Jonquil** of the royal family who grasped prosperity from the jaws of defeat. Before him stretched the grassy plains of the lowlands. An inhospitable land which seemed fit only for the rabbit and wild ponies. Ah, ponies. Spending every last coin of his personal fortune Duke Jonquil constructed a series of ranches and fenced the empty lowland. Then with imported equestrian masters and breeds from the West

he filled those ranches with wild ponies, broke them, trained them and sold them. His men trained by the western experts, he has established a thriving business in the gathering and breeding of horses and ponies. Today, Smia produces the finest mounts in the South and second only to the Western Empire.

The city, only one hundred years old, is a concentrated metropolis with tall buildings (two to five stories tall), and satisfied people. The city is clearly, new, clean and well designed and while there is the poor and the very rich, there are no slums or indigents. The city is clearly divided into six distinct districts:

1.) In the heart is **Castle Jonquil,** one of the oldest structures, tall and majestic, originally built as a refuge against onslaughts from orcs and ogres.

2.) Along the **south banks** curling around Castle Jonquil is the older and poorer part of town. This was originally the mining town. These are crowded, apartment style, three to four story buildings with several families and small shops under one roof.

3.) Off to the southwest are the delicate **farmlands** of Smia. Crops are largely grain types, wheat, barley, oats, hay, and a smidgen of vegetables which makes them fairly self sufficient.

4.) Along the **north bank** is the residences of the wealthy merchants, traders, craftsmen and cattle men (middle class).

5.) To the east is **the market district** with its many shops and mansions of the rich.

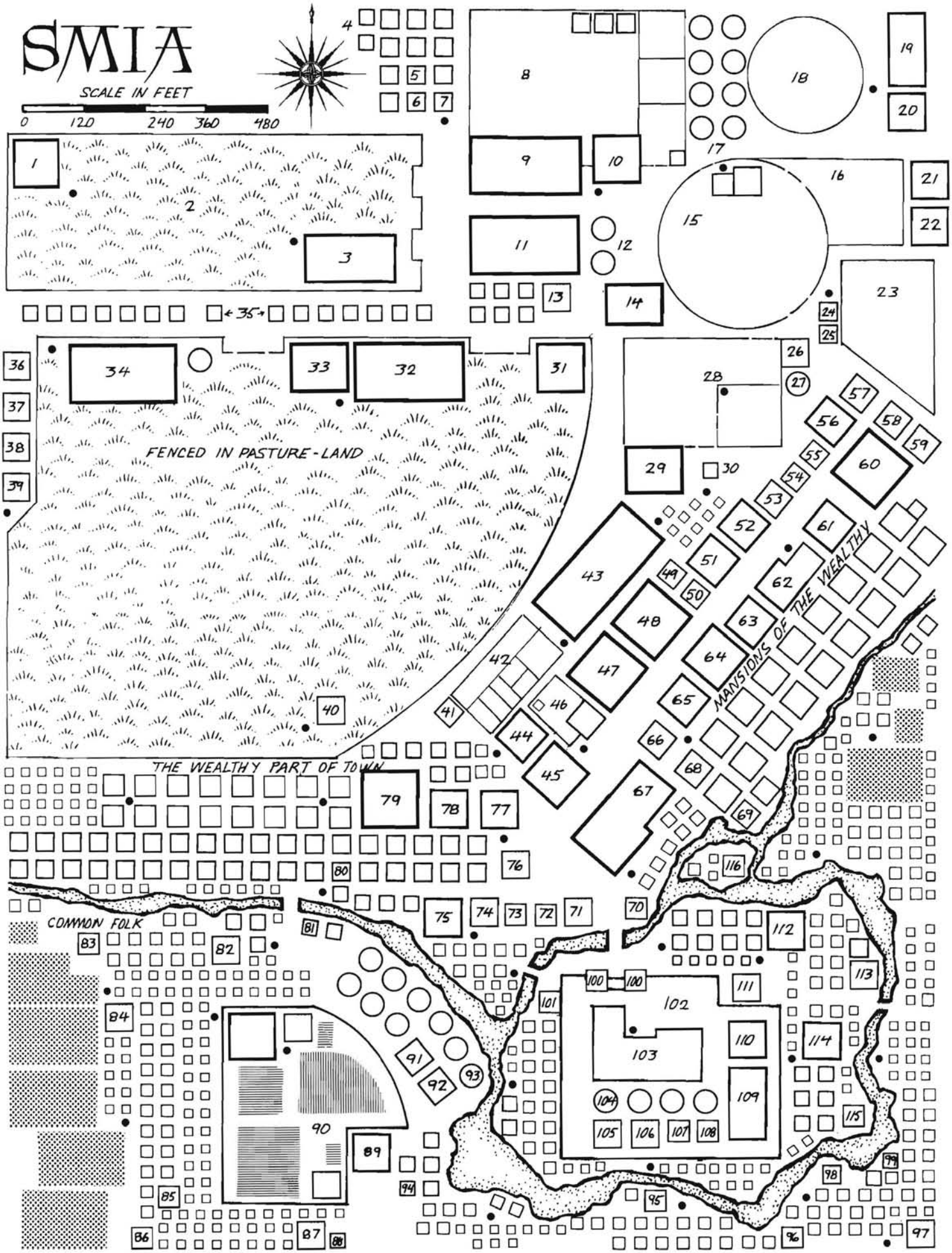
6.) **The ranches** and pasture land stretches far to the north.

CODE KEY
The City of Smia

1.) **Isolation Stables** for sick and injured animals. Includes veterinary facilities.
2.) **Fenced in pasture-land** for riding horses only. Contains 40-120 horses.
3.) **Stables** with supplies, smith and live in workhands.
4.) **Bunk houses,** two storys tall, holds 40 work hands.
5.) **Mess hall**
6.) **Supply and tool storage.**
7.) **Tavern** and game hall.
8.) **Large sectioned corral** for trained horses ready for market. Always contains 10-80 riding horses, 20-80 ponies, 2-12 war horses, 4-16 race horses.
9.) **Stables** attached to the corral.
10.) **Black smith** and supply house.
11.) **Work hands horse stables,** can maintain up to 72 animals, includes an indoor courtyard, supply room with blankets and grooming equipment, and two small do-it-yourself black-smith facilities at either end.
12.) **Grainery**
13.) **Black smith and wheel wright.**
14.) **Wagon storage.**
15.) **Large training track.**
16.) **Corral.**
17.) **Grainery.**
18.) **Small training track.**
19.) **Ranch house** of the head foreman and his family.
20.) **Private stables** with smith facilities, 1-4 race horses, 4-12 riding horses and 2-8 ponies.
21.) **Veterinary stables** operated by a 5th level druid, a 3rd level healer and a half dozen assistants.
22.) **Warehouse.**
23.) **Cattle Corral.**
24.) **Supply house.**
25.) **Slaughter house.**
26.) **Bunk house** for cattle hands.
27.) **Grainery.**
28.) **Cattle corral.**
29.) **Cattle stables.**
30.) **Cattle foreman's home.**
31.) **Round-up foreman's ranch.**
32.) **Stables.**
33.) **Veteranarian** and stables.
34.) **Stables.**
35.) **Bunk houses.**
36.) **Carpenter.**
37.) **Wagon smith.**
38.) **Warehouse.**
39.) **Warehouse.**
40.) **Stable hand bunk house** (2-8 men).

NOTE: Additional pasture lands and smaller ranches lay to the North.

41.) **Bunk house** for the Cattle Market's stable hands.
42.) **The Cattle Market:** cows, bulls, and some lesser quality ponies and work horses. Standard to low prices.
43.) **The Horse Market:** auction hall and stables, empty except during the weekly or special auctions.
44.) **Cattle market** owner's mansion.
45.) **The Butchers Market and Dairy.**
46.) **The Poultry Market.**
47.) **Farmer's Market:** fresh produce.
48.) **Stone Masons Guild.**
49.) **Temple of Apis the Sacred Cow.**
50.) **Bakery.**
51.) **The Richman's Tavern;** high prices, high quality beer, ale, wine and rum.
52.) **The Equestrian,** a small but ritzy inn catering to wealthy out of town buyers. Plush rooms range from 40 to 120 gold per night, dinners of fine quality average 20 gold, high quality liquor about five gold per glass.
53.) **Franklin's Saddle Shop.**
54.) **Leather Works.**
55.) **Tobias' Liquor and Tobacco Shop,** average quality, fair prices. Excellent selections.
56.) **Cranston's House of Shadows,** a dark, mysterious lounge specializing in expensive hard liqour, drugs, and women. All types of drugs, poisons and fumes can be bought here, but at three times the standard price. Operated by a western merchant of miscreant alignment, a 3rd level diabolist.
57.) **Potter.**
58.) **Tailor.**
59.) **Weaver and fabric shop.**
60.) **Tihndahl's Fabulous Armory,** operated by a 6th level dwarven knight and six fellow dwarves (3rd level merc.s). ALL types of weapons, armour and barding. New and used are available, as well as tailor made or special dwarven armour and weapons. Prices tend to be high, especially dwarven quality. Used equipment is fairly priced and the cheapest available. Armour repair is another service offered.
61.) **The House of Healers,** a three story edifice which is the home and office of four 4th level healers and a half dozen assistant physicians. Reasonable prices.
62.) **The City Fire House** with attached stables.
63.) **Temple of Light.**
64.) **Carpenter and wagon smith;** owner and family live on the third floor.
65.) **The Lowland's Inn,** rooms, food, and drink of average quality.
66.) **Samantha's Jewelry Store:** varying quality and value, buys and sells, always in the market for precious stones.
67.) **The Black Stallion Hotel** is the largest building in town, seven stories tall with 186 rooms, two dining halls and saloons. Rooms range from 20 to 80 gold per night. The quality of food, drinks and rooms are better than average.
68.) **The Black Stallion Stables** (elite), high prices, exceptional quality.
69.) **The Black Stallion Bargain Stables,** low prices, average quality.
70.) **River Inn,** fair prices, only a handful of rooms.
71.) **General Store.**


SMIA
SCALE IN FEET
0 120 240 360 480
FENCED IN PASTURE-LAND
THE WEALTHY PART OF TOWN
MANSIONS OF THE WEALTHY
COMMON FOLK

72.) Gold Smith.
73.) Blue Goose Tavern.
74.) Leather Goods.
75.) Church of Dragonwright (the evil version), 1-6 3rd level priests present at any given time.
76.) The Alchemist Shop: 40% chance of having a particular potion, fume, poson or drug; 30% chance of having a specific scroll, 15% chance of having a particular magic item or other articles of magic. Prices are high.
77.) Temple of Light and Dark, 4-12 3rd level priest at any given time. A 9th level high priest runs the neighboring hospital and veterinary clinic.
78.) Veterainary Clinic, employs two 4th level druids and several assistants. Owned and operated by the priests of Light and Dark.
79.) The hospital, a five story building with 68 private rooms and twelve wards. Employs three, 4th level healers, several physicians, assistants and a handful of priests. Hospital headed by 6th level priest. All fees go to maintaining operations and the church of Light and Dark.
80.) Broken-hearts Tavern, an old gentlemens pub.
81.) The Beer Barrel Saloon, serves only beer and ale at reasonable prices.
82.) Tanda's Magic Emporium: Tanda is a miscreant witch who specializes in potions (50% chance of having a particlar potion). She also stocks poisons and miscellaneous magic items that she procures from adventurers (12% chance of having a particular item). Tanda is pretty, P.B. 15, seemingly friendly and kind. In reality she's quite treacherous and cunning, tricking and cheating (even killing) to get an item she covets. Tanda is a 4th level witch, has a cat/incubus familiar, and is pledged to the demon lord Succor-Benoth.
83.) Temple of Ra.
84.) The South Bank Jail.
85.) Silver smith.
86.) Temple of Kirgi the Rat God.
87.) Stone mason.
88.) Black smith.
89.) Forge and metal workers, fair quality, low prices.
90.) The mines, still active but low yield; gold, silver and iron.
91.) Grainery guards.
92.) Warehouse.
93.) Grainery.
94.) Temple of Aco and the Juggernaut, 2-4 priests.
95.) Temple of Set.
96.) Red Dragon Tavern.
97.) General Store.
98.) The Wormwood Tavern (secret thieves guild headquarters).
99.) Fresh Fish and Bait Shop: also sell fishing tackle and accessories.

THE CASTLE

The Castle Jonquil is ruled by **Duke Matthew Jonquil**, age 35, 5th level knight, youngest son of the late Philip Jonquil. He is a fair and honorable man of scrupulous alignment like his father before him.

100.) Castle Barbican/Gate Towers with double portcullis manned by a dozen archers.
101.) West guard tower.
102.) Court yard.
103.) The Castle Keep: contains royal dining hall, kitchen, 20 guest rooms, the Duke's tower, hall of justice, ball room, lounge, storage rooms, temple of light, servants' quarters and dungeon.
104.) Grainery.
105.) Stables.
106.) Stable hands and laborers residence.
107.) Black smith.
108.) Carpenters and wheel wright.
109.) The militia: 172 foot soldiers.
110.) The Light Cavalry, 48 soldiers and horses.
111.) Tax office.
112.) Theatre.
113.) Court Wizard and scrivener service; 7th level elf wizard.
114.) Jail.
115.) Temple of Isis and Osiris.
116.) Jonquil tower, a defensive five story tower and neighboring barracks. 48, 1st to 3rd level archers (short bow) and 48 foot soldiers, all mercenaries. Lead by a 5th level water warlock.

TANIS

Tanis, the Lumber Capital
Population: 27,000
Human 11,600
Other 7,000
Non-human Slaves 8,400

Tanis is the newest and one of the richest cities in the Timiro Kingdom. Since the deletion of the western forests nearly 100 years ago, Tanis has become the new capital of lumber production. In addition to furniture production and finished lumber, they provide two thirds of the lumber for the neighboring ship builders in Media.

Generally the city is well organized and well managed by the Warlock's Guild. The people are happy, successful, and generally well to do. The lucrative work in the mills and as lumber-jacks has made Tanis a friendly, robust little city of blue collar workers with high spirits and a great sense of pride in their city.

The Lumber-Jacks

The typical lumber-jack plans on working in Tanis for ten or twelve years and then retiring with a sweet litle nest egg not available to most laborers. Most, however, end up living and working their entire lives in the city. They are a tough, hardy breed of people who enjoy the hard life they lead. Recreation tends to be drinking, dancing, games of skill and strength, gambling and hunting.

Optional Lumber-Jack O.C.C.

Attribute Requirements: P.S. 12, P.E. 12.
O.C.C. Skills: Identify plants/fruits (+25%), Climb trees/scale walls (+20%), W.P. Battle Axe.
Elective Skills: Choose 5 at level one, 2 at level three, 2 at level eight and 2 at level twelve.
Secondary Skills: Choose 7 at level one, 4 at level four, 2 at level ten.

Elective Skills

Dowsing (+5%)
Hand to Hand: Mercenary
Horsemanship: general
Identify tracks (+10%)
Track (+8%)
Medical (+4%)
Pick pockets
Prowl (+4%)
Trap/skin small animals (+8%)
W.P. Throwing axe
W.P. Blunt
W.P. Knives

W.P. Spears/Forks
W.P. Short sword
W.P. Large sword
W.P. Staves
W.P. Short bow

Secondary Skills
(choice of any, but the following have O.C.C. bonuses).
Carpentry (+4%)
Cook (+5%)
Dance (+5%)
Faerie lore (+10%)
Play wind instrument (+6%)
Play string instrument (+6%)
Preserve food (+10%)
Plant/farm lore (+10%)
Sense of direction (+15%)
Swim (+20%)
Speak additional language (+10%)
Levels of Experience: Are the same as ranger.

The Slaves

A large number of orcs and ogres are used to work in the saw mills (large hand saws) and as heavy laborers. The orcs are generally subservient and fearful of the warlocks who run Tanis. Unfortunately the ogres are extremely hostile, aggressive and dangerous, requiring most to be chained at the ankles and the most dangerous are manacled at both wrist and ankle.

Assaults on human life are not tolerated, punishable by severe beatings, the stocks or death by hanging. The latter is used on multiple offenders, sex crimes, and murder.

The Warlock Community

A large guild of warlocks manage the city and act as the magistrate. They have disseminated the work and responsibilities of city operation among themselves so that no one person has too great a load. They are extremely efficient and fair showing no preference for wealthy or poor, clergy or noble.

The presence of the warlocks makes a militia unnecessary as they can more than handle any crisis.

Warlock Population

Earth: 50 level one-third; 30 level four-tenth.
Air: 20 level one-third; 20 level four-tenth
Water: 10 level one-third; 25 level four-tenth.
Fire: 10 level two-fourth; 12 level five-tenth.

Druid Problems

The forest surrounding Tanis was populated by a large community of about 300 druids who did not accept its demise as lumber. A bloody, guerrilla style war lasting 20 years impeded the city's growth until the druids were at last defeated. However, a small band of approximately 40 druids still plague the city by freeing slaves, causing fires, vandalism, and mischief in general. A reward fo 25,000 gold is offered for information that will lead to their hide-out and destruction.

CODE KEY
The City of Tanis

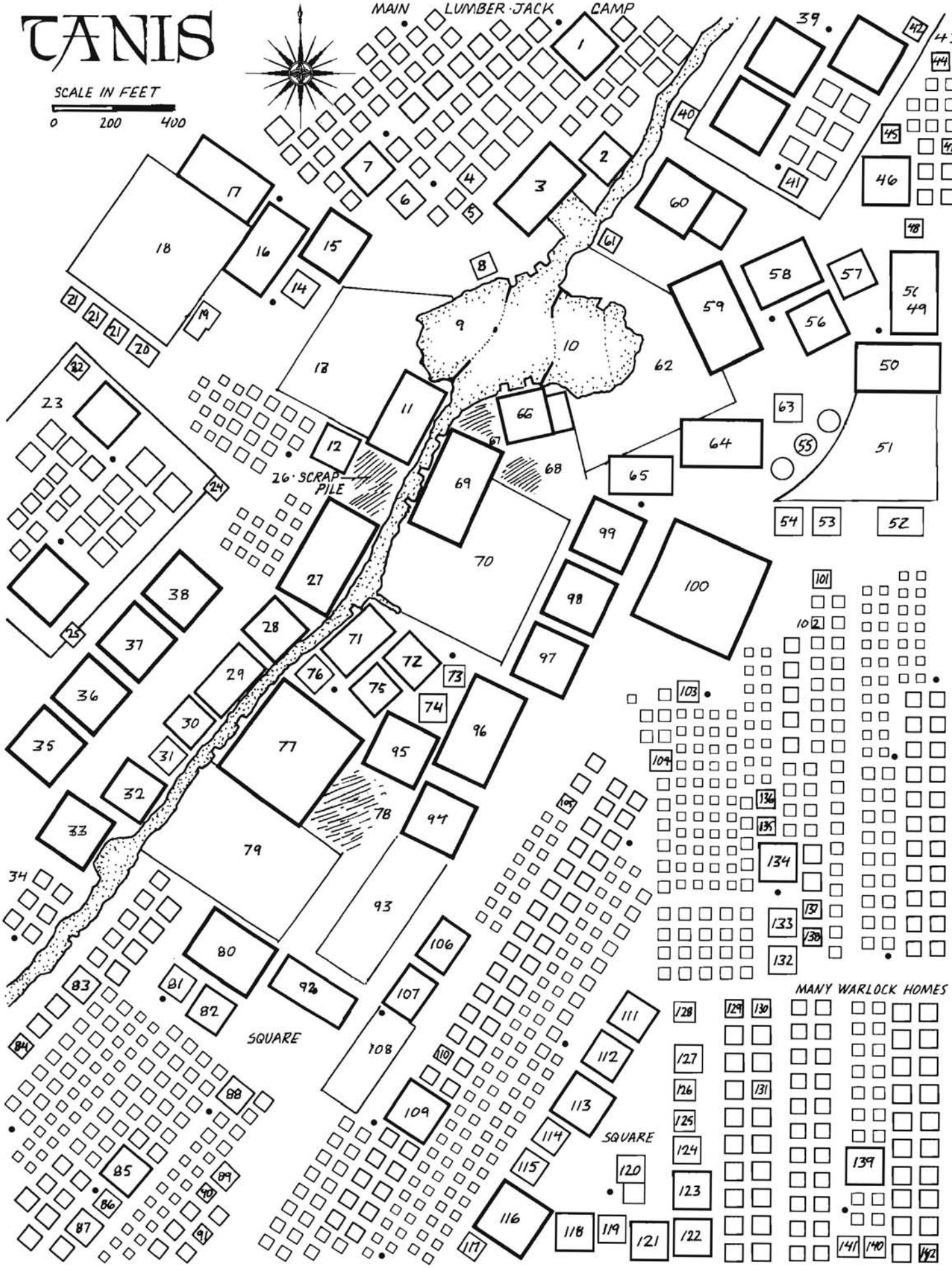
The Lumber-jack Encampment

This is a rough and rowdy part of the city where the non-resident lumber-jacks work and live. Most of the buildings are sub-divided two and three story buildings housing four to eight families each and as many as sixteen in the larger ones. Many of these apartments are shared by several friends or room mates rather than families. The camp is 75% male and 50% human. Of course many lumber-jacks reside in the actual city.

1.) **Wildwood Gaming Palor:** Gambling and games of all kind occur at this favorite retreat. Good quality beer and ale are served at fair prices.
2.) **Barge and Small Boat Repair**
3.) **Large Storage House:** This is for unused or damaged flatbed barges. It faces the Tanis River with a man-made channel and tapered shore for the flat bed barges, which are used to transport finished wood planks, slabs and boards.
4.) **General Store:** Sells household items, fabric, grains and miscellaneous common goods. Standard prices.
5.) **Tobacco and Liquor Store:** Both smoking and chewing tobacco are sold along with a variety of beer, ale, and moonshine.
6.) **The Fallen Tree Brothel:** Cheap booze and women.
7.) **The Temple of Light and Dark:** Full pantheon displayed.
8.) **The Foreman/Supervisor's Residence**
9.) **Log Corral**
10.) **Log Corral**

Industrial Section

11.) **Sander's Saw Mill**
12.) **Wagon Storehouse**
13.) **Lumber Yard;** usually 50% are raw product
14.) **Blacksmith and Wheelwright**
15.) **Wagonsmith,** builds and repairs wagons.
16.) **Stables** for work horses, can house up to 80 animals.
17.) **Stables** for work horses.
18.) **Horse Corral**
19.) **Foreman's Residence**
20.) **Equipment and Storage**
21.) **Three Bunk Houses**
22.) **Slave Guard Post;** stone construction, 2nd level merc.s.
23.) **The West-side Slave Compound;** houses up to 2200 slaves; 80% orc, 15% ogre, 5% others.
24.) **Slave Guard Post,** stone construction, 16 3rd level merc.s.
25.) **Slave Guard Post,** stone construction, 16 3rd level merc.s.
26.) **Huge Scrap Pile** of saw dust and wood chips. The residents are encouraged to take what they might need free of charge.
27.) **Loen's Saw Mill,** uses many slaves.
28.) **Turpentine and Oil Production**
29.) **Loen's Paper Mill**
30.) **Tool and Saw Shop;** makes, repairs, and sells mill saws, axes, and hand held tools and chains.
31.) **Paint and Varnish Shop**
32.) **Barge Repair** and dock workers; load and ship.
33.) **Flat-Bed Barge Storage**
34.) **Six Shipping and Business Offices** of the Leon saw mill and furniture production house.
35.) **Warehouse**
36.) **Warehouse**
37.) **Warehouse**
38.) **Warehouse**
39.) **East-side Slave Compound,** houses up to 2800 slaves, 80% orc, 10% ogre, 10% goblin.
40.) **Stone Guard Tower,** two stories tall 24 guards.
41.) **Stone Guard Post,** 16 2nd level merc.s.
42.) **Stone Guard Post,** 16 2nd level merc.s.
43.) **The Slave Honor Camp,** this is a wall-less slave camp composed of several large and small barrack style buildings for slaves that have proven themselves loyal to their work and masters. Living in this town-like encampment is as high an honor a slave can get. It even includes places of worship and taverns. However, it can be a dangerous place for free-men.


TANIS
SCALE IN FEET
0 200 400
MAIN LUMBER JACK CAMP
SQUARE
SQUARE
MANY WARLOCK HOMES
26 SCRAP PILE

44.) Stone Guard Tower, two stories tall, 12 2nd level mercenary guards.
45.) Temple of Taut (god of dark)
46.) Game Hall and Saloon, serves only watered down beer and ale.
47.) Temple of Tark and Panath
48.) Stone Guard Tower, three stories tall with 28 2nd level mercenary guards. Tower includes a bunk area and lounge with beer or wine.
49.) Kindahl's Stables for work horses, can house up to 80 animals.
50.) Kindahl's Stables for work horses, can house up to 80 animals.
51.) Kindahl's Horse Corral
52.) Bunk House for stable hands.
53.) Equipment and Supplies
54.) Kindahl's Residence; a fiesty dwarf and family of two sons, three daughters and uncle Fhard; all are expert metal workers and horse handlers.
55.) Grainery
56.) Wheelwright
57.) Kindahl's Blacksmith
58.) Wagonsmith, makes and repairs.
59.) Lumber Warehouse
60.) Wagon Storage
61.) Ferry to the other side, no charge.
62.) Unprocessed Lumber
63.) Tool Repair Shop, from mill saws to hand held tools, the best grider in the city.
64.) Furniture Maker
65.) Furniture Maker
66.) Alexander's Saw Mill
67.) Scrap Pile, large pile of sawdust and wood chips.
68.) Scrap Pile, huge pile of saw dust and wood chips. The residents are encouraged to take what they need free of charge from both scrap piles.
69.) Kentomtold's Saw Mill, employs many slaves.
70.) Lumber Yard shared by the Kentomtold mill and neighboring furniture makers.
71.) Nozlaf's Furniture, high quality.
72.) Steve's Drier, dries and treats wood.
73.) Steve's Residence
74.) Kentomtold's Residence
75.) Varnisher, stains and varnishes wood
76.) Wood Finisher, treats and stains wood
77.) Franklin Saw Mill, the largest of all the mills, employs a great number of orc and ogre slaves.
78.) Scrap Pile of the usual dust and lumber chips.
79.) The Franklin Lumber Yard
80.) Wagonsmith
81.) Blacksmith
82.) Wheelwright
83.) The Fire Barge Tavern, sells dwarven beer and wood grain moonshine (some would claim turpentine), high prices but extremely popular hang out.
84.) The Flat Bed Bar and Grill, specializes in roasted chicken, ale and beer. Standard prices.
85.) Temple of Rurga, entire pantheon.
86.) Weaver and Tailor
87.) General Store
88.) Church of Light and Dark
89.) Cobbler
90.) Leather Shop
91.) Shrine of Isis
92.) Carpenter
93.) Wolverton Lumber Yard, finished wood covered with canvas.
94.) Wolverton's Wood Finishing, stains and varnishes.
95.) Franklin Warehouse
96.) Franklin Warehouse
97.) Warehouse
98.) Warehouse
99.) Kentomtold Warehouse
100.) Kentomtold Warehouse
101.) Saloon, beer wine, moonshine.
102.) Shrine of the Phoenix
103.) Temple of Aco and the Juggernaut
104.) Artisan Shop, glass and pottery.
105.) Temple of Set
106.) Carlsorz Stable, riding horses and ponies for sale.
107.) Carlsorz Stable, for travelers, blacksmith facility too.
108.) Horse Corrals
109.) East Wind Inn, 64 rooms, 20 to 80 gold per night per person.
110.) Marigold Tavern, beer and ale, cheap prices.

Market Area

111.) Stationary Store, sells paper, bound books, parchment, inks, paints, dyes and other writing utensils.
112.) Metal Works, sells and repairs pots, pans, kettles and various iron utensils and knives, standard prices.
113.) General Store, fabric, grains, household items, dry goods.
114.) Seamstress, standard prices.
115.) Silversmith, high prices.
116.) Farmers Market, fresh produce
117.) Dairy
118.) Butcher, standard prices.
119.) Spice and Herb Shop, common and imported, high prices.
120.) The Lone Oak Tavern, quality food and wine, high prices.
121.) The Pirate's Cove, a saloon that specializes in rum and western alcohol. Very high prices.
122.) Clothing Store, expensive imported silks and furs.
123.) Talon's Armoury, used and new arms and armour. Fair selection including some kobold and dwarven weapons, tend to be expensive.
124.) Jewelery Store, good variety, highish prices, elf owned.
125.) House of Light, candle and lantern shop.
126.) Basket Weaver
127.) Potter and Ceramic Shop, nice quality fair prices.
128.) Clock Maker, water and sand clocks, expensive.
129.) The Scrivener, will write letters from dictation for five gold per page, read letters at one gold a page, authenticate books for 10-40 gold, authenticate scrolls at 100-400 gold; also sells paper goods and inks at standard prices. Is operated by an elderly human, defrocked 9th level monk, 6th level scholar, reads and speaks all languages, magic symbols and runes at 100% proficiency.
130.) Magic Powder and Fume Shop; stocks all magic powders and fumes, but at twice the normal prices. House specialty, pink goblin dust, 5lb sack, 15 gold.
131.) Sect of Kirgi the Rat god
132.) Saddle Shop and other riding gear, standard prices.
133.) Private Bath House, 5 gold per bath, 10 gold for bath in clean water, 25 gold to be bathed and perfumed.
134.) Ragnarok Inn, 36 rooms, small, dirty, 10-40 gold per room, per night, no limit to the number of people, watered booze.
135.) Cindy's Place, a brothel of questionable quality.
136.) The Rum-Pot; a saloon that specializes in common quality rum and hard liquor. Available by the glass or by the bottle. Standard prices.
137.) Tackle and Bait Shop
138.) The Preservatory, sells preserved meats and fruits for wilderness adventuring.
139.) Temple of the Elementals, the main warlock place of worship and magistrate offices. A handsome four story edifice.
140.) The Kings Auditor, a.k.a. the tax collector.
141.) Town Hall
142.) Town Jail

NOTE: The warlocks run the city

TOMORO

The City of Tomoro Population: 68,000

Tomoro is a wealthy, quiet, popular resort city, famous for its hospitals and healers. The town is especially proud of its many mineral springs and bath houses. It is said that just drinking the water of Tomoro will add years to your life. Many elderly nobles and merchants maintain a home here. It is an unusually beautiful city, and enjoys a mild climate.

The townspeople have a very social life, with parties, balls and visiting. Duels are popular among the younger set. This is a class conscious society, and the various O.C.C.'s seldom mix except in public areas. Rowdy behavior is tolerated only in the poorer areas of town. Even the assassins of Tomoro will murmur an apology as they dispose of their victims.

The priests of Tomoro are the fattest of the land. Many are related to the noble families of the town.

The merchants offer every luxurious item imaginable and their prices are steep. An attempt to bargain will most often be greeted with a patronizing chuckle, as the bargainer is informed that if he cannot pay the price, perhaps he should do without.

The mayor epitomizes the snobbish dandy. His Honor, Lord Popeet is a renowned duelist, and loves to hear about one on one battles. Any petitioner must tell him a good story if he wants any help. The mayor's card will serve as a passsport to any house in town.

Nobility and very rich merchants send their children to Miss Rissy's for a year or two of "finishing" before the young ones enter society. Attendance of this school is considered a great advantage at court. The children come from all over, and form friendships here which affect the workings of governments.

Magic users are not popular in Tomoro, as they do not fit well into the class system here. They will be treated correctly, but kept at a distance, unless of course, he or she is of noble background.

The thieves in Tomoro specialize in picking pockets; Tomoro is also famous in certain circles for its fences and pawn shops which will buy at good prices.

CODE KEY
The City of Tomoro

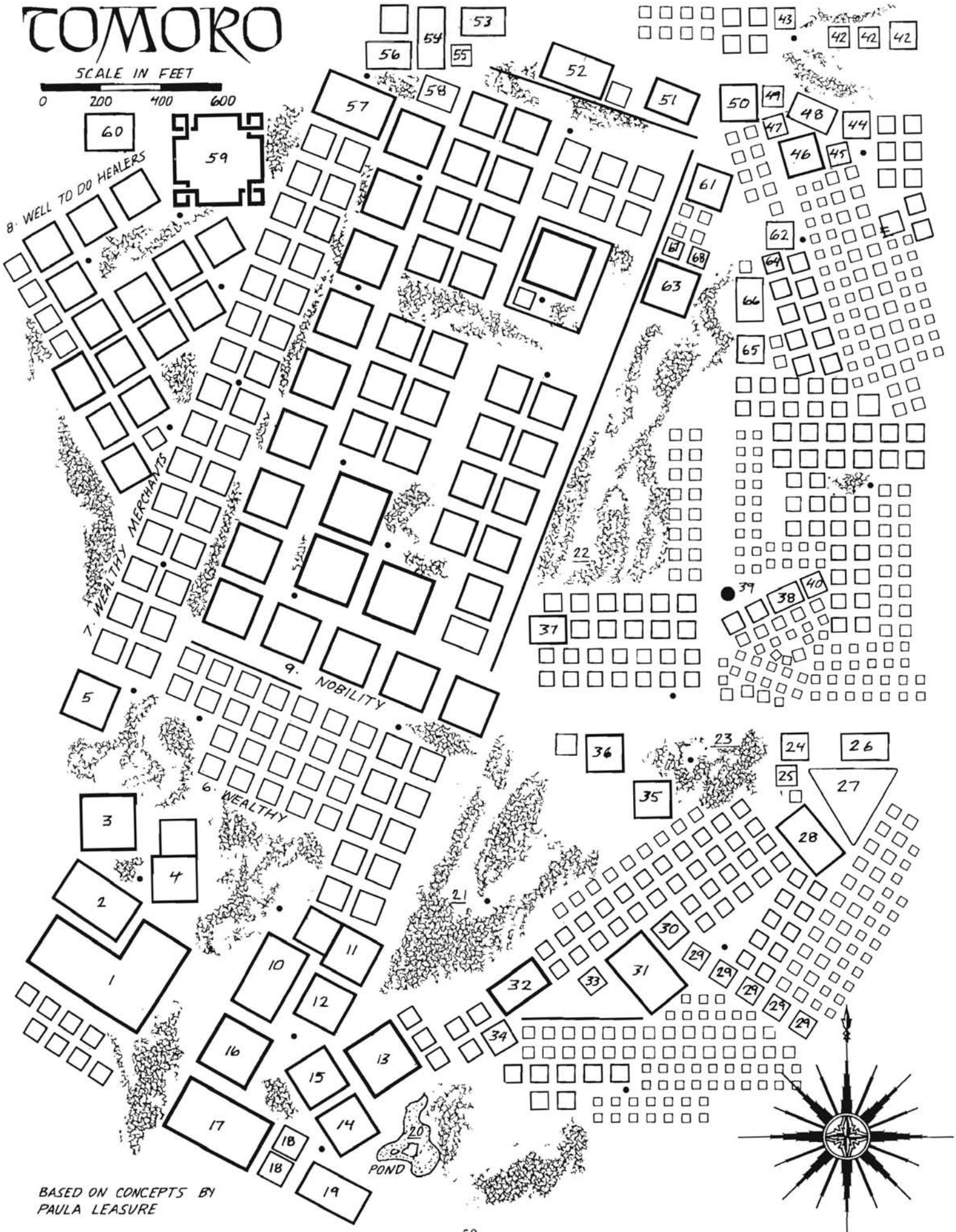
Hospital Complex

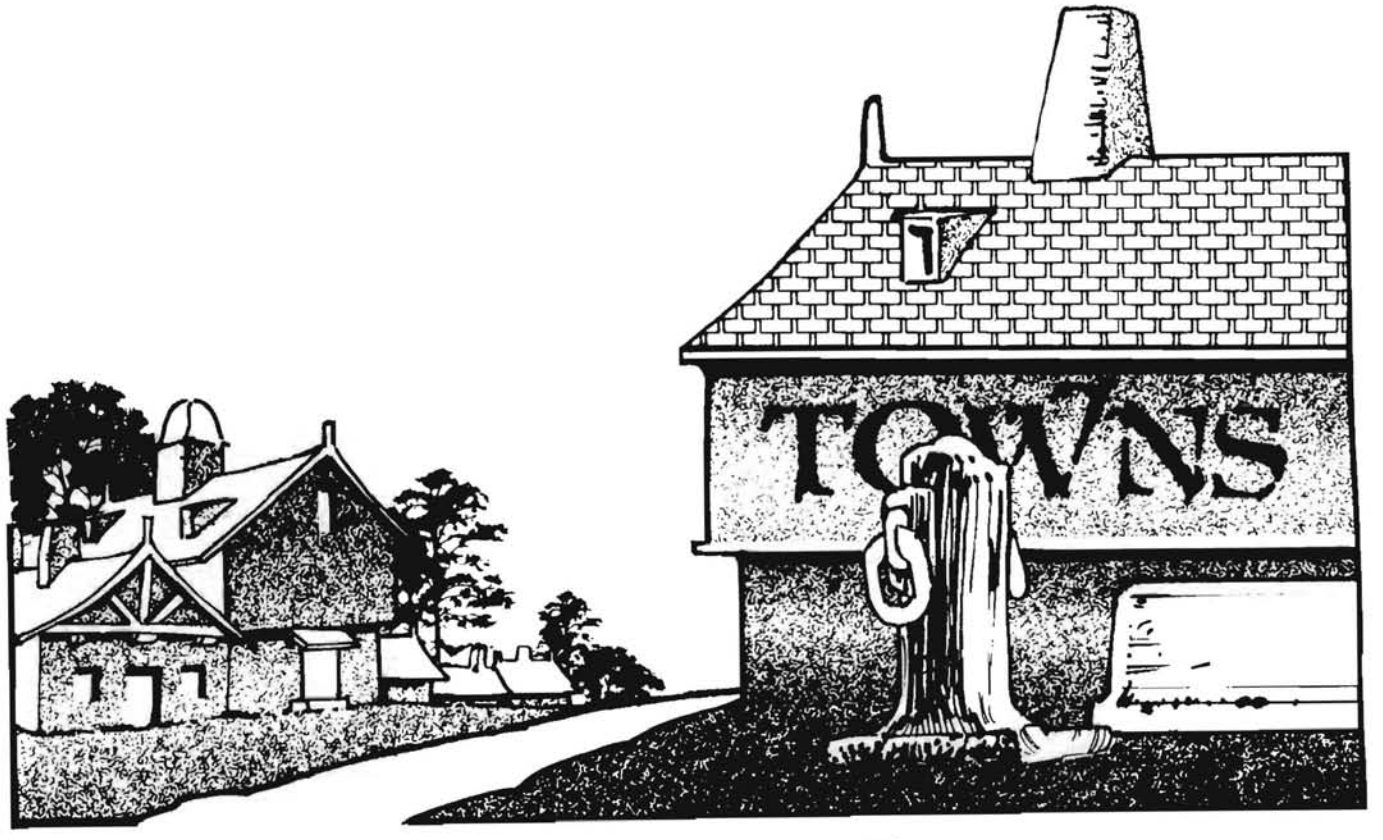
1.) College of Healers
2.) Teaching Hospital; no one is turned away.
3.) Psychiatric Hospital
4.) Convalescent Home
5.) Veterinary Hospital & College

Wealthy/Noble District

6.) Well to do Merchants - homes
7.) Well to do Merchants - homes
8.) Well to do Healers
9.) Nobility - homes
10.) Residential Hotel ; usually apartments that are rented by rich folks here for a series of treatments at one of the hospitals.
11.) Residential Hotel
12.) Residential Hotel
13.) Miss Rissy's School of Etiquette
14.) Well to do Healers & Psychiatrists
15.) Well to do Healers & Psychiatrists
16.) Temple of Light and Dark
17.) Classy Hotel
18.) Tea House , Snooty Tavern
19.) Bathouse - Upper Class
20.) Pond
21.) Botanical Gardens: Tended by a wandering druid monk and several acolytes.
22.) Wooded Park: Horse riding.
23.) Play Park: Bowling greens; children's areas, tournament field.
24.) Alfred's Inn: Good food, rooms, average prices.
25.) Tagor's Tavern
26.) Public Bathhouse
27.) Shopping Area: Mostly clothes, some weapons.
28.) Cold Nights Inn: Low Prices, fair rooms.
29.) Red Light District: Cheap booze and women.
30.) Cunegunda Tavern
31.) Tinker's Inn: They cater to dwarfs, cheap prices.
32.) Alchemist
33.) Petunia's Florist Shop
34.) Pawn Shop
35.) Grandpa's Green House
36.) Temple of Locknar
37.) Thieves' Guild
38.) Tomika's Tavern
39.) Paved Open Area; with a large fountain in the center.
40.) Tiny's Tea Room; run by an orc; ex-mercenary.
41.) Weaponsmith and Second Hand Shop
42.) Mineral Springs Spa & Health Club
43.) Kato's Tavern
44.) Retired Soldier's Aid Society; home for indigent but respectable soldiers.
45.) Saddles & Horse Tack Shop
46.) Temple of Pantheon of Rurga
47.) Roz-Lee's Inn
48.) General Store
49.) Closed Fresh Food Market
50.) Nisha's Tea Room
51.) Public Library
52.) Private Hospital
53.) Horse Stable
54.) Grandma's Private Horse Stables
55.) Blacksmith
56.) Carriage and Buggy Shop
57.) Government Buildings; Mayor's Residence
58.) Tea Room and Porcelin Shop
59.) Theater
60.) School of Music
61.) Temple of Taut
62.) The Black Hole Tavern
63.) Temple of Dragonwright
64.) Temple of the Northern Gods
65.) Magic Shop
66.) Tukie's Inn
67.) Tailor
68.) Silk Shop




TOMORO
SCALE IN FEET
0 200 400 600
8. WELL TO DO HEALERS
7. WEALTHY MERCHANTS
9. NOBILITY
6. WEALTHY
POND
BASED ON CONCEPTS BY
PAULA LEASURE



Alphabetical List of Towns

Aria
Arian
Baca
Barbera
Basst
Beeg
Bith
Calra
Erat
Gedro
Hanna
Kwia
Marmana
Media
Nibis
Nira
Nisi
Partha
Parp
Sims
Sino
Syanda
Tanith
Tax
Yria

ARIA

The Town of Aria

Aria is a military complex that houses both the light cavalry and foot soldiers. It serves as both a training camp and as a permanent base to defend the city of Tomoro and the Credia Peninsula.

A small community of peasant farmers, laborers and merchants sit Northwest of the military base. Most of the merchants, particularly the livestock merchants, cater to the military.

To the east stretches miles of farmland and peasant farmers under the direct protection of the army.

Population of Aria:

Cavalry 4530
Foot Soldiers 5140
Civilians (predominately farmers) 1100
Orc Slaves (predominately farm hands) 600

CODE KEY
The Town of Aria

1.) **The Alchemist Shop:** This shop is run by Alise Mystic, human 40 years old, anarchist, thief. She really isn't an alchemist at all, but will fake it when necessary. There is only a 20% chance she will ever have anything you need. However, she will keep you in the shop long enough for her gnome slave, which she imported from the North, to pick your pockets clean.

2.) **Long Days Inn:** One of the smaller inns in town, food and drink are fair to good. Prices are moderate.

3.) **Amanda's Market:** Caters to the middle class towns people. Does her best to keep her store well stocked; prices are moderate.

4.) **Bob and Doug's Pawn Shop:** Very poor shop. Don't do very much business, however, they can easily be cheated due to lack of intelligence.

5.) **The Fools Rush Inn:** This is little more than a dive. Frequented mostly be cattlemen and horse traders. It is well known that the soldiers from the fort are not welcome here. Prices are fair.

6.) **Gazella's Hospitality House:** This is a hostel for tired travelers. For a moderate price (5 gold per night) a traveler gets a bed and small, but filling breakfast.

7.) **Lupe's Boot Shop:** This shop is run by a 2nd level elf, merchant. He not only runs this shop but has a leather good shop next door. He will custom make almost any item, for a price. His prices are high, unless he decides he likes the person he is dealing with, which is not often.

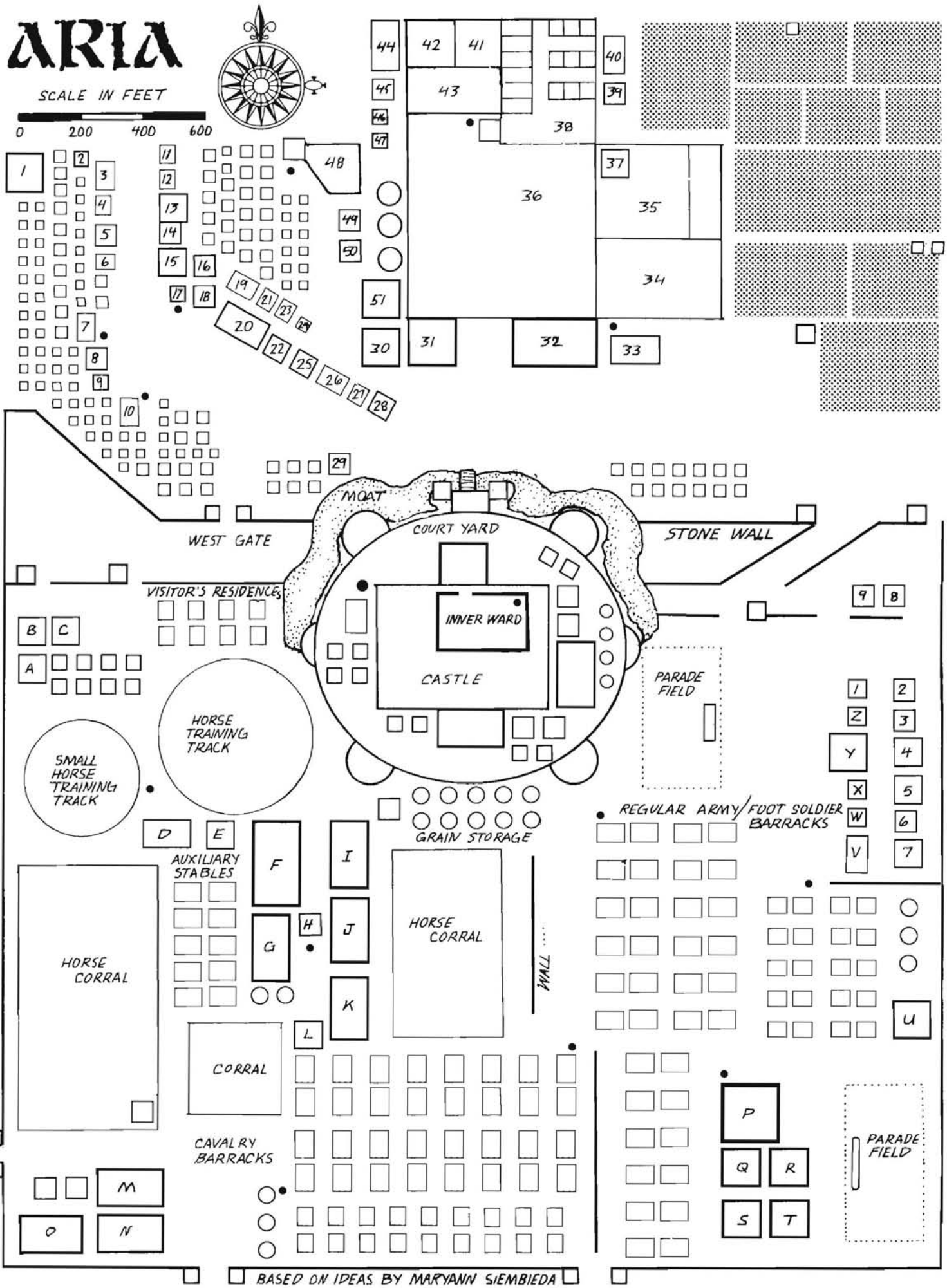
8.) **Lupe's Leather Shop:** Lupe has a deal with the cattle ranch for most of heir hides, in return he gives the ranch hands a discount.

9.) **Clyde's Tannery:** Lupe's brother-in-law does all of Lupe's tanning at a discount. Prices average.

10.) Town Jail
11.) Town Healer: Human named, Gloria Calandra, age: 35, alignment: scrupulous. Very generous, many times she will render her services to the poor for no fee at all. Cannot stand to see people suffer.
12.) Temple to Dragonwright: (good sect) 6 priests can be found here at anytime.
13.) Tamara's General Store: She carries just about everything anyone could need. She is willing to special order items for the right price. Most of her usual prices are average.
14.) Tarnow Bakery: Quality baked goods, average prices.
15.) Adam's Spice Shop: Spices and herbs from all over the Timiro Kingdom an surrounding areas. Prices are average on the high side.
16.) Monica's Linen Shop: Fair quality linen and cloth. Basic material, cannot make special orders. Prices are low.
17.) Rodney's Tavern: Good beer and ales. Fair prices.
18.) Bob's Bunk House: Cheap beds, 10 or 15 cots to a room. 2 gold per night.
19.) Warehouse for the armoury.
20.) Gideon's Armoury: Run by a 4th level ex-fighter elf, mercenary, who has a bad attitude; he'd rather fight than haggle. Prices are fair to good. Deals in coutraband on the side.
21.) Warehouse; owner, unregistered.
22.) Sylvia's Pawn Shop: Will accept anything in trade. Is very picky about who she deals with. Prices are average. Will cheat anyone she can.
23.) Temple of Darkness: 2 priests of darkness are always there.
24.) Temple of Light: 4 priests of light actively try to convert anyone and everyone.
25.) The Aria Womens Sufferage League: These are towns women who are determined to outlaw the town's saloons and taverns. Only problem they have is no one is willing to listen.
26.) Damian's Blacksmith Shop: Prices are fairly high, due to the fact that he is the only blacksmith catering to the common folk. Rumored to have connections with the Temple of Darkness.
27.) The Gate Way Inn: Everyone is welcome at this inn. Good food and drink for fair prices.
28.) Capital Pawn Shop: The only honest pawn broker in town. Will give fair prices for fair trades. This may be due to the fact that it is right across the street from the Town Council.
29.) Town Council Building
30.) The Millwright's Residence
31.) The Ingles Residence & Office: Owner of the town's largest business, a livestock ranch.
32.) Stables
33.) Ranch Hands Residence: Houses up to 20 hands.
34.) Corral for Horses: Fair to good quality. Standard prices to everyone but the military to whom he gives discounts.
35.) Corral for Ponies
36.) Main Cattle Corral
37.) Storage
38.) Stables
39.) Storage
40.) Residence for Ranch Hands
41.) Goat Pens
42.) Pig Pens
43.) Branding Pens
44.) Slaughter House: Run by a 4th level merchant named Carl Lowly, for Charles Ingles.
45.) Storage Building
46.) Smoke House for the Slaughter House
47.) Storage
48.) Noah the Horse Trader: Noah sells used horses. No one knows where he gets his stock and no one really cares. Noah is a tenth level diabolist, needless to say his brands have to be watched. Prices are low and the horses are poor to good quality.
49.) Temple of Aco and the Juggernaut: 6 priests present at one time or another.
50.) Storage for the Mill
51.) The Mill: Run by Amor Offit, a human, age: 50, 6th level ex-mercenary. Retired because of a sudden fear of horses and riding. Doesn't go out much, very quiet and reserved.

Aria: The Fort Section

A.) Storage for the horse trainers.
B.) Guard Shack: The sergeant of the guard (cavalry) stays here while on duty.
C.) Fort Office: Everyone entering the fort from the West gates must first sign in here.
D.) Barracks for the stable hands.
E.) Storage
F.) Stables for the cavalry horses.
G.) Stables for the war horses.
H.) Storage
I.) Stable for the ponies.
J.) Stables for regular horses.
K.) Stables for regular horses.
L.) Storage for saddles and tack.
M.) Officers Quarters - Cavalry
N.) Officers Mess Hall and Tavern - Cavalry
O.) Colonel Bull Whip's Residence: human, 10th level knight, Anarchist alignment. He detests the foot soldiers and thinks more of his horses than them.
P.) Lt. Colonel Haig P. Alexander's Residence: Colonel Al, as his men fondly call him, detests "those smelly horses" as much as they dislike him. The Colonel feels he has the best unit in all of the Timiro Royal Army and to prove it he has a parade every Sunday for Prince Gedro. His men are are top notch, spit and polish troops.
Q.) Officers' Quarters - foot soldiers
R.) Officers' Mess Hall and Tavern - foot soldiers.
S.) Mess Hall - Enlisted foot soldiers
T.) Game Room and Tavern: for the enlisted foot soldiers.
U.) Auxiliary Mess Hall: This facility is used only in case of visiting troops from other forts.
V.) Uncle Toms Tavern: This tavern is owned and operated by a distant relative (or so he claims) of the prince.
W.) Fort Tailor: Run by Alistar Columbine, superb tailoring of uniforms and other garments. Average prices.
X.) Fort Barber Shop: Two elven barbers specialize in military cuts. Will ony cut hair according to regulations. Unless of course, they are bribed.
Y.) Fort General Store: This shop, run by Judas Crandel, supplies the fort's inhabitants with all of their needs. He carries everything, including the kitchen sink.
Z.) The Snack Bar: A small shop with quick snacks and drinks, no alcohol is sold here.
1.) Fort Jeweler: Fair prices, specializes in custom jobs for the soldiers.
2.) Temple of Light: The only religion the prince will allow in the fort.
3.) The Hurry Inn: This inn caters to visiting relatives of the soldiers. Clean rooms, good food for 5-15 gold a night.
4.) Fort Armourer: Harold Wilkes owns the exclusive contract with the fort for all armour making and repair. Good, fast work, fair prices.
5.) Fort Blacksmith: Harold's brother Bart is the blacksmith. He also has an exclusive contract with the army. Fair prices.
6.) Fort Weaver: Sally Rand can weave any design into material if given enough time and money.
7.) Public Stables: Boarding for the horses of the



BASED ON IDEAS BY MARYANN SIEMBIEDA

fort's visitors and merchants.

8.) **Guard House:** The sergeant of the guard (foot soldier) occpies this shack while on duty.

9.) **Fort Office:** Everyone entering the fort from the East gate must sign in here first.

The Castle

The castle is inhabited by the eighteen year old son of King Gedro. Bartholmew Gedro is the third in line to the throne of Timiro. He was sent to Aria mainly as a means of appeasing his thirst for power. Bart is a very selfish and demanding young man and has been referred to as a brat on more than one occasion.

Bart is not the ruler of the town of Aria; in the buildings surrounding the castle reside his advisors. These men are actually the true rulers and were sent here by Bart's father to make up for his shortcomings. These men make sure Bart does not interfere with the military activities. This is perfectly fine by him because he enjoys being a figure head for the visiting foreign dignitaries.

NOTE: Foot soldiers are 1st & 2nd level.
Light Cavalry soldiers are 1st-3rd level.
Sergeants are 3rd & 4th level.
Officers are 5th level and higher.
The cavalry horsemanship is general. Its high ranking officers and nobles horsemanship is knight. The elite cavalry (the Sentinels), are located in Syanda.

ARIAN

THE TOWN OF ARIAN
Population: 284

Arian is a small border town that's part of the Timiro Kingdom expansion program into the Old Kingdom. It is found approximately 80 miles from the true Timiro border along the shoulder of the Old Kingdom River. It is basically a small farm community which serves as a haven for the trappers and huntsmen of the surrounding wilderness. The houses are modest wood homes and the shop's wares reflect their service as a trading and supply outpost. Travelers are uncommon though 10-40 trappers, rangers and free booters can always be found at her inns. Other than Fort Hilde across the river, Arian is the last human way station in the Old Kingdom.

The surrounding woodlands are inhospitable with wandering bands of orc, goblin and human vermin.

The town council governs the little community lead by Tabor Samila (warlock), Brother Bear (druid), and Capt. Estaban a western soldier in hiding.

Brother Bear: (true name: Klii Tang)
Human
7th level Druid, Totem animal is canine
Alignment: Miscreant
Hit Points: 40
Armour: Studded leather, A.R. 12, S.D.C. 38
Attacks Per Melee: 3 hand to hand or via animal control
Bonuses: +6 to damage, +5 to parry or dodge; this includes bonuses for hand to hand: mercenary skill and totem bonuses.
Weapons: Are all wood: staff 1-8 damage, short bow 1-6 damage, and a stone axe 1-8 damage.
Additional Equipment: Clothing of soft leather and animal skins, simple furnishings, smoking tobacco and pipe, various herbs, 4 doses of hemlock poison, half a pound of dried hallucinagenic mushrooms, one dozen unscented *candles*, one lantern, personal items, an emerald ring (worth 1000 gold), and 450 in gold coins, and 180 in silver.
Animals: Brother Bear is rarely seen without an animal usually one of his dogs or a bear.

Silver Fox familiar: Tag; 19 hit points, bite does 1-4 damage, +2 to damage, +5 to dodge, Spd. 23, night-vision 15ft, prowl 50%, track 60%, swim 40%, he is telepathically linked to the druid. Tag is rarely seen but always present. He is principly used for spying.
Big Brother: Giant brown bear; 62 hit points, bite does 1-8 damage, claws 2-12, +2 to strike, +6 to damage, two attacks per melee. See brown bear in the Palladium R.P.G., page. 239.
Little Brother: Mountain brown bear, 50 hit points, bite does 1-6 damage, claws 1-8, +2 to strike, +6 to damage, two attacks per melee. See Palladium RPG, page 239 for details. Also has several retrievers setters, and a wolf in his kennel.
Skills of Note: Horsemanship: Knight, Medical 86/90%, Prowl 62%, Speaks southern, western, goblin and elven 100%.
Druid Abilities: Identify tracks 83%, Track 79%.
Effects on Animals: Befriend (1-4) 80%
Calm (1-4 per level) 78%
Control (1-4 per level) 62%
Summon totem animal 72% (general), 64% (specific).
Metamorphosis into totem animal
See Palladium RPG, pages. 146-149 for details.
Attributes: I.Q. 9, M.E. 8, M.A. 9, P.S. 9, P.P. 10,



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OLD KINGDOM RIVER
DOCKS
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FARMLAND
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ARIAN
SCALE IN FEET
0
80
160
240
320

P.E. 14, P.B. 9, Spd. 11.
Personality: Very clever, cunning and tricky; enjoys exerting his power over others and likes the idea that most people fear him. Brother Bear is a strange and mysterious person frequently seen naked running through the woods with the coyotes and bears. Has dark skin and dark haunting eyes. He is a man of few words. It is he who is the real power in this town. What are his plans, his goals? Unknown. **Rumors** from the trappers say that he enjoys metamorphosizing into a wolf or coyote and hunts both animal and human prey, partaking in the eating of his victims. Some say he is also the leader of the large coyote pack that roams the woods near Arian.

Tabor Samila
Human
5th level Air Warlock
Alignment: Anarchist
Hit Points: 39
Armour: Chain mail, A.R. 13, S.D.C. 44.
Attacks Per Melee: 1 hand to hand or 2 spells.
Bonuses: +1 spell strength, +1 save vs. spells, circles and wards.
Weapons: 2 knives doing 1-6 damage each, morning star 1-8 damage, flail 2-12 damage, and cross bow 1-8 damage.
Magic Abilities: 10 spells daily -
Create Light, Stop Wind, Change Wind Direction, Silence (15ft) Call Lightning, Darkness, Calm Storms, Invisibility, Detect the Invisible, Breath of Life; 25% chance of summoning a lesser air elemental.
Additional Equipment: Personal items, a flute, snuff, scroll of reduce object, 1400 in gold coins, a diamond ring (worth 2200 gold), 3 small sapphires worth 200 gold each.
Skills of Note: Play Wind Instrument 66%, Speaks goblin, dwarven, southern 100%, swim 80%, W.P. Blunt, W.P. Crossbow.
Attributes: I.Q. 13, M.E. 11, M.A. 12, P.S. 13, P.P. 9, P.E. 9, P.B. 13, Spd. 10.
Personality: Friendly though a little arrogant, dresses richly in light blue, green and white. If armour is worn it will be under the clothing. Tabor is the official head of the town council and although he is no wimp, he tends to be dominated by Brother Bear who he fears.

Captain Estaban El-Carlo
8th level Soldier
Alignment: Scrupulous
Hit Points: 56
Armour: Plate and chain, A.R. 15, S.D.C. 100
Attacks Per Melee: 3 hand to hand
Bonuses: +4 to damage, +3 to parry and dodge, plus W.P. bonuses.
Weapons: Military fork 1-8 damage, sabre halberd 3-18 damage, broad sword 1-8, 2 knives 1-6 damage each.
Additional Equipment: Extra chain mail armour, A.R. 14, S.D.C. 55, goupillon flail, small shield, western silks, cloth, pint of western brandy, 200 gold and 50 silver coins.
Skills of Note: Horsemanship: general, Read/write western 62%, W.P. Large Sword, W.P. Pole Arm, W.P. Knives W.P. Small Shield, Speaks western, southern, eastern and elven 100%.
A **War Horse** named Nightshade is his greatest single possession and was the only item of value he had when he rode into town five years ago. Hit Points: 51, Barding, A.R. 14, S.D.C. 70; a beautiful animal worth about 45,000 gold.
Attributes: I.Q. 9, M.E. 6, M.A. 6, P.S. 13, P.P. 12, P.E. 8, P.B. 9, Spd. 7.
Personality: Gracious, gentle, friendly; but nervous and jumpy around strangers. **Rumor** has it that he is a wanted man back in the Western Empire and is on the run.

CODE KEY
The Town of Arian

1.) **Samuel Teasmot's Travelers Retreat;** a shabby log cabin with nine guest rooms. Costs three gold per person, no limit to the number of people in the room. Sam also operates his side of the ferry, costing one gold per person or two gold for each animal or extra package. Sam is a 4th level ranger/retired trapper of unprincipled alignment. His wife, two sons and two hired hands help operate the little place.
2.) **The ferry dock,** has one large pole barge, a row boat and three canoes.
3.) **Ralu, the boat man;** operates the Arian ferry, sells repaired canoes. Although corrupt and selfish Ralu's prices are fair.
4.) **River Bank Saloon;** A popular respite for trapping; sells ale and homemade tonic at one gold a mug.
5.) **General Store,** sells grains, flour, tools, snares and goods a wilderness town might need.
6.) **Temple of Light and Dark**
7.) **Carpenter**
8.) **Captain Estaban's Residence,** a western noble on the run.
9.) **Krindahl's Weaponary,** a shop run by an old dwarf, with many used weapons at reasonable prices. Specializes in the construction of all types of bow weapons, arrows and spears. All are quality items at fair to low prices. No armour.
10.) **Rastruun's Herbs,** a shop that sells all types of herbs and roots comon to this region. Ratson is a 3rd level healer as well.
11.) **Cobbler,** a human who makes and repairs shoes and boots. Specialty is moccasins.
12.) **The Iron Pot,** a large selection of iron pots, pans, traps, knives, tools and utensils are sold at standard prices.
13.) **Baked goods;** low prices
14.) **Potter**
15.) **The Beavers' Lodge Saloon,** sells ale, beer and moonshine.
16.) **Blacksmith**
17.) **Tanner's Furs,** buys and sells furs; also sews a nice variety of buckskin clothes, fur jackets, gloves, coats and hats. Special orders will take 1-6 weeks.
18.) **The Wild Boar Stables**
19.) **The Wild Boar Inn,** 36 rooms, high prices, lousy food.
20.) **Tobacco Shop,** stocks both chewing and smoking varieties.
21.) **The Whiskey Jug,** a liquor store operated by an ogre and two orcs. Specialize in home brews (moonshine) and dandelion wine. All are surprisingly tasty and pack a wallop. Standard prices.
22.) **Town Warehouse**
23.) **Seamstress**
24.) **Finigan's Rainbow,** a quiet tavern frequented by the peasant farmers and old men of Arian. Serves ale, and moonshine at low prices.
25.) **The Jail House,** is the only store building in Arian. It also houses the town militia, a motley band of twenty four mercenaries (1st to 3rd level), hired by Tabor Samila to combat the bandits that stalk the woods. All are generally reliable and loyal to the town council.
26.) **The Rum House,** this is a popular den of iniquity with high priced rum, women and gambling.
27.) **Wheelwright**
28.) **Wagon maker and Carpenter**
29.) **Town Warehouse for grains**
30.) **The Town Council Building**
31.) **Tabor Samila's Residence,** head of the town council.
32.) **Temple of Wind,** an elementalists' temple.
33.) **The Residence of Brother Bear**
34.) **Brother Bear's private Kennels**
35.) **Livestock,** 6-24 cows, 6-24 goats, 4-16 sheep, 6-24 pigs, 2-12 ponies, 4-24 hunting dogs. Operated by a human of scrupulous alignment. Fair prices.
36.) **The Hunters' Lodge,** good food and drink at reasonable prices, 40 rooms.
37.) **Temple of Cirga the Bowman**
38.) **Shrine of Bennu the Phoenix**

BACA

BACA: Population; approx. 600

Baca is an independent town with little association with other towns or forts. Although a farming community it has a surprisingly nice inn and a smattering of merchant shops. Consequently, it is a frequent overnight haven for travelers in that region. An additional attraction is that the town has never been plagued by ogre or orc marauders that harass the other border towns. Baca also has an unusually large number of small merchant residents for an out-back community. Many are associates of merchant caravans who have established Baca as a rest stop to or from Timiro. This way they can examine their merchandise personally, reducing the degree of larceny by unscrupulous caravan drivers. Others own small businesses in town.

Baca is governed by a town council headed by **Father Tarka,** a priest of the Spider Goddess, Tark, and five council members: **Craig Topenda, Arvell Mundune, Bernard Tyro, Samual Calder,** and **Brutus Leetee.** Although predominately merchants they appear to be concerned about the needs of the townspeople and have turned Baca into a prosperous little community. All six individuals are generally well liked and respected by the community.

GAME MASTER'S NOTE

In reality the town councilmen are selfish and corrupt with "beloved" Father Tarka the worst of the lot. They have struck a pact with the ogres to buy and sell them contraband supplies of grains, preserved foods, and tools. This agreement is an act of treason punishable by death.

Approximately every five months a large caravan of 30 orcs with pack animals and 4-12 ogres (2nd to 3rd level merc.s) come to trade loot and furs for grains, flour, honey, spices, jerked/smoked meats, cattle, tools and weapons (the latter is usually of low quality). Once a year a larger caravan with covered wagons also makes the sojourn from the mountains to Baca. Yes, these are the same ogres who are responsible for the massacre at Fort Calda and the ensuing invasion. Tarka and his allies are so blinded by greed that they don't care to even think of the consequences of their actions.

The pact between the ogres is a closely guarded secret, shared with no one. Only Father Tarka, the five councilmen and their private militia are privy to that information, and only Tarka knows the caravans schedule and route. Snoopers quickly vanish, never missed because of the great many transients passing through the town. The townspeople know nothing of the ogres and would be horrified to learn the truth. To convince them of the council's evil will require a mountain of evidence. Any adventurers who uncover the truth will be framed, imprisoned and executed.

Rumors

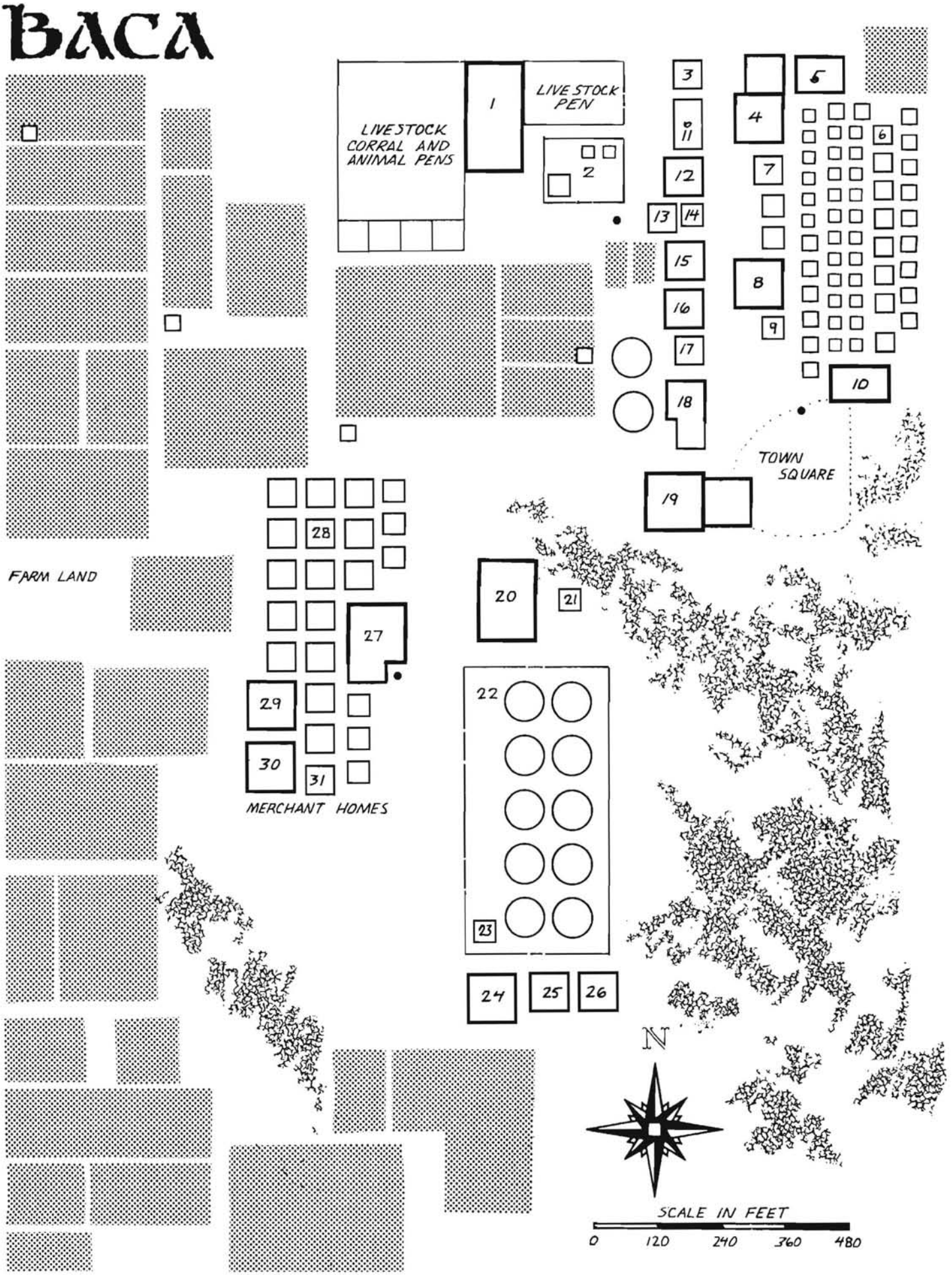
Despite the councils precautions there is the occasional rumor of ogre caravans and their dealings with Baca in the dead of night. Most likely these are whispered tales from trappers who heard it from a friend who heard it from a friend, who actually stumbled across the caravan at Baca by accident. To support the rumor is the discovery of an ogre caravan by the mercenaries of Fort Bext laden with fabrics, foods, tools and cheap weapons. This occurred only a year ago and while where the caravan was coming from could not be determined it definitely was from the northeast. Officials presumed from beyond the Timiro border.

NOTE: SEE The Ogre Caravan Scenario

Father Tarka (true name: Kra Guerla)
Human, age: 34
6th level Priest of Tark, the Spider Goddess
Alignment: Miscreant
Hit Points: 39
Armour: Soft leather, A.R. 9, S.D.C. 20
Attacks Per Melee: 1 hand to hand or 2 spells.
Bonuses: +1 spell strength, +1 save vs. spells, circles, wards.
Magical Abilities: 8 spells per day -
Decipher Magic, Cloud of Slumber, Invisibility (self), Fly as an Eagle, Armour of Ithan, Call Lightning, Teleport (self), Diminish Others . . . plus clerical abilities.
Weapons: Iron staff does 1-8+2 damage, short sword and knives do 1-6 damage.
Additional Equipment: Personal items, clothes, 4 blank books, 48 sheets of parchment, inks, pens, charcoal, incense, 36 scented candles, 240 gold in his room, ruby ring (approx. value 2200 gold), 4600 gold hidden in the torture chamber, scroll of remove curse.
Skills of Note: Read/write southern 100%, Speak southern, goblin, elven 100%, W.P. Staves, W.P. Knives.
Attributes: I.Q. 11, all others average.
Personality: paranoid, trusts no one, a clever liar, cunning and tricky. He will destroy anyone who he even suspects may threaten him and his operation. Originally from the Yin-Sloth Jungles.



BRUTUS LEETEE
Human, age: 28
5th level Noble
Alignment: Anarchist
Hit Points: 28
Armour: Double mail, A.R. 14, S.D.C. 55.
Attacks Per Melee: 3 hand to hand.


BACA
LIVESTOCK CORRAL AND ANIMAL PENS
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LIVE STOCK PEN
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TOWN SQUARE
FARM LAND
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MERCHANT HOMES
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SCALE IN FEET
0
120
240
360
480

Bonuses: +2 to damage, +3 to parry and dodge.
Weapons: Bastard sword 1-8+2 damage, short sword and knife 1-6 damage each.
Additional Equipment: Attractive furnishings, expensive clothes, extra bastard sword and knife, misc. personal items, 750 gold hidden in the house, wears a silver pendant of a serpent (worth 100 gold), and an emerald ring (worth 600 gold).
Skills of Note: W.P. Large Sword, W.P. Short Sword, W.P. Knife, Horsemanship: knight, Read/write southern 100%, Speaks southern and goblin 100%.
Attributes: I.Q. 10, P.E. 12, P.B. 12, all others average.
Personality: Friendly and talkative, but secretly driven by ambition and a need to prove himself. To mock him is folly. He is unmarried.

BERNARD TYRO
Elf from the East, age: 50
8th level Scholar
Alignment: Miscreant
Hit Points: 30
Attributes: I.Q. 14, M.A. 4, P.P. 14, P.B. 20, all others average.
Personality: Aloof, arrogant, absorbed in his own affairs. Enjoys fine alcohol and parties.

SAMUAL CALDER
Human, age: 57
8th level Merchant (retired)
Alignment: Diabolic
Hit Points: 44
Attributes: I.Q. 11, P.E. 12, all others average.
Personality: Schemer, loves to gamble, takes chances, cheerful and friendly.

CRAIG TOPENDA
Human, age: 37
5th level Merchant
Alignment: Anarchist
Hit Points: 33
Attributes: I.Q. 10, all others average.
Personality: Mean, suspicious, vengeful, enjoys gambling.

ARVELL MUNDUNE
Human, age: 34
4th level Ranger
3rd level Merchant
Hit Points: 41
Attributes: I.Q. 10, P.S. 12, P.E. 14, all others average.
Personality: Talkative, rough and tough, ex-trapper, suspicious and vengeful.

CODE KEY DESCRIPTIONS
The Town of Baca

1.) **Craig's Slaughterhouse:** livestock available includes 10-40 large pigs, two bulls, 6-48 cows, 4-12 goats, and 2-12 ponies (only partially trained); standard prices. It is owned by councilman **Craig Topenda.**
2.) **The Poultry Market** is owned by Grimble Biltrough, retired mercenary (6th level), dwarf of foul temper and sharp tongue, scrupulous alignment. His prices to the townspeople are 25% less than standard, but he jacks-up the prices 50% above standard to all non-dwarven travelers. Livestock includes 100 laying hens, 2-8 roosters, 30 geese, 10-40 wild turkeys, 10-40 ducks, and his dog Sam.
3.) **Furrier and Tailor:** quality articles of clothing made from beaver, rabbit and deer are available at 30% less than standard prices. Tailor made clothes require 4 to 6 days and cost 50% more.
4.) **The Traveler's Shelter** is a fine large inn. The food is of exceptional qualty for a border town and fairly priced at an average cost of six gold per dinner. Rooms cost 10 to 60 gold per night with no limit to the number of people in a room. However, extra bed rolls cost five gold each.
5.) **The Stables** are specifically for the use of wayfarers. Two gold per day rents an empty stall, eight gold includes food and water, twelve gold provides grooming as well.
6.) **Tihm Ramhorn's House of Medicine** is the home and office of the towns healer. Ramhorn, is a 6th level healer, and is the only gnome within 800 miles and enjoys celebrity status. He and his loyal protector, Gak the Orc, wine and dine free of charge at inns, taverns and residences throughout the town. He is quite wealthy, but remains in the poor section of town where he can be of most service.
7.) **The Hangman's Tavern** is a fairly large tavern that caters to travelers. The beer, ale, and wine are fairly good at prices slightly higher than the norm.
8.) **The Temple of Light and Dark** includes little shrines for the entire pantheon of gods. 1-6 second level priest(s) are present at any given time, along with high priestess Lily Klayvan (5th level). Father Tarka tolerates the temples existence to appease the towns people who worship there.
9.) **The Wild Turkey Tavern** is a small, dirty establishment with cheap prices and watered drinks.
10.) **The Town Jail-house:** 2-8 of the towns private militia are present at any given time. The private police are a seamy looking lot of low level mercenaries (1st & 2nd level) loyal to Father Tarka and the town council.
11.) **The Trappers Snare** buys and sells <u>all</u> types of fur pelts as well as trapping equipment such as snares, snare wire, traps, skinning knives and so on. ALL prices are 25% less than standard. The shop is owned and operated by councilman **Arvell Mundune.**
12.) **The General Store** sells fabric, tools, kitchen utensils, spices, tobacco, and other common items. Prices are 10% higher than standard.
13.) **The Butcher Shop** specializes in smoked and jerked meats for travelers as well as fresh meats and pickled sausage. Prices are 20% higher than standard.
14.) **The Bakery Shop** offers a selection of breads, rolls and cookies.
15.) **The Farmers Market** sells a variety of common produce at 40% less than standard, while fruits and spices rare to these parts cost 25% more than standard.
16.) **Town Carpenter,** fair prices for quality work.
17.) **Wheelwright and Blacksmith.**
18.) **Wagonsmith** owned by councilman **Samual Calder.**
19.) **The Town Council Building** is a handsome two story building where all official judiciary and municipal business is conducted. Town meetings and harvest festivals take place inside and in the town square just outside.
20.) **The Town Militia building** is the headquarters for the councils private mercenary force. The mercenaries are 1st to 2nd level, highly paid thugs who are a part of the ogre conspiracy. They regularly patrol the grainery and warehouses ejecting any travelers or townsfolk who inadvertently wander into the area.

The mercenaries are all of evil or selfish alignments, loyal to the town council and its leader, Father Tarka, as long as they are paid well. Their services include policing the town with fairness and discretion securing the grainery, warehouses, and merchant residences; loading contraband, and keeping a tight lip. Any mercenary who slips information about the ogre caravans meets with a sudden accident. It is Father Tarka who is the true leader of the men, although they obey the other council members as per Tarka's command. **Total number:** 36 mercenary foot soldiers armed with short sword, spear, small shield and leather armour.

21.) **Private Saloon** for the militia, NO outsiders or townspeople are allowed. Beer, ale and wine is plentiful, as is food, at no cost to the men.

22.) The Grainery silos.
23.) Guard outpost: 2-8 men guard the area.
24.) Warehouse of various town goods.
25.) Warehouse for contraband.
26.) Warehouse for contraband.
27.) The Temple of Tark the Spider Goddess is renowned for its library of local maps, Timiro history, religious doctrine, and racial histories. Sorry, NO magic books. Travelers may use the library only during the day for a donation of 20 gold (per day) regardless of the time spent there. No books or maps are allowed to leave the premises. Theft will result in imprisonment or worse.

The library, main temple, three guest rooms, and priests' living quarters are all located on the first floor. Six second level priests live here. They are all of evil alignment, loyal to Father Tarka, but know nothing of the ogres.

Father Tarka lives in a plush suite on the second floor of the temple, where he spends long hours scheming and meditating. Adjacent to his room is another, large, guest room and down the hall, there is a large meeting room where the council plots its treasonous activities. A small shrine to Tark is attached to a fully equipped torture chamber.

28.) The residence of Anna Delori, a retired merchant who still dabbles in the buying and selling of magic. Anarchist alignment, she will always try to get the best deal for herself while cheating others. Items in her possession include various potions (22% chance of having a particular potion), all magic potions, drugs and poisons. One of a kind items include: one small hydra's tooth, cloak of shadows, a thunder hammer and a suit of leather armour that's impervious to fire. ALL the items, both common and rare, sell for twice the standard price, while she buys at half the standard price.
29.) The residence of Brutus Leetee.
30.) The residence of Samual Calder.
31.) The residence of Bernard Tyro.

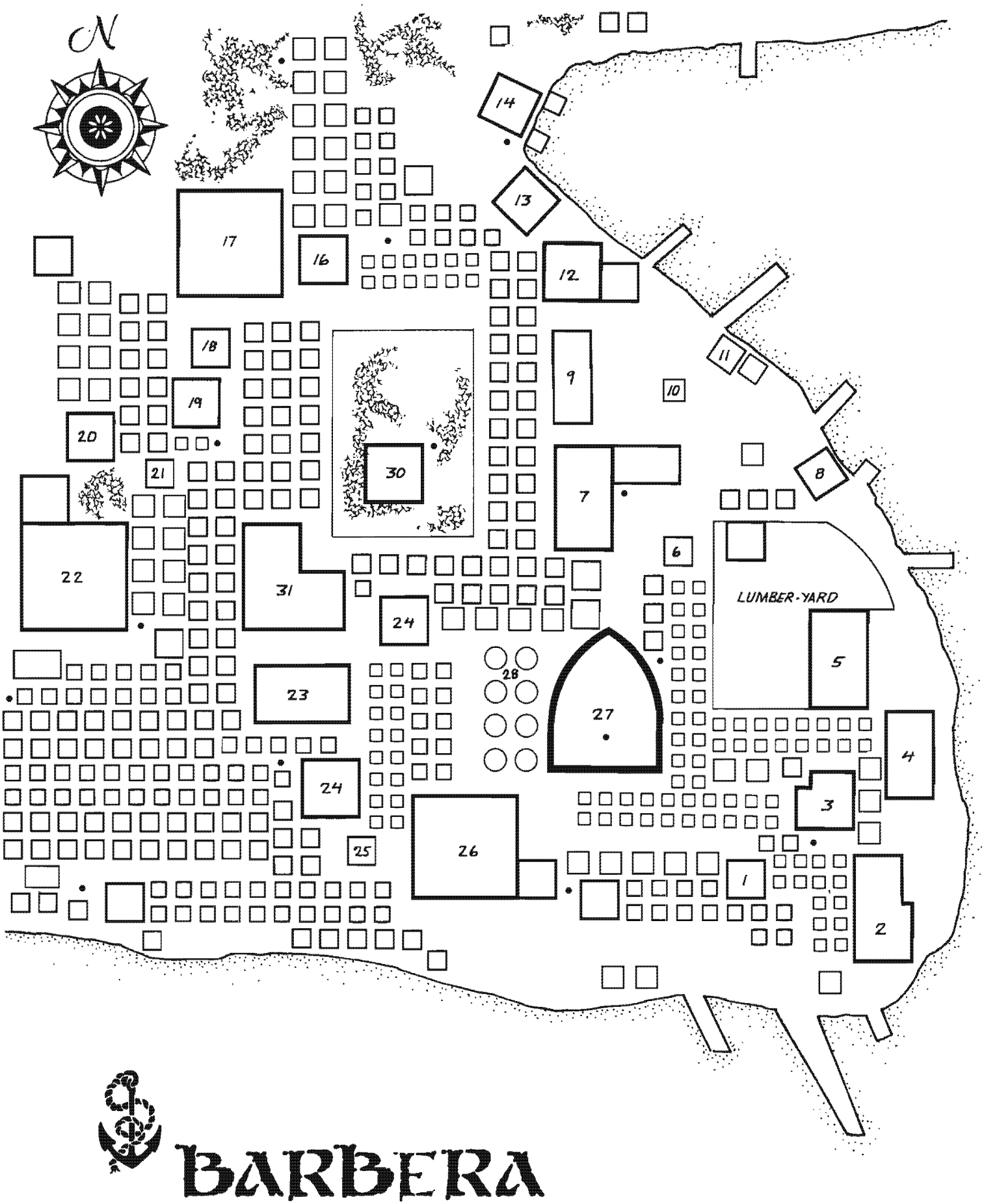
BARBERA

The Town of Barbera
Population: 3580
Human: 2880
Non-human Slaves: 700

This is one of the older towns in Timiro. The early settlers established this port town to receive goods from the south and east. Most of these imports were sent on to the city of Old Timiro. In fact, a small group of very wealthy merchants and traders practically ran the town in the old days. As more towns sprung up further north along the coast line, their fortunes declined. A wise few however, invested in boats and fishermen building up a fishing fleet that now provides about half of the town's income.

The kingdom mansion is the largest building in town. Appointed representatives of the king lived there in the past when the building served as a haven for nobles and dignitaries traveling to old Timiro. An army outside of town once provided armed escorts for these travelers; all as a courtesy of the king. The old camp area is now cultivated land. The mansion now shares its quarters with the mayor and the council of air and water warlocks who act as advisors and assistant town administrators.

1.) **Orbis Boat and Net:** Sells fishing boats and canoes. Fishing nets are available and you can bring in old damaged nets for repair. Average prices.
2.) **Temporary Dock Help:** A service that provides strong non human slaves (guards must be provided by purchaser). Mostly for unloading cargo and bringing in fish catches.
3.) **J & D Fish Market:** A family business that cleans and prepares fish for market. Wholesale only.
4.) **Kraal Den Boat Repair:** A dry-dock that repairs fishing boats, ferries and small sailing craft.
5.) **Barbera Wood Supply:** Obtains wood from Media that is brought in by barges. Treats and finishes the wood and sells it to small boat builders and repair shops. Some of it is also sold in town as building material. Expensive.
6.) **Barlok's:** A small market that sells fish and for one gold extra, will cook them to order. No eating on the premises.
7.) **Meiken Spurr Transport:** Meiken and crew will haul your fish, grain, pots and pans etc. overland. Available only to businesses. Their horses and wagons are rented by the day. Guards cost extra.
8.) **Calop Zig's Ferry:** Those wishing to travel to Aracho and other points east can take this ferry. 5 gold will take you across. Trips north and south are a bit more expensive depending on the distance. Horses are 10 gold each if you want to take them along.
9.) **Meirson's Stable:** A large stable that will put up your horse and also has horses available for rent. Often used by Meiken Spurr.
10.) **Omdahl's Smoke House:** Smokes fish in the back of the store and sells it out front. Prices vary on the high side.
11.) **Office of the Harbormaster:** Dien Motter sees to it that all docks and shore services for marine vessels are in good repair and are operated under the law. Has two elf assistants.
12.) **Karl's Dry Goods:** This is a warehouse and distributor for non-perishable goods brought in by ship. They have a group of sales agents that solicit orders from shops in town and in some nearby towns.
13.) **Fishermen's Guild Hall:** Meeting place for fishermen to discuss problems and resolve differences. The hall is also available for celebrations.
14.) **Headquarters, Harbor Patrol:** A detachment of the Royal Navy patrols the docks, checking for contraband and stolen goods.
15.) **Blacksmith**
16.) **Billik's Guard Service:** Provides temporary or permanent guards mainly for the dock area.
17.) **General Warehouse #1:** Owned by Meiken Spurr. It is available both to the public and businesses. Very well guarded.
18.) **The Isle of Ale:** A favorite of many fishermen; this large saloon is the place to quench your thirst. Ale is most in demand, but wines are also available. Average prices.
19.) **Hall of the Water Warlocks:** A small hall that serves as a meeting place and also for meditation.
20.) **Hall of the Air Warlocks:** Built close by, it serves the same purpose as the one for water, because they wish to show their mutual respect.
21.) **Arabel's Clothing Shop:** Mostly work clothing for men. Arabel will also do some repair work on torn clothes. Low prices.
22.) **General Labor Slaves:** Run by a miscreant human named Morden; he rents slaves by the hour. These are not the better slaves available and most businesses in town don't use them. However, there are enough unscrupulous businesses around that do. The low prices charged for these abused creatures is the reason.
23.) **The Barbera Hotel:** A rest stop for any who enter town, but often sought out by sailors. The beds are very comfortable and a hot bath is only 2 gold. Room are 25 gold a night.
24.) **The Tucket Inn:** No fish, is one reason why this inn is so popular. Travelers get a taste of western style food prepared by native immigrants. High prices. Rooms are available.



BARBERA

SCALE IN FEET

0 80 160 240

BASED ON DESIGNS BY ALEX MARCINISZYN

25.) **Jaw Buster's:** Sweat and smoke and brawny men fill this saloon. Hard liquor. Fair prices.

26.) **Barbera Export Authority:** Warehouses and administrative offices to manage and encourage trade with other cities and towns. Chief administrator, Veyan Regg reports directly to the mayor when, for example, fish catches fall below or above expectations. He has authority to adjust prices, within set limits, of goods for export to insure that Barbera remains competative.

27.) **Barbera Main Market:** This is where independent fisherman, butchers, clothiers, tinkers, shoe salesmen, and the like set up shop. Roofed stalls are available for 30 gold per day. The market is open four days a week.

28.) **Grainery:** Much of the cultivated land just outside of town is used for growing grain. Most of it is sold to the townspeople.

29.) **Sylvester's Provisions and Market:** Jerked beef and other preserved foods are available. Many travelers stop here to resupply. Fresh fruits and vegetables can also be found for the standard prices.

30.) **The Kingdom Mansion:** The mayor, Lamar Dendron resides here along with his servants. The building has attached stables.

31.) **General Warehouse #2:** Another Meiken Spurr owned building. This one is for use by merchants only.

BASST

The Town of Basst
Population: 9000

Originally Basst was a disorganized farming community producing grain for exportation. Its crops were never plentiful; the poor, arid soil proving insufficient to the demands of the peasant farmers. However, much has changed over the last 150 years. The titan, Instaror, was granted the land of Basst as a fief for outstanding service to the throne. Utilizing much of his personal fortune, Instaror founded an "Academy of Philosophers". It has grown from a simple school of basic education into an institution of higher learning.

Nearly half of the population of Basst are students and teachers while the remaining are merchants, indigent farmers and laborers. No race is forbidden access to the facilities or town but wolfen, orcs and ogres are watched with great suspicion and are likely to be the butt of prejudice.

A.) **Instaror's Palace:** A fine magnificent place built with surrounding walls to separate it from the students and visitors. Here Instaror teaches the best students of the Academy and conducts private studies and research. He is a 10th level palladin, and a 6th level wizard of scrupulous alignment.

B.) **The Ampitheater:** Here plays and speaches are held. The Ampitheater can hold up to 5,000 people and is free to all. Students often practice their craft here.

C.) **Servant's Quarters:** All the servants who keep the Academy running smoothly live here. There are rooms and kitchens for over 1,000 people.

D.) **Livery Stables:** Over 200 horses, with trappings and wagons are kept here for the use of instructors though students can use them with special permission of the Master of Horses.

E.) **College of Medicine:** All kinds of medicine are studied including the use of herbs, drugs and wards. The building has a number of completely equipped laboratories.

F.) **College of Magic:** Men-of-Magic of all kinds come here to do research. All magic professions are taught here, except witch. Even summoning is studied, though under carefully controlled conditions.

G.) **The Lower Schools** teach the rudimentary arts of reading, speaking, additional languages, math, preserving foods, and so on.

H.) **General Schools:** These include the schools of history theatre, literature, math, science, philosophy, law and languages. There are fairly complete libraries for each subject. Usually written in southern, elven, dwarven and western. Many of the books were donated by the monks of Gedro.

I.) **Student Dormitories:** Rooms and eating areas for over 3,000 students of all races.

1.) **City Warehouses and Grainery:** Used by farmers for grain storage before having it shipped to Credia for sale.

2.) **Warehouse:** Also used by farmers for the storage of grain, this building is kept carefully sealed in case of famine or drought. There is enough grain here to feed the city for 2 months.

3.) **Basst Merchant House:** This business is run by several merchants of the town and deals almost totally with the trade of grain and animals.

4.) **Karowyn's Merchant House:** Another part of the Karowyn Merchant empire. The offices of the house are inside the warehouse. This business deals mainly in the trading of art and other valuable commodities.

5.) **The Student Inn:** This cheerful little place specializes in letting students who are given passes outside the academy to blow off a little steam. Rooms are cheap at 8 gold per night, but of good quality. Average food and drinks are available for normal prices.

6.) **Armourer:** A fairly well stocked place, there is a 40% chance the shop will have anything a person is looking for. If not in stock it can be made, though there will be a 5 to 12 day waiting period. Prices are standard. Rune weapons and dwarven weapons are never available.

7.) **Tailor:** This shop caters mainly to the students. Simple garb is the rule here, well made clothes which will last a long time. Prices are standard.

8.) **Livery Stable:** Horses can be stabled here for 10 gold per day. This stable does not buy or sell horses.

9.) **Butcher:** Selling fresh and preserved meats, this shop does a fine business, dealing mainly with the merchant caravans which pass through.

10.) **Pawn Shop:** This is a flourishing business, run by a kindly world-wise gnome named Signum. Most of this shop's customers are well-to-do students of the Academy who have run a little short of cash. A pawned item will not be sold without the owner's permission. The owner will recieve 40% of the value of the item in pawn.

11.) **Tobba's Stables:** The largest stable in town, this place will buy and sell horses as well as stabling them. Prices are average.

12.) **Wallside Tavern:** This is a fine little place which makes most of its money from supplying food and drink to the many businessmen of the area. Desired meals can also be delivered anywhere within Basst. Prices are average and the food is superior.

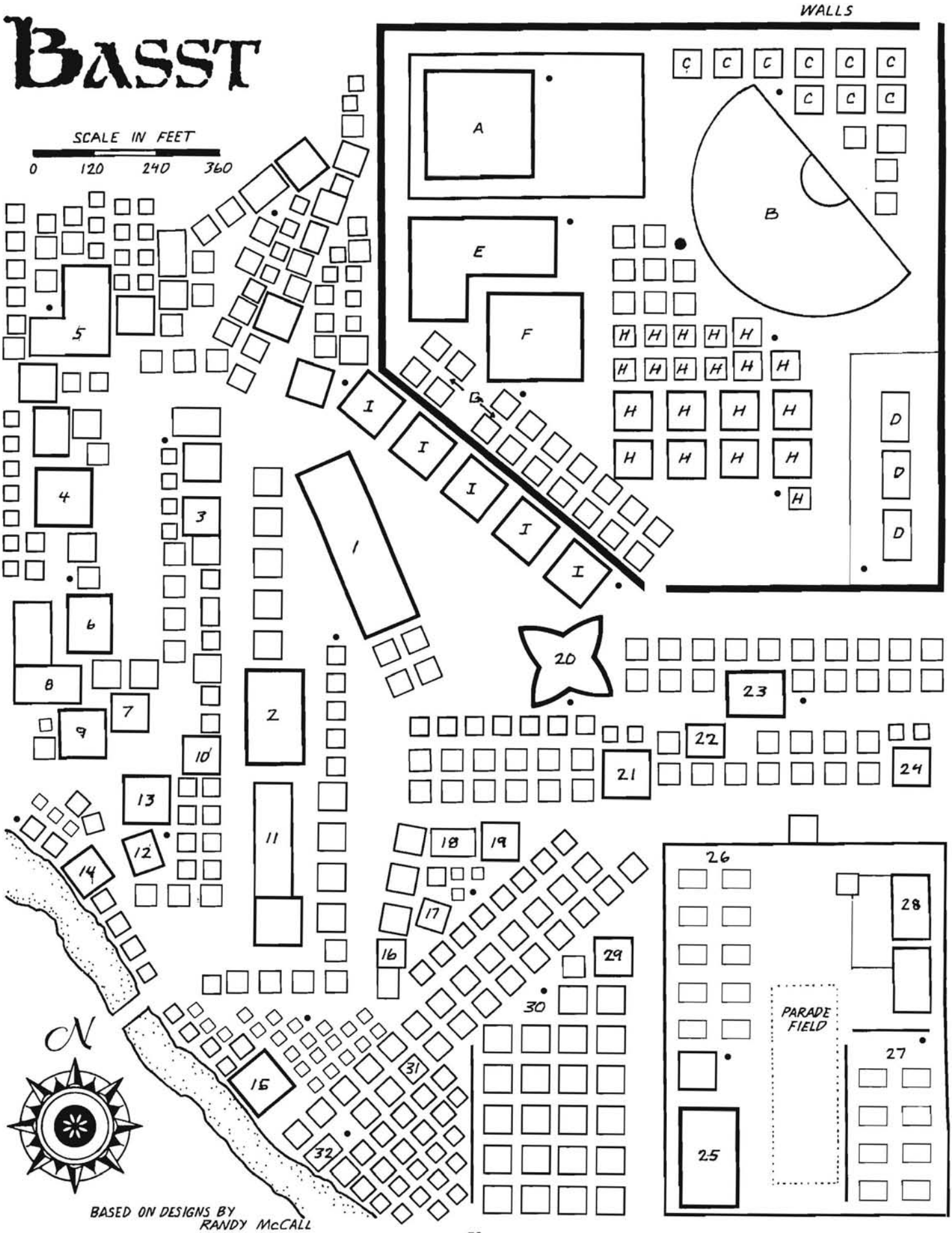
13.) **The Hunter's Inn:** This inn is used by the many hunting parties arranged by rich vacationers who come from Credia. High class dandies are often seen and snobbery is a practiced art. Excellent food and drink are offered at twice normal prices. Rooms are available at 45 gold per night.

14.) **Miller:** the miller grinds corn for the local farmers.

15.) **Miller:** This miller also grinds corn and grain for the local farmers.

16.) **Star Jewelery:** A fine craftsman, Starimon Swis is a human who learned much of his trade from dwarves at the Academy. He also works in precious metals such as gold, silver, etc. His work is in great demand in Credia and sells for between

BASST



BASED ON DESIGNS BY RANDY McCALL

25,000 to 1,000,000 gold.

17.) **Blacksmith:** An ordinary blacksmith who does simple metalwork in wrought iron and light steel.

18.) **Metalworker:** An artist in the softer metals he often works with copper, tin, bronze.

19.) **Tailor:** A rather high class craftsman, his materials are silks, felts, and satins and has an arrangement with the jeweler to get gold and silver buckles. He charges 3 times the standard amount for clothes.

20.) **The Temple of Light:** This is the dominating temple in town. Members of any other religions are ostracized by many in the community.

21.) **Rusty's Armoury:** All weapons are carried in this shop, but the owner, a human of miscreant alignment, will attempt to cheat all who buy his items. He is a minor psionic who will use hypnotic suggestion in an attempt to get double the actual price of each item.

22.) **Home of the Town Magistrate:** Bors Junken a fair, just man, trained in law at the Academy, he will not accept bribes.

23.) **House of Justice:** This is a courthouse only, with room for 150 people in the galleries.

24.) **Tolbooth:** This is the local nickname for the jail. Always guarded by 5 men-at-arms, convicted criminals are often put to work improving the city, cleaning sewers, digging trenches and the like.

25.) **Military Warehouse:** All sorts of equipment, grain and wagons are stored in here for the use of the men of the garrison.

26.) **Military Barracks:** Houses 200 foot soldiers (1st and 2nd level).

27.) **Military Barracks:** Housing for 200 mercenaries (1st through 3rd level).

28.) **Military Stable:** Over 100 horses are stabled here, of which 20 are superior quality riding horses.

29.) **Fortview Tavern:** Many of this bar's patrons are mercenaries from the nearby post. Most of the poorer people refuse to enter the tavern for fear of the mercenaries. Decent food is served but the bulk of the tavern's business comes from the sale of ale and wine.

30.) **Student Hostel Network:** A series of apartments available to students at reaonable prices.

31.) **Jon's Ale House:** Frequented mostly by the poor of Baast, this tavern serves no food and has only ale to drink, at a cost of 3 gold per pint. It is rumored that Instaror helps to keep this tavern open.

32.) **Rambone's Quill:** Shop that specializes in papers, writing and painting equipment.

33.) **Back Row Inn:** This is where most of the poorer folk stay when visiting Basst. It is dirty, smelly and has bedbugs. The only good thing which can be said about this inn is that it is cheap, at 3 gold per night to share a room with three other people. Breakfast is the only meal served, at 5 gold each, and only cheap beer is available, costing 4 gold per pint.

BEEG

The Town of Beeg
Population: 1200
Human: 700
Orc Slaves: 500

Herbs and spices grow here. The spices are primarily for export to other lands. Since most are commonly grown throughout Timiro, the few that are not common are sold in town as well as being exported and are always in dried form. Many of the common herbs are also grown for export. Medicinal herbs represent the bulk of those planted. In some cases, trained herb gatherers travel the kingdom in search of rare medicinal herbs, which more than repay the cost of outfitting each man. This is necessary due to the fact that some varieties of herbs only grow in the mountains, near rivers, in dry areas and so on. In the Place of Magic grow two varieties of herbs rumored unavailable anywhere in the known world. However, cultivation of those herbs is forbidden by royal decree.

The "land use laws" limit the amount of land the herb growers of Beeg can specifically use for the growing of herbs and spices. The rulers have not, however, ignored the fact that many generations of the herb growers have served them and their ancestors in times of illness. This special favor has resulted in Beeg being the largest single source of herbs and spices in the kingdom.

They are as skilled in identifying symptoms of illnesses as they are in the plants that can treat them. They are doctors of a sort. The types of herbs used is a family secret passed from father to son. Most are quite effective in curing all illnesses (80% chance) or at least, speeding up the recovery and healing.

No violent acts are tolerated inside Beeg. The town itself is generally quiet, because of a garrison of 20 soldiers that guard the bank and trade exchange. The bank handles cash transactions between the trade ships. There is also reason for soldiers due to the large number of foreigners that pass through town.

The "master herbalist" is the name of the book that founded the empire of the herb growers in Beeg. Best accounts indicate that the book itself is five to six hundred years old and was collectively written by a small forgotten, religious order. How they obtained the book itself is unknown.

1.) **Estate of Thuja Purslane:** He, his wife Sally, his two sons and one daughter live here.

2.) **The Estate of Rhamnus Purslane:** He, his wife and two sons reside here.

3.) **The Estate of Laver Avens:** He, his wife Aura, and his son reside here.

4.) **Estate of Morus Datura:** He, his wife Vera, and their two children live here.

5.) **Beeg Cemetary**

6.) **The House of Armand:** A supposedly blind beggar, Armand is the head of a large band of mercenaries and smugglers who operate in Beeg. He often sends strangers he doesn't like on "quests" for money and has them ambushed on the way.

7.) **Orc Slave Pens:** This is the main slave compound. The slaves live in wooden shacks. They are watched by a small group of soldiers who reside in the guard house. Attached stables with horses, wagons, and tools.

8.) **Beeg Rooming House:** An in-expensive place to stay for travelers and merchant visitors. 15 gold per night.

9.) **Stable.**

10.) **Town Carpenter:** A group of elves provide building materials and treated wood for boat repair. Average prices.

11.) **General Supply:** Preserved meats and vegetables are sold here. Grain, soap, seeds, and jars are also available.

12.) **Martin's All Night Saloon:** Good drinks, fair prices Does not close till the crack of dawn.

13.) **Beeg Rooming House:** Like the other rooming house, but has more courteous help.

14.) **General Warehouse**

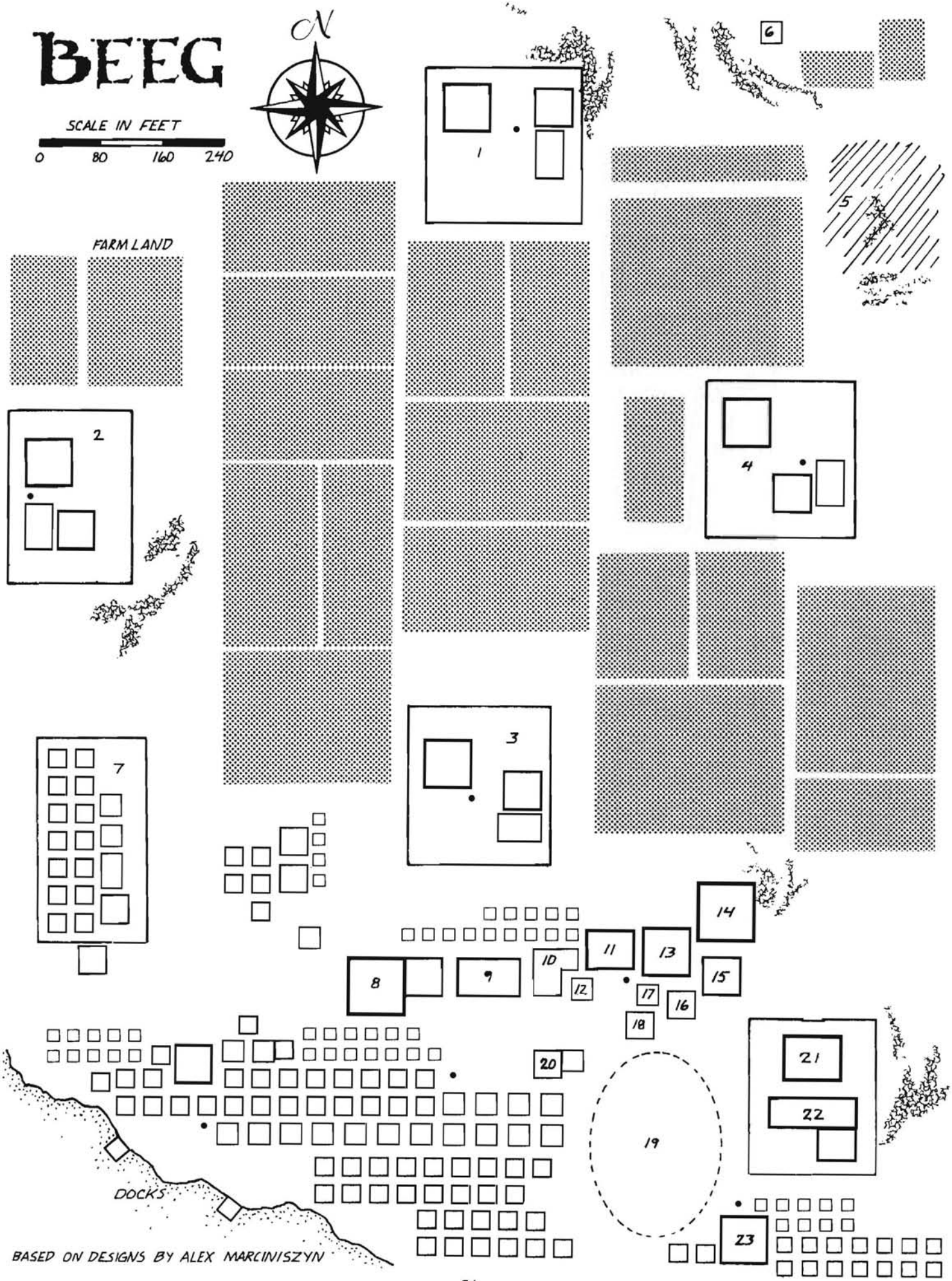
15.) **Salek Jeweler:** Nothing over 100 gold. Jay Salek likes customers who haggle over prices. Silver and gold items for men and women.

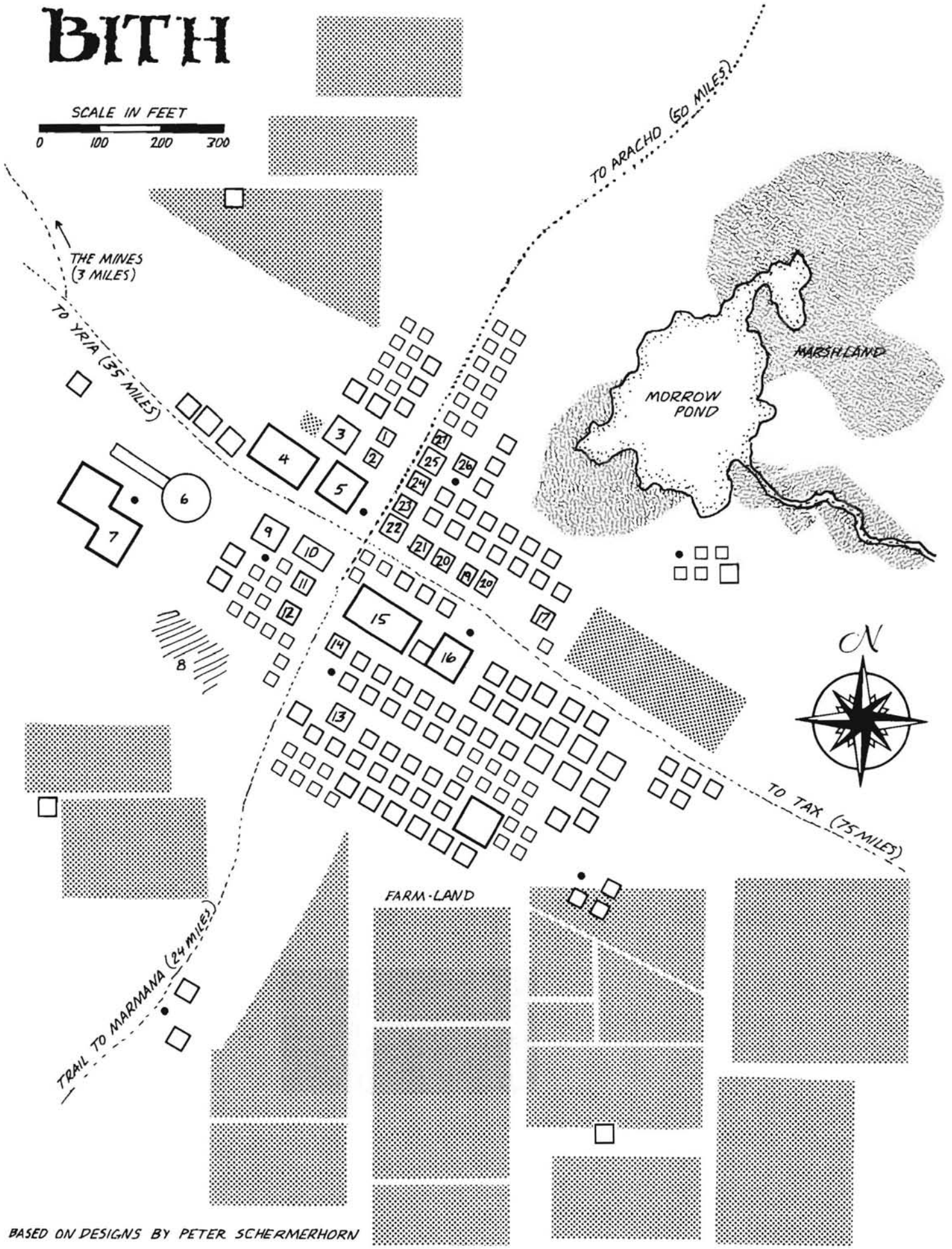
16.) **Blacksmith**

17.) **Second Chance Saloon:** A run down place that has become a second home for some. Drinks are good, but the crowd here does not like strangers.

18.) **Clothing and Canvas:** Clothes at reasonable prices for men and women. Canvas and sail cloth for boatmen.

19.) **Farmers' Market:** Herbs and spices, but mostly


BEEG
N
SCALE IN FEET
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FARM LAND
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14
15
16
17
18
19
20
21
22
23
DOCKS
BASED ON DESIGNS BY ALEX MARCINISZYN


BITH
SCALE IN FEET
0 100 200 300
TO ARACHD (50 MILES)
THE MINES (3 MILES)
TO YRIA (35 MILES)
MARSH LAND
MORROW POND
N
TO TAX (75 MILES)
FARM-LAND
TRAIL TO MARMANA (24 MILES)
BASED ON DESIGNS BY PETER SCHERMERHORN

fresh vegetables and fruits. Importers often rent stalls here. A covered stall is 80 gold per day.

20.) **Town Meat Market:** Fresh local meat and poultry. Standard prices.

21.) **Bank and Trade Exchange:** This one story, stone building handles all cash transactions between importers and exporters. Fenced.

22.) **Foot Soldiers' Barracks:** A detachment of Royal Timiro Army regulars have their barracks right behind the exchange and share a common fence. Stables attached.

23.) **Dock Help:** A business that supplies human workers to the dock area.

BITH

The Town of Bith
Population: 443

The salt mine just outside of town provides employment for many of the residents. Bith is a modest, self sufficient town with just enough shops to provide needed items for the people. It is also a rest stop for travelers going to or from the nearby towns (especially Aracho)

CODE KEY
The Town of Bith

1.) **Dyer tidings:** Dye shop for linens. The owner has a tendency to make fun of the mortician across the street.

2.) **The Spider's Weave Shop:** Two women who weave wool and cotton, and share in the expense of dyeing it.

3.) **Stables:** for the Crossroads.

4.) **Bith Merchant House:** Two story clearing house for wholesale items.

5.) **The Crossroads Inn:** Accommodations for seventeen, with a large tavern downstairs.

6.) **Salt Storage:** in preparation for processing.

7.) **Salt Processing:** Refining, crating.

8.) **Cemetery:** For those who want to be buried (the eccentric).

9.) **Big John:** Wainwright. Builds fine and serviceable wagons.

10.) **Six-Twelve General Store:** Branch store of Aracho has all the modern conveniences and daily staples one could ask for.

11.) **Samuel Barber Shop:** Features three men and a dwarf, for the only barber barbershop quartet in the kingdom.

12.) **Cooper Carl:** Fastest barrelmaker on this side of the bay. He also makes wheels for Big John's wagons.

13.) **Temple of Light:** Mildly neglected, mostly shunned. The priest who runs this temple is foppish and incompetent.

14.) **Robert, Tailor:** A dashingly handsome fellow who seems to resent his work, but does it exceptionally well. He is a closet mercenary.

15.) **The New Timiro Inn:** Fairly recent addition, this place is in hot competition with the popular but provincial Crossroads. Features live entertainment (from song and dance to ritual battle) and a fairly good restaurant. Accommodations for sixty-five.

16.) **Stables:** For the New Timiro. Has stalls for unusual creatures.

17.) **Bond's Ropes:** Made from the grasses of the area as well as imported material.

18.) **A. Cherry Cobbler:** Makes shoes, hats, vests, saddles and tool cases. Married to Moxon's sister.

19.) **Rodin the Tinker:** Can fix any pot or pan you can produce. Also sells utensils and does metal plating of objects.

20.) **Gunther's Clock Shop:** Specializes in water clocks. Gunther is a harmless kobold, but exceptionally secretive.

21.) **Paolo's Potions and Powders:** Paolo bit the dust when an angry customer vented his spleen. Paolo's daughter, Pauline, tries to make do as the town apothecary as well as being an amateur alchemist.

22.) **Moxon, Jeweler:** Moxon is a self-important man, and wears half his creations himself. He has a gnome apprentice that everyone but Moxon knows is stealing from him. The jewelry isn't half bad.

23.) **Surrall Tobacco Shop:** Sells imported tobacco as well as the popular local stuff and knicknacks for men.

24.) **Stuffed Stuff:** Taxidermist, does a modest trade in stuffing fresh and salt water fish, *and* local hawks and owls. Sometimes helps out the mortician with embalming and such.

25.) **Carradine, Mortician:** Gaunt man, sepulchral voice, half-drunk, mostly blind (some say he imbibes his embalming fluid). Brother-in-law left him the business. He was so unhappy about it he had his brother-in-law stuffed and mounted in the parlor. Carradine makes a lot of mistakes in body preparation.

26.) **Pete the Peater:** Does a thriving business collecting the peat moss from the lake, letting it dry, and packaging it as powerful fertilizer.

27.) **Ives, Courier:** One of the licensed courier shops of the Guild. Mainly does business travelling between Bith and Aracho.

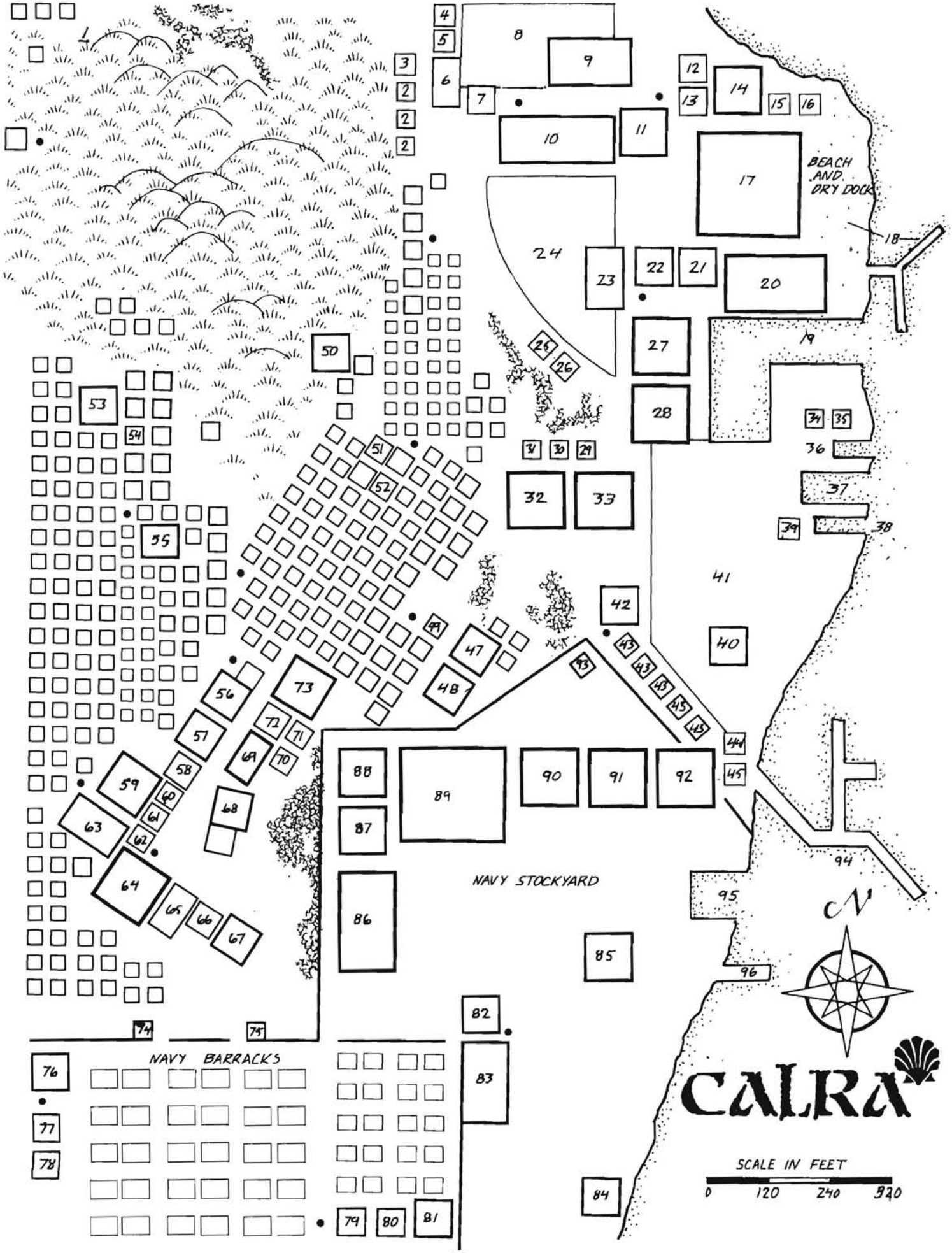
CALRA

The Town of Calra
Population: 9300
Civilians: 3300
Military: 4800
Non-human Slaves: 1200

The civilian portion of Calra are a hard working people of ship builders, laborers and sheep herders. Unlike many of the towns and cities of the Timiro Kingdom, there is nothing particularly unique or exotic about Calra and it is rarely visited by travelers. It is a bustling industrial town, lost in the shadow of Credia and Syanda.

The bulk of the population is found at the naval base. It is here that the famous Timiro Navy builds and repairs its fleet, supplemented by the civilian ship builders. NOTE: The main naval installation of Timiro is located on the island of Nibis across from Calra. It is at Nibis that the actual Royal Navy is found, Calra and its base supplements and services Nibis.

1.) **Sheep Herders and Grazing Land** (hills)
2.) **Three Bunk Houses for Stablehands**
3.) **Foreman's Home**
4.) **Blacksmith**
5.) **Supply House**
6.) **Stables for Work Horses**
7.) **Stables Manager and Offices**
8.) **Corral**
9.) **Large Stable,** can accommodate 72 horses.
10.) **Lumber Storage**
11.) **Wagon Storage**
12.) **Metal Workers**
13.) **Wagonsmith**
14.) **Saw Mill**
15.) **Tool Maker and Repair**
16.) **Peg Maker**
17.) **Ship Hanger**
18.) **Docks and Dry Dock**
19.) **Main Boat Slip**
20.) **Ship Hanger,** builders and supplies.
21.) **Work Shop**
22.) **Work Shop**
23.) **Carpenter**
24.) **Lumber Yard**


BEACH AND DRY DOCK
NAVY STOCKYARD
NAVY BARRACKS
N
CALRA
SCALE IN FEET
0 120 240 360

25.) Work Shop
26.) Carpenter: small parts
27.) Warehouse
28.) Warehouse
29.) Blacksmith
30.) Rope Maker
31.) Paint Shop
32.) Warehouse
33.) Warehouse
34.) Work Shop
35.) Work Shop
36.) Boat Slip
37.) Boat Slip
38.) Boat Slip
39.) Workers Tavern, simple soup, sandwiches, and beer for one gold piece. Open only to dock workers.
40.) Work Shop
41.) Main Dry Dock
42.) Carpenters
43.) Five Work Shops working in factory style.
44.) Lacquerer
45.) Paint Shop
46.) Docks
47.) Warehouse
48.) Warehouse
49.) Dolphin Saloon, beer, ale and rum at good prices.
50.) Temple of Light and Dark
51.) Red Dog Inn, serves famous home brew "Red Dog", very potent, and has a handful of rooms cheap.
52.) Temple of the Seven Waters
53.) Weaver and Spnner of Wool
54.) Dye Maker
55.) Temple of Rurga
56.) The Barnacle Inn, 49 rooms, 20 to 60 gold per night, serves beer, ale and moonshine.
57.) The Green Lobster Restaruant, specialty is lobster and other sea food.
58.) Tailor
59.) Fish Market
60.) Bakery
61.) Herbs and Spices
62.) Snuff and Tabacco Shop
63.) Stables and Blacksmith
64.) Cotha Luxury Inn
65.) Meat and Poultry Market
66.) Fat Dwarf Saloon, poor quality drinks with high alcohol content, low prices; a favorite of the navy sailors.
67.) The Sailor's Place, saloon of questionable reputation. A hot spot with sailors.
68.) Moonlight Inn, a popular inn with travelers and visiting merchants, high quality rooms, food and imported wine, rum and brandy. Rooms cost 40 to 200 gold per night.
69.) Sail Maker
70.) Bait Shop
71.) Rope and Net Shop
72.) Boat Repair
73.) Town Council Building

The Royal Navy Stockyard

74.) Guard Post
75.) Guard Post
76.) Officers Club
77.) Officers' Residence
78.) Officers' Residence
79.) Officers' Residence
80.) Officers' Residence
81.) Commander's Residence
82.) Wagon Storage
83.) Stables
84.) Work Shop
85.) Work Shop
86.) Carpenter
87.) Sail and Rope Makers
88.) Metal Works
89.) Warehouse
90.) Warehouse
91.) Warehouse
92.) Warehouse
93.) Lumber Yard and Guard House
94.) Docks
95.) Boat Slip
96.) Dock

ERAT

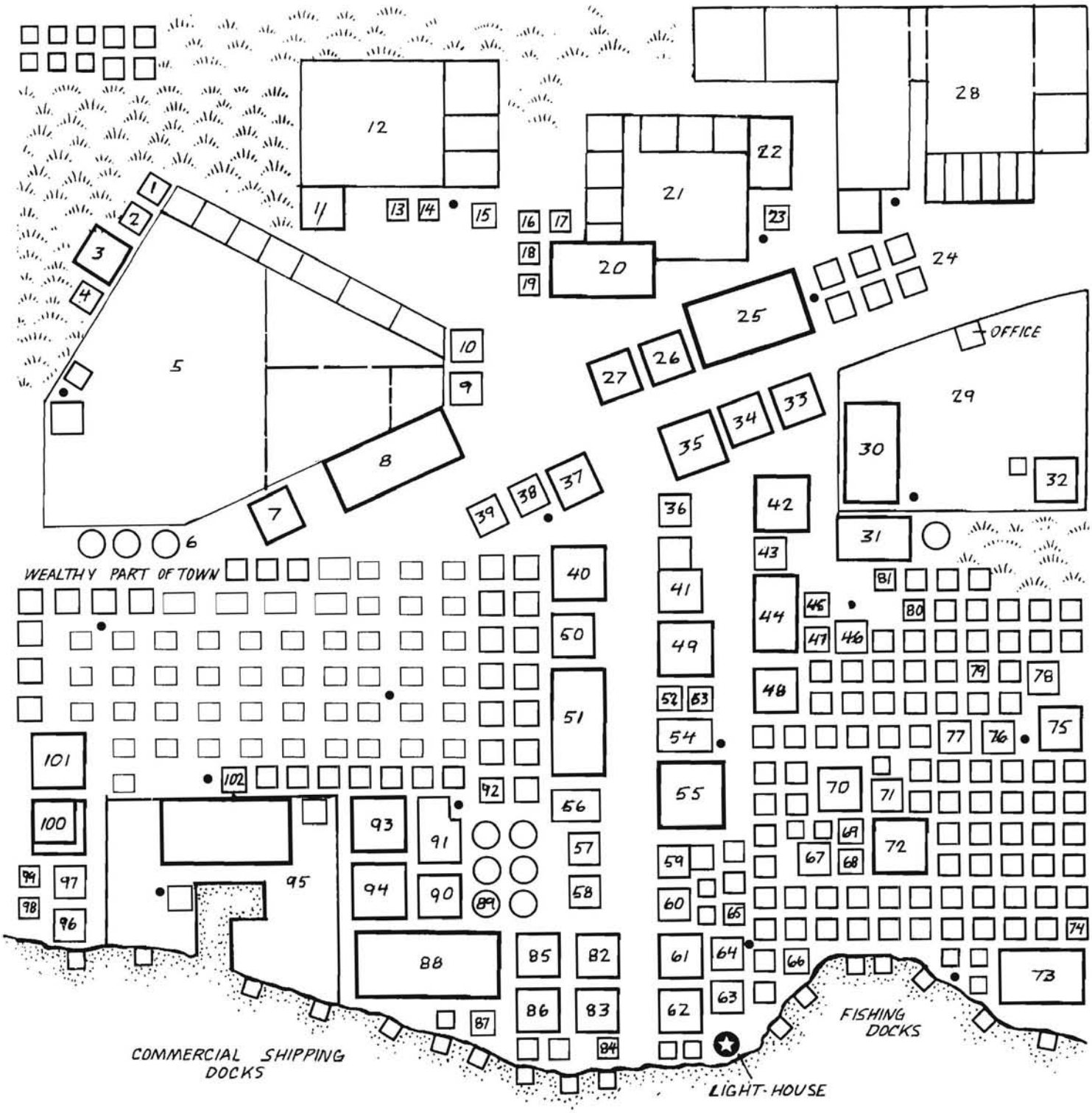
Erat: Population; 2100
Slave-population; 400

Erat is a quiet little town at the tip of the Timiro Bay. 40% of its income is fishing, the remaining is as an importer and exporter of goods. Most of the businesses and merchandise are more practical than exotic, for they supply the forts and border towns of northern Timiro.

It is ruled by a royal magistrate and six town councilmen. In its 580 years it has never been attacked. However, it is plagued by orc and ogre bandits that plunder the graineries and steal livestock.

CODE KEY
The City of Erat

1.) Bunk house.
2.) Bunk house.
3.) Stables for the work horses.
4.) Smith facilities.
5.) Sectioned Corral for Cattle Market: always has 40-160 cows, 10-40 stears, 10-40 oxen.
6.) Grainery.
7.) Cattle merchant's residence, Clive Reston.
8.) Cattle Market; standard prices, quality stock.
9.) Mess hall.
10.) Supply house.
11.) Sheep Market: standard prices, quality stock.
12.) Sheep pen; includes 40-160 sheep, 20-80 goats.
13.) Wool spinner.
14.) Bunk house.
15.) Owners residence, Micheal Tenara and family.
16.) Bunk house.
17.) Black smith.
18.) Mess hall.
19.) Supply house.
20.) Horse Market, owned by Clive Reston.
21.) Sectional corral; contains 30-120 work horses, 10-40 ponies, 4-24 donkeys, 2-8 riding horses. All are broken and trained.
22.) Stable with black smith.
23.) Foreman's residence.
24.) Six small stables belonging to Randolf's.
25.) Randolf's stables; Randolf Calrissian is a retired cavalry soldier turned merchant; he specializes, in second-rate animals, many Smia rejects. The animals are not bad, just old or of poor stock. Prices are 20% to 40% below standard, prompting a high turnover. 10-40 work horses or pack-animals, 10-40 ponies, 3-18 riding horses.
26.) Randolf Calrissian's residence.
27.) Tack shop, sells saddles, bridles, harnesses and other equipment for horses. Owned by Randolf Calrissian.
28.) Caravan corrals, also owned by Calrissian, Costs 5 gold per day, per animal.
29.) Prunhindahl's Mule-team. "Pru" as he is commonly called, is a 7th level dwarven mercenary who will export goods anywhere in Timiro. He specializes in travels to the northern border towns and boasts of a 90% success ratio; the best in the kingdom. His mule drivers are a robust team of mercenary dwarves and kobolds, 2nd to 4th level, who are


WEALTHY PART OF TOWN
OFFICE
COMMERCIAL SHIPPING DOCKS
FISHING DOCKS
LIGHT-HOUSE
TIMIRO BAY
N
ERAT
SCALE IN FEET
0 80 160 240 320

more partners than employees. Total of 14 dwarves, 11 kobolds, plus 8 orc slaves.

30.) **Mule stables.**
31.) **Ranch and residence** of the dwarves and kobolds.
32.) **Bunk house** of the orc slaves; guard shack outside.
33.) **Stables for the Siren's Inn.**
34.) **Wheel wright.**
35.) **The Siren's Inn,** fair prices.
36.) **The Little Mermaid Tavern,** serves beer, ale and wine; fair prices.
37.) **Slaughter house.**
38.) **Butcher shop,** specializes in preserved meats.
39.) **Dairy** includes cheeses, eggs, and poultry.
40.) **Bennardi's Exotic Spices;** this is a large three story structure that serves as shop, warehouse and residence. All types of spices and herbs can be found here. Most of which are exported to the border towns via Prunhindahl's mule-team.
41.) **The Adventurer's Emporium,** sells a huge selection of field equipment, hardware and food rations, clothing, hunting tools and weapons, and so on. Standard prices.
42.) **Fabric warehouse.**
43.) **Wool spinners and weavers.**
44.) **Sir Crandal's Armoury;** Sir Crandal is of questionable knighthood but does sell an excellent selection of armour, barding and weapons at reasonable prices. Will also buy or trade used items if in fairly sound condition.
45.) **Sir Crandal's Black smith.** Repairs weapons and armour.
46.) **Lady Crandal's Saddle Shop,** good selection of saddles and riding equipment.
47.) **Uncle Bob's Leather Goods.**
48.) **The Trappers Lodge;** buys, sells, furs for export; shop contains all types of trapig equipment, from snares and fishing tackle to iron traps and cages. Huge stock.
49.) **Pete's Pots and Pans,** sells all types of sturdy kitchen ware, utensls and other metal works.
50.) **Goldsmith.**
51.) **The Bay Inn,** three stories, many rooms, good food, fair prices.
52.) **Goblin slave pen,** guarded.
53.) **Ogre slave pen,** guarded.
54.) **Reinforced Orc slave pen,** guarded.
55.) **The Slave Market.** Operated by a pompous fat man named Cornelius Tambard. Treats his slaves cruely, exports them as laborers and farm hands to Media, Tanis and Partha. Always has 4-24 goblins, 3-12 ogres, 20-80 orcs. Low prices on all except ogres or trolls.
56.) **Tambard's slave hands barracks;** mostly mercenaries (1st to 3rd level) who maintain and guard the slaves. Rumor has it that they often capture orcs in lowlands to sell as slaves. Approximately 40 men, all very rough and mean.
57.) **Tambard's private stables** (his men's ponies and riding horses); 12 ponies, 6 riding horses.
58.) **Blow Fish Tavern,** rum is the house specialty.
59.) **The Firefly Lamp Shop,** sells lamps, lanterns, wicks, candles, holders, oils, etc. Warehouse is attatched, residence on the second floor, exports to border towns via the mule-team.
60.) **Silversmith.**
61.) **Red Light Brothel.**
62.) **Warehouse.**
63.) **The Sail Shop.**
64.) **Tackle and bait shop** (commercial).
65.) **The Golden Pawn Shop.**
66.) **REd Beard's Saloon;** beer, ale, and rum.
67.) **Temple of Ippotom** the water goddess.
68.) **Shrimp Market.**
69.) **The Lobster Inn,** specializes in a variety of lobster dishes.
70.) **Jail house.**
71.) **The magistrates building.**
72.) **Fish market.**
73.) **Bluto's Boat Builders and Repair,** build and repair row boats, fishing boats and small sailing schooners up to 15ft long.
74.) **The Nettery;** makes and repairs fishing nets and cages.
75.) **Ye Olde Salt Inn;** large three story building, many rooms, low prices, lousy food and watered drinks.
76.) **Carpenter.**
77.) **Temple of Dark and Light.**
78.) **General Store.**
79.) **Cobbler;** makes and repairs shoes; old elf; extremely skilled, low prices.
80.) **Temple of Algor the Giant** (seaman's god)..
81.) **Glass Blower,** makes bottles, mirrors, dining glasses and windows.
82.) **Warehouse.**
83.) **Warehouse.**
84.) **Tobacco Shop;** smoking and chewing.
85.) **Warehouse.**
86.) **Holding pen for livestock** to be exported by boat.
87.) **The Wharf Saloon;** beer, ale, rum and moonshine; cheap prices to match the quality.
88.) **Giant Warehouse.**
89.) **Grainery.**
90.) **The Potion Palace,** operated by a western merchant, can provide a potion to cure every ill. Stocks a vast variety of herbs, toxins, salves, balms, poisons and drugs, including opium from the west. All potions cost 50% above standard while magic healing potions, always in stock, cost double standard rates.
91.) **Benny's Salad Bowl** markets fresh produce and preserved fruits and vegetables, many imported. Costs 20% above standard.
92.) **Tapestry Shop.**
93.) **Warehouse.**
94.) **Warehouse.**
95.) **Dry-dock;** ship builders and repair.
96.) **Captain Herlock's** used boats.
97.) **The Sailors Inn,** 3 story building, cheap rooms.
98.) **Harbor Light Saloon.**
99.) **Temple of Ippotomi.**
100.) **Orc laborers** for the dry-dock, always guarded, two story building, 60 orcs.
101.) **Warehouse.**
102.) **Town doctor,** one physician and two 3rd level healers.

GEDRO

The Town of Gedro
Population: 1100
Monks: 320

Gedro was originally established by a small community of druids who adored the Great Oak which the town is built around. Centuries later monks came to inhabit the little town converting it into a monastery and vineyards. Today the monk's wine enjoys a world wide reputation for excellence and is said to equal the best of the Western wines.

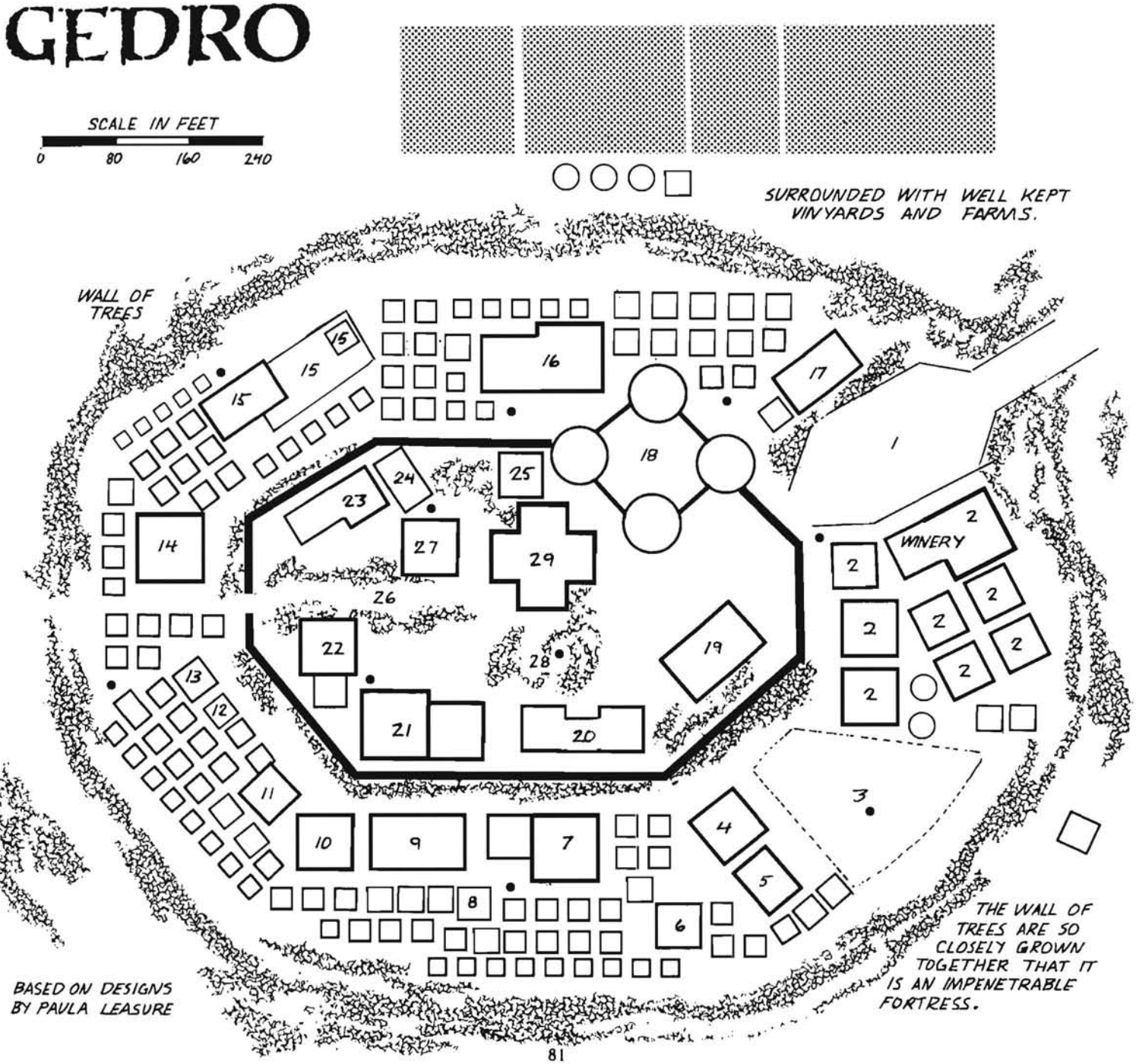
The town has prospered, attracting a number of peace loving farmers to work in their fields and vineyards. The towns people are mainly merchants and trades people involved in the selling and exportation of the wine and operating the shops that cater to the needs of the monastery.

The monks are only interested in their vineyards and studies. Many of the monks are also druids or are on the best of terms with the remaining druid population who still live and worship here. Would be invaders will find that every bush, tree and weed will react to any assailants with slashing thorns and thrashing limbs.

1.) **Gate** into town and market square; flanked by two guard (druids) stations. Annual wine festivals are centered here.

2.) **Winery and Storehouses**
3.) **Open Market,** many shops and artisans.
4.) **The Mighty Oak Inn**
5.) **The Country Diner,** quality food.
6.) **The Monk's Retreat,** quality food, Gedro wine, expensive prices.
7.) **Inn of the Mighty Acorn**
8.) **Temple of Light and Dark**
9.) **General Store**
10.) **Wheelwright and Capenter**
11.) **Wagonsmith**
12.) **Spice and Tobacco Shop**
13.) **Bakery**
14.) **Poultry and Dairy Market**
15.) **Stables**
16.) **Woodland Inn**
17.) **Museum of Wine History,** curator Sir Federo; a retired palladin, 10th level.
18.) **Library:** Treasure house of knowledge. Librarian: Brother Moss, 7th level Monk.
19.) **Kitchen and Dining Hall**
20.) **Green Houses**
21.) **Monk's Sleeping Quarters**
22.) **Stable and Blacksmith;** animal hospital
23.) **Novices Quarters and School**
24.) **Artisans:** Weavers, potters, scroll copiers, glass blowers, etc.
25.) **Abbot's House:** Brother Rosebud, 12th level Monk.
26.) **Tree Lined Avenue**
27.) **Infirmary**
28.) **Grove of Meditation**
29.) **Stadium:** Used for formal discussion and debate by monks and the druids. Sometimes entertainment by roving musicians or actors. In center is "The Great One", an ancient tree especially venerated, around which the monastery and town was built.

GEDRO



HANNA

HANNA: Population; 2000

The town of Hanna sits on the coast in the middle of a large area of lowlands in the heart of the oldest and most civilized part of the Timiro Kingdom. Surrounded by larger and important towns; Barbera to the west, Old Timiro to the northwest and Nira to the north, Hanna's only possible claim to fame are it's fishing fleet and small port facilities.

Half of the town's income comes from the fishing fleet. Which is made up of over 300 small independent vessels plus several larger commercial fishing operations. About three quarters of the townspeople work either in the fleet or in businesses connected with the preserving or transporting of fish. Several of the larger vessels in the fleet are capable of tackling creatures the size of whales, while one was specifically designed for the job of hunting and killing sea serpents.

Hanna's position on the coast, almost directly across from Yira and Partha, makes it ideal for transporting travelers who do not have enough money for a longer passage; or by merchants whose cargo, be it people, animals or other goods; does not take sea voyages well.

As for the town's port facilities; there is one small dockyard capable of building or repairing large ships, though mainly it services and repairs the local ships. Several merchant houses keep private docks and warehouses which are not open to public use. Most small fishermen simply pull up their small craft on the beach in front of their homes. For the use of non-locals there are public docks, but anyone who is not also a resident of the town is charged a port tax of 5% of the value of their cargo.

To become a voting member of the town a person must live there, or at least maintain a base of operations there for at least one year, though the time limit can be increased. In addition, the person must own at least 5000 gold pieces worth of property in town. Lastly, when the first two conditions have been fulfilled, the person must pay the town a tithe of 4% of the value of all their possessions.

Once a person becomes a voting member of the town they have the right to vote on any changes in the laws of the town, as well as being able to suggest changes themselves. They can run for any office, (eg, Mayor, Chief of the Guard, Treasurer, etc. each of whom have 5 years terms) and most importantly, their ships are exempt from paying port tax.

There are very few voting members of Hanna, no more than 300. It is not surprising that most of these are merchants and fishermen.

The population of Hanna is almost entirely human, with a sizable population of orc slaves and a smattering of other races. Only the normal human allies will be accepted easily here; elves, dwarves and gnomes. As there is almost constant warfare on Timiro's northern border adjoining the Old Kingdom, goblins, hob-goblins, ogres, kobolds and trolls are looked upon with much disdain and will be refused service in most places. Women and children will run from them in the streets and one or two of the city guards may follow them just to be sure they're not getting into trouble. As there are many orc and ogre slaves in the Timiro Kingdom, it would be best for the above mentioned races to have papers from a town judge to show they are freemen; or a few friends to swear to the fact, or else they might end up being "captured" as runaway slaves.

The town itself is divided into three sections; **North, South** and **Fishscale Isle. Northside** is the classier part of town, with most of the merchants' houses, the public docks, temples and homes of the wealthy. **Southside** is a little dirtier and has a bit of a foul odor, with most of the manual trades established there. The poor of Hanna live in an area known as "the Pit" in the same area. Northside and Southside are separated by the Invers Stream, a small river about 30 feet across whose waters are polluted by the tannery, the papermakers and the refuse dumped in it by the townspeople. **Fishscale Isle** is the home of most of the town's poor, independent fishermen. The island itself sits some 100 feet off the edge of the mainland, joined to the rest of the town by a wooden bridge which often requires repairs after bad storms. Fishscale Isle is crowded, with over 500 inhabitants and boats pulled up everywhere. The air is tainted with the smell of ripe fish offal and other garbage.

Both **the Pit** and **Fishscale Isle** are good places for non-locals to avoid if at all possible. In both places poverty and frustration have taken their toll, making the streets a dangerous place to be.

The City of Hanna

1.) **The Red Lantern Inn:** This is the only inn in Hanna which is exclusively a bordello.

2.) **Wheelwright:** A maker of wheels for the wagonsmith and others.

3.) **Wagonsmith:** Here coaches and wagons can be custom made including at additional expense, detailed carvings on the interior and exterior.

4.) **The Hunting Horn Inn:** This is a very prosperous looking establishment with a stable built onto it. The inn is largely patronized by middle class travelers and also by rangers, druids and hunting enthusiasts of all types. Rooms can be rented for 15 gold per night, accommodating up to 60 people comfortably.

A kennel of hounds is also kept on the premises and a trained hunting hound can be bought for standard prices. For ten times the normal price a dog can be trained to respond to any ten single word orders the owner wishes (eg. kill, sword, fetch, guard, etc.).

5.) **The Weaver:** Whole bolts of cloth can be bought here with a 20% chance of fine linen or silk being available. Bolts of cloth will sell for 90% of list price.

6.) **The Sailmaker:** Julo Tarv is the preeminent sail maker of Hanna.

7.) **The Temple of Light:** This temple is run by a 5th level elf Priest of Light called Imorncilus Westerling. He is scrupulous by alignment.

8.) **The Tailor:** This is a small but prosperous shop which both weaves cloth and is the most popular tailoring shop in town. Prices are average, except when the buyer wishes to have some unusual work done, such as having hidden pockets or light leather armour sewn into the cloths, or if someone needs a rush job.

9.) **The Weaver:** A small shop, dealing in second-rate goods, raw linen and cheesecloth.

10.) **The Churgery:** This is a fine local version of a hospital run by a freed ogre healer who has found a niche in town due to his talent. Most of the town treats him as an accepted local but occasionally travelers become rather excited when they spot him. He is used to this and will use no more force than needed to stop an attack, then heal their wounds at a minimal charge. The only person in town he does not get along with is Imorncilus Westerling, who continually attempts to break into the hospital and heal his patients for free. Thush Borg'n: Alignment: Anarchist, 43 hit points, P.S. 24, P.E. 22, I.Q. 9.

11.) **Herbalist:** The owner of this shop is Zandra Tua, a dealer in exotic spices and herbs.

12.) **The Sage:** This is the only name the personage within this shop will answer to. He at least pretends, if he is not actually, an expert on the history of the Old Kingdom. Most of the town considers him to be insane or at least

a little eccentric.

13.) The Three Silver Apples Tavern: This tavern tends to be frequented by local professionals of various levels. Away from the bustle of the business and commerce sections of town, discussions go on far into the night dealing with art, law, the poetry of various races and legends. With a fine kitchen and bar, the meals here cost about 50% more than most taverns in Hanna.

14.) The Bakery: Ordinary breads and cakes are made here.

15.) The Temple of the Elements: This temple is dedicated to the worship of Water, for obvious reasons, though all other elements can be worshipped here as well.

16.) The Alchemist: While the Alchemist on the southside serves the needs of the men-of-magic from the Mages Guild, Gulnom Gulson, a human, serves the needs of the local inhabitants. To this purpose he keeps ittle large or expensive magic on hand, but instead deals in the sale of wards, potions, magically enhanced armour, fumes and magic powders.

17.) the Great Market: Both the Great Market and the Little Market are owned by a corpulent human merchant known as S'taf. A stall can be rented in the Great Market for 125 gold per day. There is room for up to 75 vendors under the sturdy wooden roof of the Great Market.

18.) The Temple of Ligth and Dark: This is a finely wrought temple with carved teak walls and fine gold and silver statuettes of the gods of the Pantheon. All statues are protected by powerful wards of agony, confusion and despair. The temple is run by Timorn Ostrac, an 8th level Priest of Light (unprincipled). Normally a peaceful man, his complacency is being disturbed by Imorncilus, the priest of the Temple of Light, who is trying to convert both Timorn and his congregation to the worship of Light alone.

19.) Green Grocer: This is where the well-to-do people of the town come to buy the finest vegetables and fruits.

20.) The Angel Wing Tavern: The owner of this tavern is a scrupulous human named Tequ Covmarin. Average food and drink can be bought for the normal prices.

21.) The Snagged Anchor Inn: This is a high class inn, patronized by ships officers and captains. It is recognized to have one of the best kitchens in Hanna, and while it usually only serves food to guests a large enough bribe will get anyone a table. Rooms are normally rented per person and will cost between 45 and 100 gold per night, though there are one or two cheaper, 25 gold per night, rooms available.

22.) The Sailor's Dream Tavern: A favorite drinking spot for sailors from both commercial and private vessels. It is also frequented by pilgrims seeking passage, attempting to hire a ship, or by seamen looking for a berth. Food and drink of all types are available, though at a slightly higher than normal cost.

23.) The Guild of Navigators: This is a small branch of a world wide organization of seafarers, and some of the finest navigators and seamen ever. The secret maps of this organization are supposed to cover secret trade routes, ocean currents, and expeditions even to the Sea of Despair. Only those members of the guild who have attained the rank of Master have access to these charts and these have some sort of protection against both magical and psionic probing. The strange thing is that no magic is ever detected on them, nor are most of them psionic.

24.) Furth's Merchant House and Residence: A magnificently decorated, well guarded building, it boasts no less than 10 servants. Furth will rarely be found anywhere but here or his warehouse. There is a secret passage which leads from his bedroom on the second floor to the temple beneath his warehouse.

25.) The Warehouse of Furth Nordskom: This is the warehouse of Furth Nordskom, to most people of the town he appears as an elven merchant and is a voting member of the town and a pillar of the community. In actuality he is a 10th level priest of Panath (darkness).

Beneath the warehouse is a hidden temple to panath, additionally serving as the headquarters of the local Thieves and Assassins Guilds, all members of which are worshipers of Panath. A variety of traps are set for unwanted guests who may try to find out what is inside the warehouse.

26.) The Public Docks: There is space here for up to 50 small vessels, providing that each ship owner pays the port tax of 5% of the value of the cargo. A detachment of the town guard, usually 15 strong, well armed and armoured, is stationed here to collect the tax by one means or another.

27.) Ye Old Tavern: This is the lowest class tavern on the Northside. Catering to the many seamen and laborers from the public docks and warehouses.

28.) The Seven Waters Inn: This is a sailor's dive, with very cheap, very dangerous rooms, women and ale.

29.) The Bridge House Tavern: This fine old establishment, rich in decoration and atmosphere, is one of the few bars in Hanna frequented by all classes of the city without distinction.

30.) The Miller: The only building in town which has a water wheel, the mill is owned by Remen Corisar, a human.

31.) Paper Makers: Run by an elf family, paper of all types and grades can be bought here. It is made right on the premises in a small pulping facility. Speciality paper can also be bought, such as paper which has silver or gold mixed into the pulp.

32.) The Saddle Maker: Saddles can be made to order by the owner of this shop, including saddles with secret compartments or concealed weapons built into them, though the latter can cost up to 800 gold, depending on the size and type of weapon or object to be concealed.

33.) The Shoe Maker: Run by a human merchant, selling the normal shoes and boots everyone uses, though special orders can be made.

34.) The Tannery: The smells which come from this area of town are greatly aided by the odor which comes from here There are always 2-40 untanned hides in stock in the tannery's storehouse. Whole tanned hides are available for 500 gold.

35.) The Slaughterhouse: Roving plains cattle and the ordinary domestic variety are brought here to be slaughtered. A freshly slaughtered, otherwise untouched carcass can be bought here for 4 gold per pound. The hides are sold to the tannery across the street, while the meat is bought by the butcher shop.

36.) The Butcher Shop: Run by a human 8th level merchant named Valor Thumb miscreant alignment. All sorts of fish and meat, fresh, dried, salted, smoked and otherwise preserved can be bought. Prices are standard, though Valor sometimes tries to cheat on the weight.

37.) The Orc Pens: Much of the hard, dirty work in the Timiro Kingdom is done by captured orc and ogre slaves. Often grand houses will have their own slave pens, but for those without such resources, a dwarf merchant runs this nice little slave pen and market. For those people with slaves who have no room to keep them, the owner of the slave pen, Owellon Cavern, will

charge 5 gold per night to keep them penned, you supply the food or not.

A healthy untrained orc will sell for 400-1600 gold. A tame, skiled orc goes for 10,000 to 100,000 gold, depending on the skill it has. Only a tame warlock orc will bring more than 40,000 gold. Application to the local Mage Guild and the paying of a fee will get your orc "conditioned" by one of the more enterprising but less ethical members of the guild.

38.) **The House of Justice:** This is the equivalent of a courthouse. Prisoners are brought to trial here, via an underground tunnel, normally kept locked and heavily guarded. A law library, holding the complete laws of the Timiro Kingdom and its neighbors can also be found on the premises.

39.) **Town Guard House:** The 200 man town guard is quartered here in a two story stone building. No person less than a 3rd level man of arms will be hired on to the guard. Of the 200, only 75 are on duty at any time, taking 48 hour shifts and sleeping at the guard house; the other 125 go about their normal business the other 5 days a week. Most guards are local townspeople.

40.) **Captain Wilnor's Residence:** This is the home of the Captain of the City Guard, Wilnor Fen.

41.) **The Mayor's Residence:** Giles Onsen, the mayor of Hanna, makes his home here. He is a 9th level merchant and is principled by alignment. He is an honest man who seeks only the best for his town.

42.) **Judge Telmarian's Residence:** This is the well guarded home of the sober and wise Judge of the Court of Hanna, Telmarian Anavin. He appears to be an elven scholar, 15th level, but though a scholar, he is actually an ancient changeling, some 700 years old. He is also a 10th level diabolist and a 10th level mind mage. He was one of the original founders of Hanna, and has been elected Judge every term for the last 200 years. Scrupulous in alignment, he has taken up residence here as a form of retirement.

43.) **Owen's Dockyard:** Owen Creneimon is a 5th level elf scholar, the town's local expert in ship building. His dockworkers can clean the weeds and barnacles from a small boat, or build the largest warship.

44.) **The Dismal Mermaid Tavern:** Usually only the hard drinking local fishermen are found here as this establishment has no rooms for rent.

45.) **The Sword and Buckler Inn:** A very large and busy two-story wooden building, with rooms for up to 150 peope. It is run by a now retired 85 year old human palladin (7th level) named Kestor Ygrin, scrupulous by alignment. There is a private arena where guests of the inn can practice their skills or settle any differences which might arise between them. A healer (3rd level) is kept on the premises in case of any serious accidents. He will not allow any fights to the death, though he cannot prevent accidents.

A small armoury, kept under the watchful eyes of three guards (3rd level merc.s wearing studded leather armour, hit points: 22/27/33), is also on the premises. Weapons and armour of all types, including giant size armour, can be rented here for 5 gold per ten minutes of use in the arena. NO armour can be removed from the inn.

Rooms can be rented here for between 15 to 50 gold per night. food is excellent, each meal costing 5 to 20 gold.

46.) **Carpenter's Shop:** The players can get any woodworking done, up to and including the construction of a small rowboat.

47.) **The Armourer:** The sound of the anvil and hammer can be heard here day and night. There is a 40% chance that anything the player wants, including giant size weapons, can be purchased here.

48.) **Smithy:** Run by Barl Harmer, a very brawny human who is unprincipled. He is part owner of the stable next door and will tell any travelers who ask that it is much better to stable their horse next door rather than "risk" having their horse stolen from an inn's stable.

49.) **Livery Stables:** The stable is run by Jom, an unprincipled human. Horses can be stabled here for 10 gold per night, or 50 per week. Horses can be rented wih a 1000 gold deposit and a charge of 25 gold per day, but only if the rentor agrees that if the horse dies, or is lost, he is responsible for buying a new one.

50.) **The Barber:** Outside this dingy looking building hangs the easily recognizd symbol of the barbering profession, a red and white striped pole.

51.) **The Broken Stirrup Inn:** Run by a human, Yosh Emporal, this is a place where the poorer travelers can find a room and some food. Rooms run 5 gold per night, with each room being shared by four people. To rent a private room costs 20 gold per niht. Food and drink cost the normal prices.

52.) **The Great Western Armourial:** This shop deals only in custom made armour and has a reputation for merchandise of the highest quality at only a 50% mark up. NOTE: Custom made armour cannot be worn by anyone other than the person it was designed for.

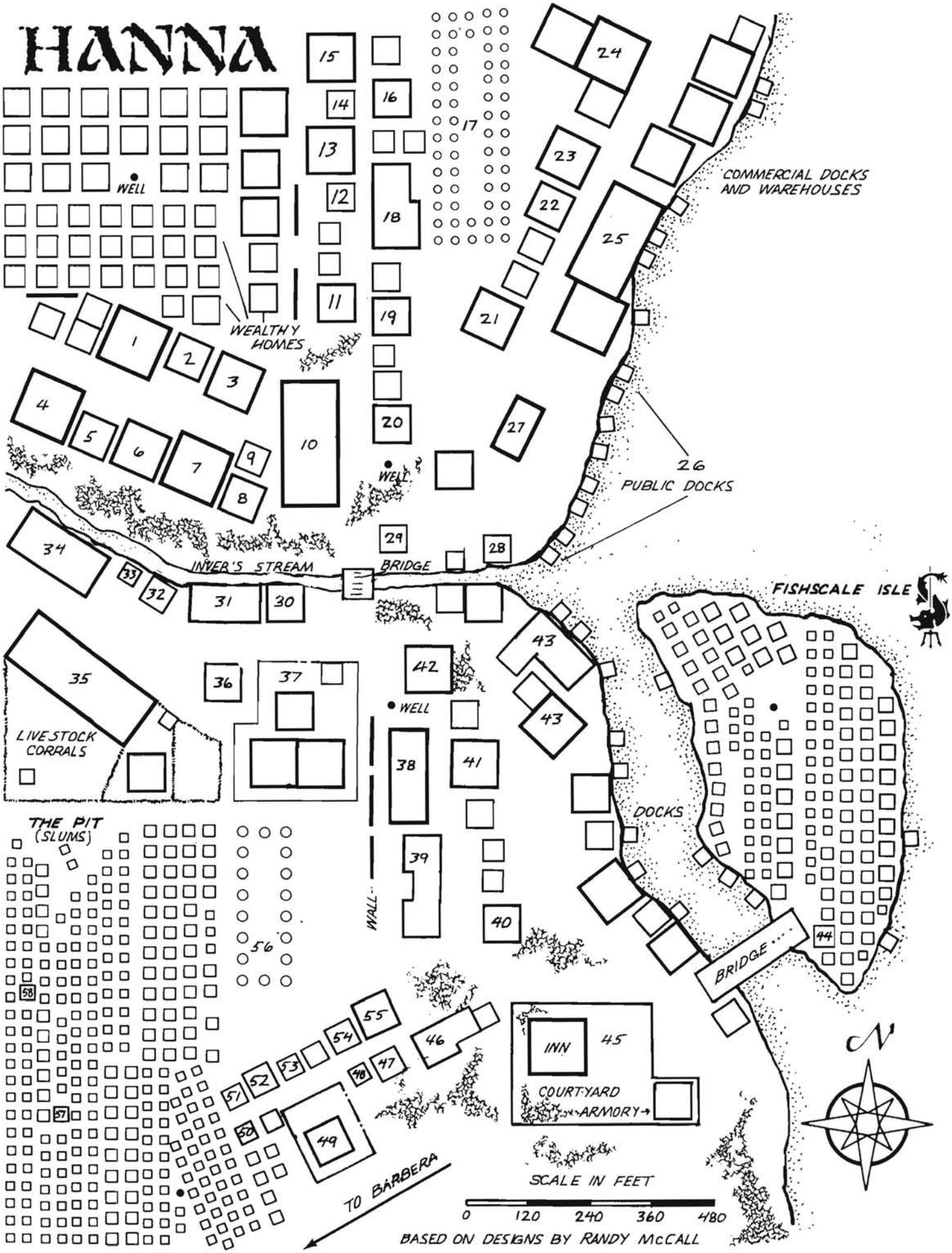
53.) **The Alchemist's Shop:** This business is run by a human alchemist called Kartus Poltrum. This store is fairly complete, though any item which costs over 40,000 gold will probably not be found (10% chance); for everything under that price there is a 60% chance that Kartus will have it in stock, at normal prices. He will not sell poisons, as he can be held responsible for their use.

54.) **The Mage House:** This is a tavern and eatery whose kitchen also serves the Mage Guild next door. Excellent food and drink are available at a fair price, but entry can only be gained by uttering one of the Words of Power or by demonstrating a spell.

55.) This deceptively innocent looking building houses **Hanna's Guild of Mages.** The first hint a newcomer receives that this is no ordinary place comes only when they knock on the door. The doorkeeper is a Minotaur, bound to the local guild head, **Rentura Zormin** (7th level diabolist), principled alignment, by a love charm whose effect became permanent. There are 20 rooms available to any guild member, not only local members at a cost of 10 gold per week. Membership to the Mage Guild in Timiro costs 20 gold per week in addition to the donation of some magic item such as a scroll, potion or medallion. The one thing this place is famous for is a large collection of books dealing with the ancient history and legends of the Timiro Kingdom.

56.) **The Little Market:** The Little Market is a series of ramshackle, but apparently permanent buildings surrounding a small square. A building can be rented by merchants at a cost of 50 gold per day. They are under the care of a dwarf who lives in the southeast corner building. The wares for sale and the person selling these items will change from day to day, but the following will give a good idea of what can be found; fish, vegetables, rope sellers, fishmongers, fortune tellers, pot and pan repairmen and the like.

57.) **The Scrivener:** Here, beneath the sign of the **Pen and Hand,** you will find Aras Dwelve, a human scribe who makes his living by reading and writing leters for the many illiterate inhabitants of the Pit. His rates are cheap (1 gold per page to read, 2 per page to write) and he


HANNA
WELL
WEALTHY HOMES
COMMERCIAL DOCKS AND WAREHOUSES
PUBLIC DOCKS
WELL
INVER'S STREAM
BRIDGE
FISHSCALE ISLE
LIVESTOCK CORRALS
WELL
DOCKS
THE PIT (SLUMS)
WALL
BRIDGE
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COURTYARD
ARMORY
TO BARBERA
SCALE IN FEET
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BASED ON DESIGNS BY RANDY McCALL
N

seems a kindly, generous being. This impression, however, is false. Unknown to all but a few, Aras is the leader of the outlawed cult of Aco and the Juggernaut. He is a 4th level Priest of Darkness and is of aberrant alignment.

Hidden in his work room, beneath the writing table is a trap door which leads down to a secret underground cave which contains the altar to Aco. Included here is a small prison cell (bars A.R. 19, S.D.C. 200) to hold fallen members of the cult or victims for sacrifice, both of which amount to the same thing. From this cavern two underground passages lead to a hidden door in the well of the Little Market, while the other exits on the banks of Invers Stream just below the tannery.

The cult operates mainly in the Pit and other poor sections of town, though members of the cult will haunt the **Dismal Mermaid, Serpents Lair, Broken Stirrup** and the **Sword and Buckler,** looking for victims to use in the human sacrifices the cult performs.

Aras Dwelve - 4th level Priest of Darkness -
Hit Points: 26
Normally wears no armour, though does own a suit of hard leather, (A.R. 10, S.D.C. 30)
Weapons: Battle axe 2-12 damage, 2 knives 1-6 damage.
Magic Abilities: 5 spells per day -
Cloud of Slumber, Invisibility, Mesmerism, Fly as an Eagle, Mystic Illusion.

58.) **Serpents Lair Tavern:** This is a small and very nasty looking tavern which services the poor of the Pit.

KWIA

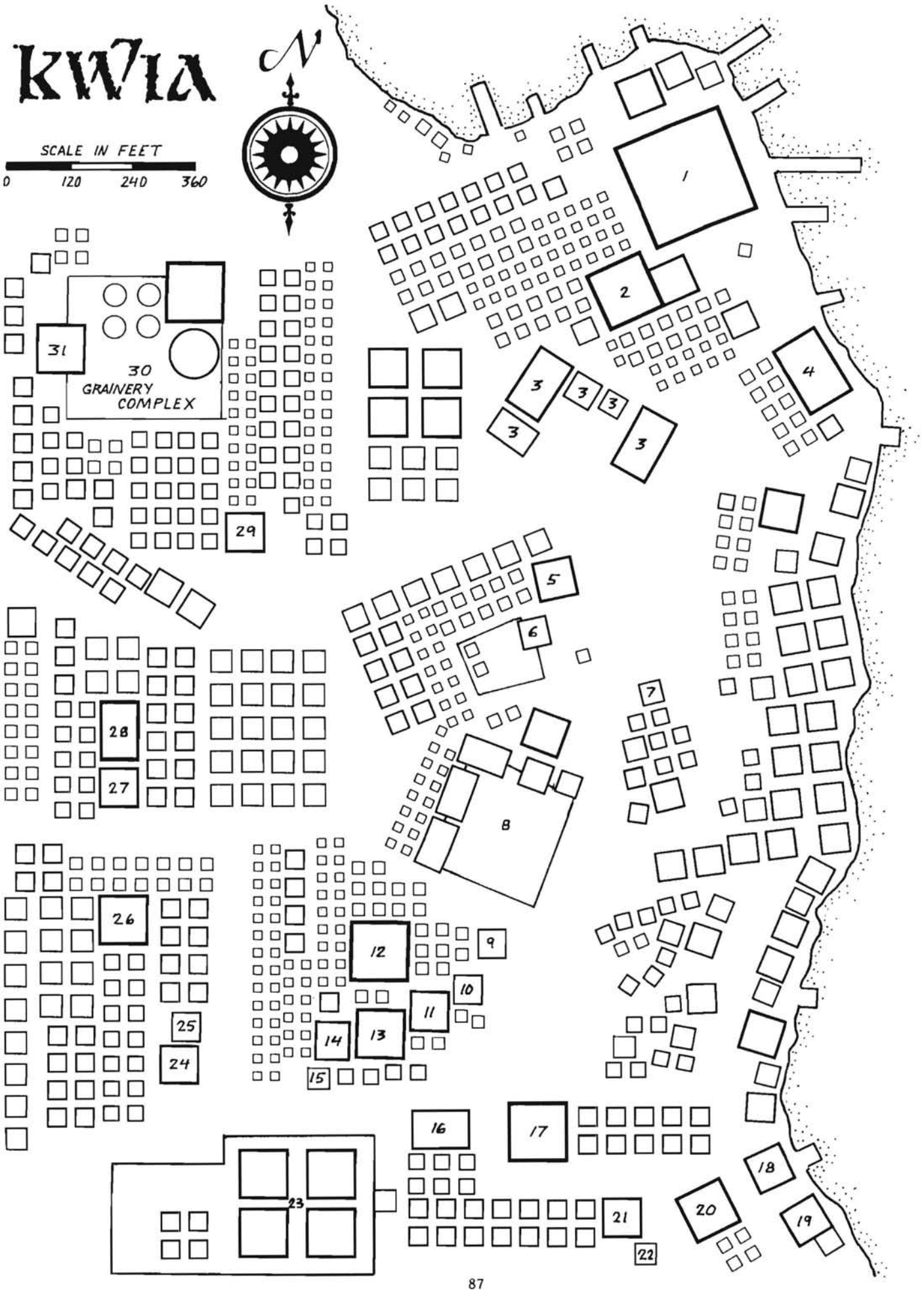
The Town of Kwia
Population: 3600
Human: 3000
Non-human Slaves: 600

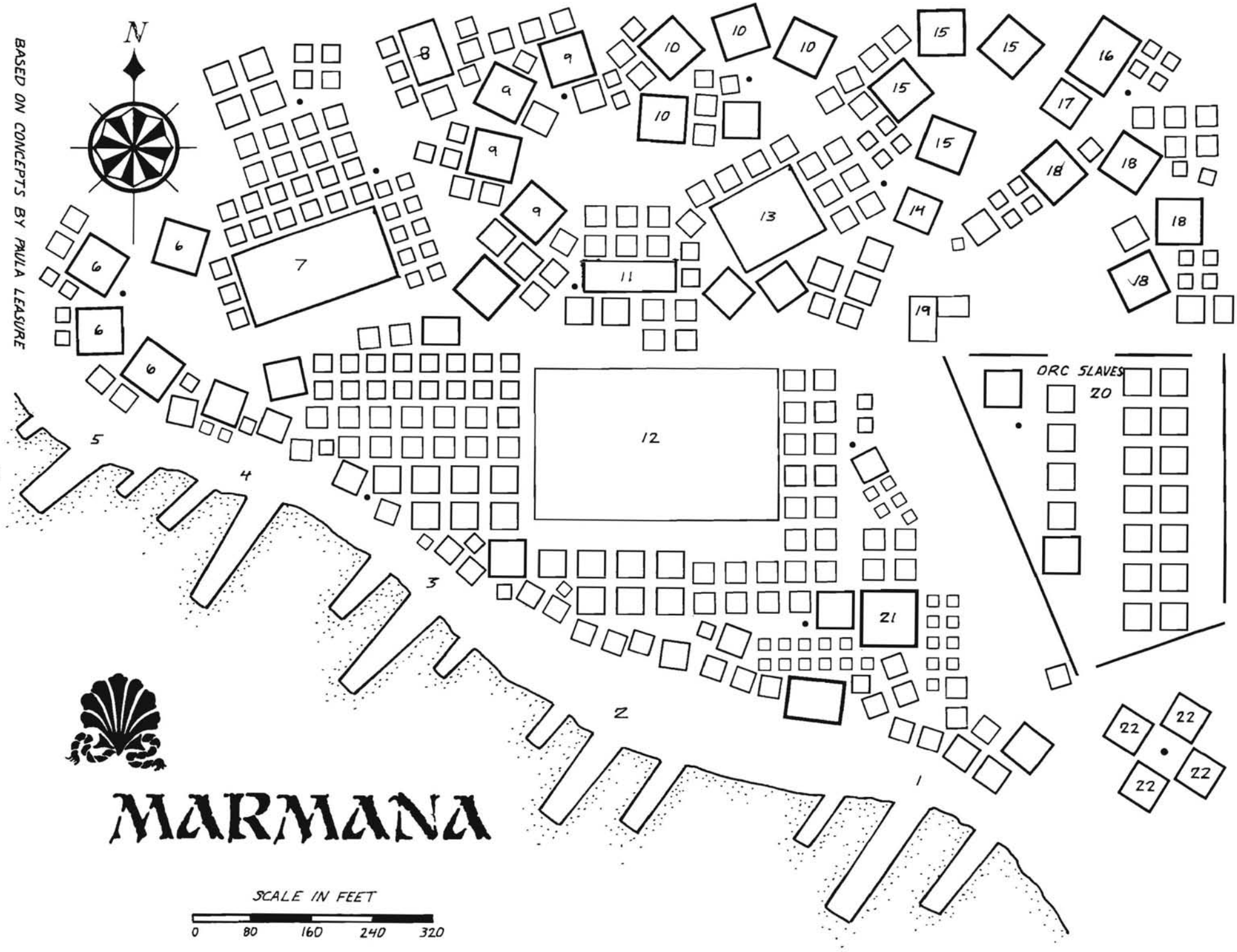
In days long past Kwia was regarded as a suburb of Old Timiro. Some of the wealthy built second houses along the coastline. Merchants established themselves here as did smugglers. Not too few of those wealthy home owners profited by selling smuggled goods to Old Timiro. With the decline of that city, illegal activities slowed tremendously.

In recent years Kwia has developed a diverse economy. The towns people make their living from fishing, farming, ferry service and restaurants and lodgings for travelers. Plans are also underway to provide tax credits to fine artisans and craftsmen who establish businesses here.

A high council of six prominent merchants act as the government. An appointed Credian official, who lives in Kwia, acts as overseer of their activities.

1.) **Oslog's Fishery:** Kirt Oslog operates a larger fishing fleet that takes in fish primarily for export.
2.) **Dock Trade Exchange** manages the loading, transporting, and payments for goods coming into or going out of port. Lon Dersin, chief administrator.
3.) **Kwia Horse and Wagon:** A thriving business that provides a way to move your goods that's ready when you are. Fine horses and well kept equipment. High prices. Guard service not available.
4.) **Meyerson Hotel:** Converted from its previous use as the home of a wealthy land owner. The architecture is beautiful but the bedding is only so-so. 15 gold a night. Baths are 3 gold extra.
5.) **Hern's Market:** Specializing in imported fruits and vegetables. Higher prices.
6.) **K.L.E. Poultry:** Sells live birds and eggs. Good prices. Already cleaned and dressed birds are a little more.
7.) **Kem's Bakery:** Sells bread only. Prices vary slightly depending on whether the grain is local (in season) or imported (out of season).
8.) **Sisters Stables:** Run by three wealthy windows who offer the best care for your horse. Guards on premises. Average prices.
9.) **Able Saloon:** A wide range of native and imported beverages to satisfy the various seamen and travelers that pass through town. Expensive.
10.) **Eastern Jewels:** A jewelry shop that offers imported gems in rings, earrings and necklaces. Tyn Arbak charges slightly above average prices. However, at times bargains can be struck.
11.) **Moxin's Glass:** A glassblower who sells bottles, jars and decorative glass. Average prices.
12.) **Merchants' Warehouse:** Only available to businesses. A large wood building with reinforced doors and walls. Heavily guarded.
13.) **Warlocks' Guild Hall:** Used by air and water warlocks.
14.) **Clothing and Cloth Supply:** Sells sail cloth and nets as well as clothes for men and women. Undyed bolts of cloth are also available. No silks or fine linens.
15.) **Blacksmith.**
16.) **High Council Building:** Offices and meeting rooms for use by the councilmen. Also houses the office of the harbor master.
17.) **Merchant's Inn:** For traveling merchants and sales agents who are in town on brief business calls. Fair food, good rooms and average prices.
18.) **Kwia Ferry Service:** The main ferry running between Kwia and points east. North and south trips are a bit more expensive than average: 5 gold per person, 8 gold per horse. No other animals allowed.
19.) **Morris Boat Repair:** Morris and his assistants will come to you to patch your craft. Charges by the hour. Expensive.
20.) **Better Guard:** Guard service for business and private citizens. Available as guards for goods and persons traveling out of town.
21.) **Alin's Caravan:** A store that sells pots, pans, cutlery, shoes, and even a few pieces of furniture.
22.) **The Wharf:** A small drinking establishment known for its quiet atmosphere. Quel-Mar, the orc bouncer, is actually a very nice guy if you don't cause trouble.
23.) **Central Slave Supply:** A large business that provides general labor slaves to whoever can afford them. A signed contract and security deposit are required. Volume customers receive a 10% discount.
24.) **Al's Meat Market:** Domestic and imported (often salted) meats are sold here. Fair prices.
25.) **Kriddle Ferry:** Office for a small ferry company that takes up the slack when transport is scarce during the day. Below average prices. Most any animal also transported.
26.) **Guild Hall of Fishermen:** Meeting place that is also used for parties.
27.) **Dock Worker's Guild:** A small guild composed of dock hands.
28.) **Kwia Tool Supply:** For farmers, boatmen, builders etc.. chain and rope is also available at standard prices.
29.) **Fur Exchange:** A stone building that houses a family owned business that makes clothing from fine furs. Almost all their business is export. Guarded.
30.) **Main Grainery:** Where locally produced grain is kept.
31.) **Millwright:** Produces flour from grain.


KWIA
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30
GRAINERY
COMPLEX
31


N
BASED ON CONCEPTS BY PAULA LEASURE
ORC SLAVES
20
MARMANA
SCALE IN FEET
0
80
160
240
320

MARMANA

The Fishing Village of Marmana
Population: 1078
Human: 936
Orc Slaves: 142

Marmana, one of the first communities established in the Kingdom, is virtually unchanged by the passing centuries and still clings to the old ways. It is the last of the major communities that is dominated by clans. It is the clans' rule that has prevented Marmana's growth for only clan members can be sailors or fishermen leaving the less desirable occupations for the "out-siders", non-clan men.

The Clans

Hoovra Clan: Mostly miscreant, worships Ippotomi publicly and privately worships Pit in closed family meetings.

Parali Clan: Mostly principled. Worship the pantheon of Ra at the Church of Light and Dark.

Sami Clan and Fat Fari Clan: Mostly scrupulous. The Samis are elven, and the Fat Fari's are human. The clans are closely allied through inter-marriage and share their dock area peaceably. Worship Ra pantheon.

Wayituyos Clan: Mostly aberrant. Worships Ippotomi. Will try to cheat/rob travelers. The adults frequent Bosco's and the youngsters hang about the visitor's dock, hoping for a chance to steal small items. The wayituyos are rumored to be pirates.

Count Fistito: Aberrant, 7th level knight. Worships rarely, will attend any big church function where there is plenty of music, drinking, and dancing girls. His steward, Hiram, is always at the palace; is like his master only more clever. Hiram must be bribed in order to get an interview with the count. Hiram is head of the Wayituyos Clan, and is the unofficial mayor of Marmana. Hiram is a 9th level thief and the local fence.

1.) Hoovra Clan Dock
2.) Pakali Clan Dock
3.) Sami & Fat Fari Clan Dock
4.) Visitors Dock
5.) Wayituyos Clan Dock
6.) Wayltuyos Clan Enclave
7.) Count Fistito's Summer Place: Large stable and servants quarters in the rear.
8.) Inn/Stable/Tavern: Bosco's Dew-Drop Inn
9.) Sami Clan Enclave
10.) Fat Fari Clan Enclave
11.) Tavern Marmana Ale House
12.) Bazaar/Market
13.) Peg-leg Joack's Marine Supply: Merchant-anarchist
14.) Shayaam Discount Alchemist Shop: 35% chance of them having any item.
15.) Pakali Clan Enclave
16.) Temple - Church of Light & Dark: Head priest 5th level, 2 2nd level acolytes.
17.) Dr. Darekill: 9th level healer, principled, very old.
18.) Hoovra Clan Enclave
19.) Tavern - Herc's Sailor's Rest
20.) Orc Town: Laborers, servants, dock hands, mainly orc slaves, some human low lifes.
21.) Temple - Church of the Seven Waters (Ippotomi)
22.) Court of the Four Sisters: Water warlocks, born into the Fat Fari Clan.

MEDIA

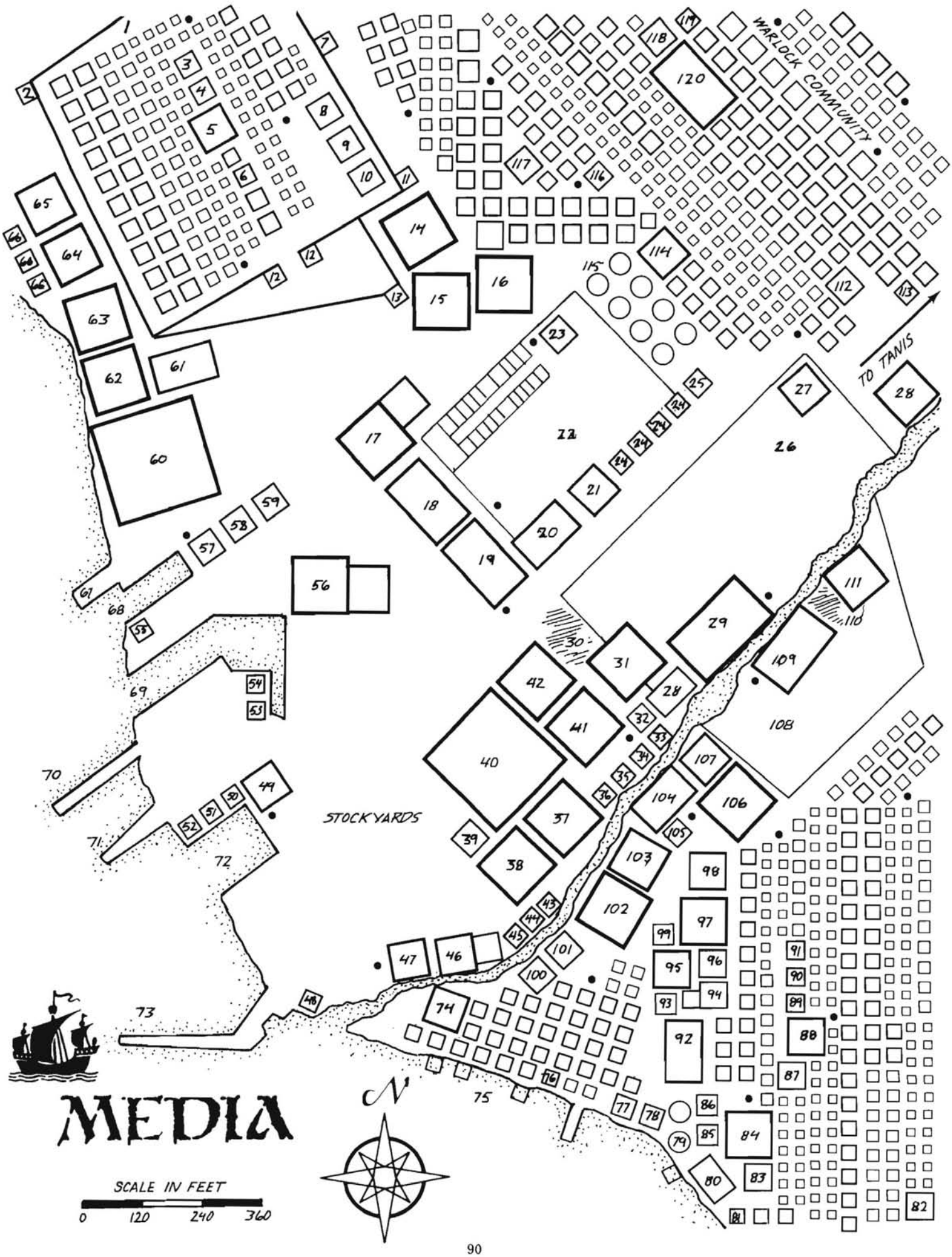
The Town of Media
Population: 18,000
Humans: 12,000
Non-human Slaves: 6000

Media prospers as the newest, biggest and best ship builder in the Kingdom. Since its inception it has grown at a phenomenal rate literally wiping out the competition (three other ship builders have gone out of business in the last two decades). It is one of the largest and richest of the industrial towns and will, without doubt, blossom into a thriving city within the next few years. Its people are happy, enthusiastic and ambitious.

A predominately working community; merchants and exotic imports are just being established as Media has grown too large to ignore. The current shops mostly deal with day to day needs. Future plans include a large merchant plaza, theatre, and educational facility. Media is a rising star in the Timiro Kingdom.

Warlocks play a key role in the production and management of both ship building and the town. Most are well-to-do and pillars of the community. They are crucial in the manipulation of weather, water and environment as well as production.

1.) The Slave Town: This is a large walled and fortified community of work slaves for the docks and mills. Surprisingly, there has been little trouble with the slaves despite that it is an alarmingly large community of the more powerful non-humans; 70% orc, 15% ogre, 15% goblin.
2.) Fortified Guard Tower: 16 bowmen (short bow, 2nd level), monitor the west wall of the slave town. A third level fire warlock is the tower captain.
3.) Temple of Light and Dark (with an emphasis on dark).
4.) The Dead Elf Saloon: only beer and ale available free on a limited and carefully monitored basis.
5.) Mess Hall
6.) Game Hall
7.) Fortified Guard Tower: 16 bowmen; 2nd level knight is tower captain.
8.) General Store, items sold on an honor, credit point system. Well behaved and good workers get many points which can be converted to merchandise. Sort of like green stamps.
9.) Storage
10.) Jail House manned by four, 3rd level mercenaries.
11.) Fortified Guard Tower: 16 bowmen; 4th level wizard is the tower captain. He is tough and often cruel, known as the Demon, who enjoys his post.
12.) The Main Gate, with two guard towers on either side. Houses 12 2nd to 3rd level mercenary foot soldiers each, all in chain mail and armed with shields and mace. This is the ONLY exit-way.
13.) The Gate House: All slaves must enter and exit through the gate house, a barbican like structure with portcullis. Six 4th level mercenaries and a 5th level earth warlock man the gate house.
14.) Warehouse
15.) Warehouse
16.) Warehouse
17.) Wagon Storage and Wheelwright
18.) Stables for Work Horses
19.) Stables for Work Horses
20.) Blacksmith and Storage
21.) Supply House
22.) Sectioned corral
23.) Supply House
24.) Four Bunk Houses
25.) Foreman's Residence


MEDIA
WARLOCK COMMUNITY
TO TANIS
STOCKYARDS
SCALE IN FEET
0 120 240 360
N

26.) Lumber Yard
27.) Storage
28.) Wood Drier
29.) Saw Mill
30.) Scrap Pile of sawdust and lumber chips.
31.) Wood Finisher and Stainer
32.) Tool and Saw Shop; makes, repairs and sells mill saws, tools and chains.
33.) Peg Maker
34.) Barrel Maker
35.) Paint Shop
36.) Work Shop
37.) Carpenter
38.) Varnisher and Wood Finishing
39.) Metal Works
40.) Warehouse
41.) Warehouse
42.) Warehouse
43.) Work Shop
44.) Work Shop
45.) Work Shop
46.) Carpenter
47.) Sail Maker
48.) Work Shop
49.) Boat Repair
50.) Sail Repair
51.) Paint Shop
52.) Rope and Net Shop
53.) Work Shop
54.) Work Shop
55.) Dock House Office
56.) Barnacles Scraping and Heavy Repair
57.) Main Administrative Office
58.) Assessor and Claims
59.) Scheduling and Supply Office
60.) Ship Hanger
61.) Carpentry and Work Shop
62.) Ship Hanger
63.) Ship Hanger
64.) Warehouse
65.) Warehouse
66.) Three Work Shops
67.) Dock
68.) Boat Slip
69.) Boat Slip
70.) Docks
71.) Docks
72.) Boat Slip
73.) L-Dock

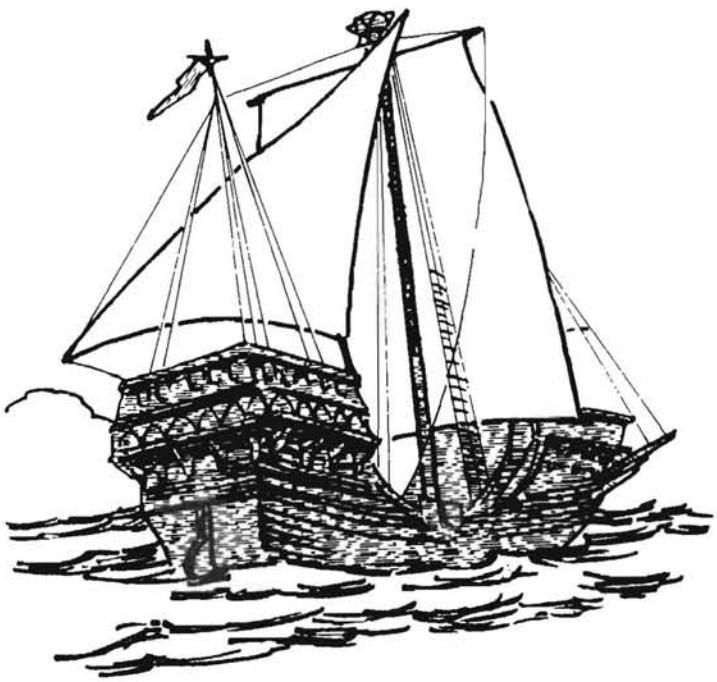
Down River Media

74.) Millers Inn, 20-60 gold per night, good food, 48 rooms.
75.) Fishing Docks
76.) Bait Shop
77.) Benny's Nets and Cages
78.) Sail Maker
79.) Grainery
80.) Boat Repair
81.) The Captain's Saloon; beer and rum, low prices.
82.) Temple of Light and Dark
83.) Lobster Market
84.) The Water Spout Inn: 72 rooms, low prices.
85.) Basket Weaver
86.) Tackle and Bait Shop; specializes in lobster cages.
87.) Temple of the Seven Waters
88.) Fishermans' Guild Hall
89.) Tavern, beer and rum.
90.) Tobacco and Snuff Shop
91.) Cobbler and Leather Works
92.) Greenwood Stables
93.) Blacksmith
94.) General Store
95.) The Magic Shop; 50% chance of having any ite in stock except rune swords and exotic itei like dragon bones. Prices are about 50% high than standard.
96.) Butcher, meats and poultry.
97.) Rhap's Armoury; very good selection; standard prices.
98.) Farmers' Market
99.) Scrivener
100.) Gold and Silversmith
101.) Jewelry Store
102.) Warehouse
103.) Warehouse
104.) Paper Mill
105.) Stationary Store, 20% less than standard prices.
106.) Warehouse
107.) Warehouse
108.) Lumber Yard
109.) Saw Mill
110.) Scrap Pile
111.) Flat Bed Barge Storage

The North-Side

112.) Temple of Light and Dark
113.) Bart's Rum House
114.) Temple of Rurga
115.) Grainery
116.) Temple of Osiris
117.) Tailor
118.) General Store
119.) Butcher
120.) Hospital

NOTE: This tends to be a somewhat more wealthy district with many warlocks.



NIBIS

The Fortified Island of Nibis
Population: Sailors; 18,000
Foot Soldiers: 1200
Warlocks: 280
Civilians: 600
No Slaves

Nibis is the heart of the Timiro Kingdom Royal Navy and protector of her waters. Usually half of the fleet can be found at her docks or patrolling the coast line of Credia and the Timiro bay area.


THE ROYAL FLEET
10 BARRACKS
16 DRY-DOCK
CORRALS
TO CALRA
NIBIS
SCALE IN FEET
0 160 320 480

1.) The Royal Fleet Docks, 20-80 vessels of various types can be found here at all times.
2.) Light House and Watch Tower; houses eight guards, tower captain is a 10th level water warlock.
3.) The Warlock Estates; these are large residences of the navy's warlocks. Warlocks play a large role in the Royal Timiro Navy, performing a wide variety of functions especially as defensive and offensive weapons (magic). They rate special officer status.
4.) Park of the Four Elements
5.) The Warlock's Dock
6.) East Point Watch Tower, manned by eight soldiers and two 6th level warlocks, one air and one fire.
7.) Warehouse
8.) Warehouse
9.) Grainery
10.) Royal Navy Barracks
11.) Officers Residences
12.) Parade Field
13.) The Admiral of the Fleets Residence
14.) Ship Hanger
15.) Boat Slip
16.) Dry Dock
17.) Carpenter
18.) Work Shops
19.) Rope and Rigging
20.) Sail Maker and Repairs
21.) Warehouses
22.) Barnacle Scrapers
23.) Work Shop
24.) Work Shop
25.) Paint Shop
26.) Lumber Yard
27.) Work Shop
28.) The Ferry to Calra: This is a large ferry boat that makes daily runs to the town of Calra. A handful of additional small vessels are also docked here for the use of officers and supply runs.
29.) Boat Repair Shop
30.) Several Warehouses line this end of the island.
31.) Merchant and Supply Dock; 1-4 warships always present.
32.) Wagonsmith and Storage
33.) Wheelwright
34.) South Watch Tower, occupied by 32, 2nd level soldiers, a 10th level water warlock and an 8th level air warlock.
35.) South-Point Watch Tower, occupied by 32, 2nd level foot soldiers, a 10th level water warlock, a 10th level water warlock and a 6th level fire warlock.
36.) Stables for Work Horses
37.) Stables for Work Horses
38.) Blacksmith
39.) Storage Buildings
40.) Cattle Ranch and Corral
41.) Bunk Houses for Stable Hands
42.) Grainery
43.) Mid-Island Watch Tower, occupied by 32, 2nd level soldiers, two 10th level water warlocks, an 8th level air warlock, an 8th level fire warlock and an 8th level earth warlock.

The Merchant Town

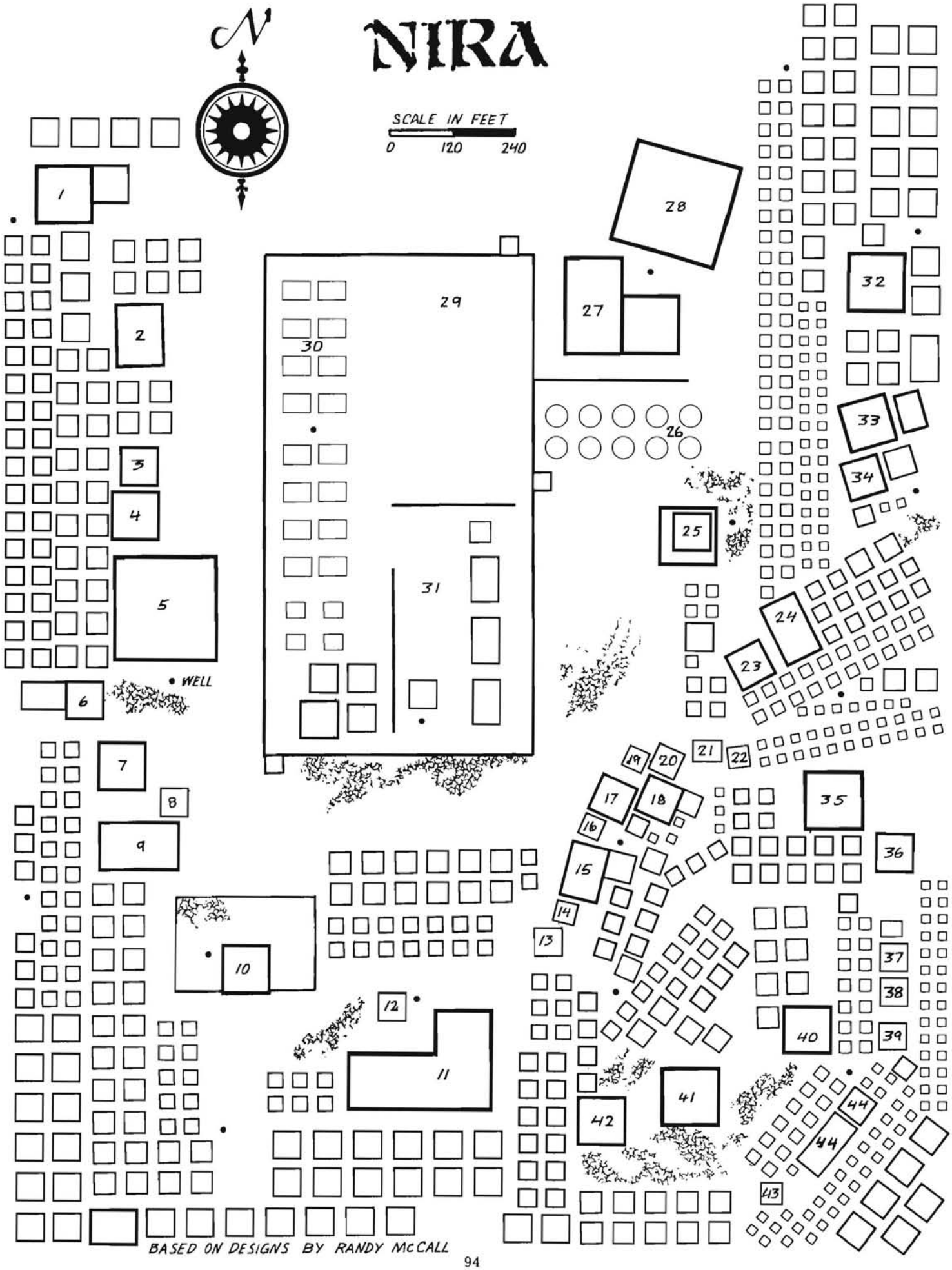
44.) Game Hall and Saloon
45.) Saloon; beer, ale, run at low prices
46.) Uniform Shop and Tailor
47.) General Store
48.) Tobacco and Snuff Shop
49.) Small Theatre for special shows and competitions.
50.) Goldsmith
51.) Jewelry Store
52.) Armour, large selection of small arms at fair prices, including some kobold quality weapons.
53.) The Flying Goose Tavern, booze, food and women galor.
54.) The Liquor Store; has it all; standard prices
55.) Silversmith
56.) Parchment Store; paper goods.
57.) Authorized Gambling House; open two days a week.
58.) Nina's Tavern
59.) The Dignitary, a fine hotel for visitors
60.) The Artists Alley; houses several shops that sell a variety of crafts, pottrey, jewelry, glass items, foods, clothing and trinkets.
61.) The Church of Light and Dark
62.) The Temple of the Seven Waters

NIRA

The Town of Nira
Population: 3,200

Nira is a town of some 3,200 souls located just east of Old Timiro. Originally a town of some importance in its own right, Nira has fallen to the status of a suburb of Old Timiro. The whole area around Nira is surrounded by magnificent plantations and mansions; although farming is still a major occupation for the poorer classes and much farm produce is shipped to Old Timiro. Nira has very much become a rich man's town. The only unusual thing about this town is its large elf population. Almost a quarter of the town is made up of elves, thus the races to which elves have any antipathy are not welcome within the town limits. While these races would not be denied access to the town, any number of elves would be more than willing to start fights or get them into enough trouble to get them thrown out of Nira.

1.) The Green Dragon Inn: So named for a large, stuffed, green dragon head adorning one wall of the common room. The inn has rooms available at a cost of 10, 20, or 40 gold per night. Simple but good food is served here; drinks of all sorts are available, including some special liquors given to Dworkin, the owner, by visiting friends.
2.) Andrama's Pleasure Palace: There are 24 rooms here, all extremely comfortable, and a variety of girls who are available to share those rooms at a cost of 100 gold for the entire evening.
3.) Golden Arts: Earrings, wrist bracelets, necklaces, and other smaller jewelry items. Each is designed by a female elf named Anna Hoober. High prices.
4.) Oberon Furnishings: Quality fruniture for the wealthier and discriminating person. Some of it is of dwarven craftmanship.
5.) Blue Moon Ballroom: A dance hall that caters to the middle and upper classes. There is a large illegal gambling establishment in the basement.
6.) Everet Moving Service: Tam Everet (human) and his large stable or orcs can take almost any load from here to there within the town. Will also move items to locations outside of town at twice their usual rates. Very far moves are subject to the approval of Everet.
7.) The Kingdom Estate Club: The older plantation owners often meet to relax and on occasion, meet with local nobles.
8.) The Wine and Glass: A wide price range so that everyone is able to purchase better wines here. Glasses as well.
9.) Weaponsmith: A very famous human named Horon is the master of this establishment. He has somehow learned the kobold art of making weapons with bonuses to parry, strike and damage. All weapons cost double the normal amount. Within some of the upper classes it is a status symbol to own one of his weapons.
10.) Fencing Academy: This academy teaches the art


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NIRA
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44
BASED ON DESIGNS BY RANDY McCALL

of weapons to some of the younger sons of the greatest families in Timiro. A four month course in one weapon, costing 50,000 gold, will give a student a +1 to parry or +1 to damage with the chosen weapon only.

11.) **Hospital:** Run by an elf healer called Charmain, she charges only 1 to 10 gold per use of her healing touch, plus five gold for every day a person stays in her hospital. She is known to be so kind-hearted that she even heals orcs, ogres and trolls.

12.) Apothecary: A human who wishes some day to be an alchemist, Corman now knows a variety of folklore and home remedies, most of which are herbs and teas.

13.) **Tailor:** Manin Tills, a human, deals mostly with the members of the farming community and as such is known for making long wearing clothes, not for being a fancy tailor.

14.) Rope **Maker**: Selling good strong rope at the normal prices.

15.) **Alchemist:** This is an excellent shop with a complete stock of everything, selling at twice the normal prices. This shop caters to the needs of the richer classes. 50% chance of having any magic item except rune weapons (none).

16.) **Shoemaker:** All kinds of shoes and boots are made here.

17.) **Actor's Guild:** Here singers, dancers and entertainers of all kinds can be hired for a night's performance or for more extended periods. This also serves as the local headquarters of the Guild of Assassins. All members of this branch of the Assassin's Guild must know how to sing, dance, or play a musical instrument.

18.) **Wine Merchant:** Fine wines from across Timiro are bought by this company. Prices for bottles of wine will range from normal to 5,000 gold.

19.) **Cartographer:** A mildly insane human who goes by the name Fenrindalin owns this shop. He believes he has the commission of the Kign to produce maps, each of which he marks with a replica of the seal of the King of Timiro.

20.) **Jeweler:** Denar Fermen, a human jeweler, buys and sells jewels and jewelry of all types. A fair man, it is known he has his vaults under heavy magical protection.

21.) **Butcher:** Selling good meat at normal prices.

22.) **Baker**: Good cakes, bread and other pastries are made here, selling at normal prices. Specialty cakes can be made for double the normal price.

23.) **Wizard's Guild:** An imposing place, it is one of the oldest guild buildings in Timiro. There is room in its three stories for 30 men-of-magic. This building has full facilities, including an excellent library, as well as having some small magical items for sale. Only wizards are allowed inside, a fee of 100 gold per hour is charged to use the library. Membership to the guild is reserved to nobles of human of elven decent or fellow townsmen.

24.) **Public Baths:** Done in the style of the Western Empire, there are both hot and cold water baths, as well as hot and cold mud baths.

25.) **The Safekeep:** With the large amount of valuable items, jewels and the like, kept by some of the richer families in Nira, there has sprung up the need for someplace safe to store them. Ignus Malun, diabolist, is a transplanted native of the Land of the South Winds, runs this business. Anything can be stored here, the cost varying with the size of the item, from 1 to 100 gold per day. Armed guards can be provided to guard something for 1000 gold per day. Ignus will often hire men, both of magic and arms, after having them checked by one of the local mind mages. The Safekeep is heavily guarded by lock and bar, spell and ward. Has approx. 100,000 to 400,000 gold in custody.

26.) **City Warehouse:** The city's grain storage facility.

27.) **Military Warehouse:** Stores weapons, oil, armour and the like; all together worth about 150,000 gold.

28.) **Merchant Warehouse:** Storing gold, silks, spices, art, etc. There is always 250,000 gold worth of items in here.
NOTE: All warehouses are guarded by men from the garrison, as well as having magical protection.

29.) **Training Ground:** This is where on duty soldiers practice with weapons and horse to keep their skills up in times of peace.

30.) **Military Barracks:** Rooms for 400 men, in very cramped quarters.

31.) **Military Stables:** Normally 100 horses will be found here, including some 10 or so war horses.

32.) **The Church of Light:** The most popular church in town, there is a large and supportive congregation.

33.) **The Church of Light and Dark:** Slightly smaller than the Church of Light, the priest here is on very good terms with the priests of the Church of Light.

34.) **Temple of the Holy Oak:** Specifically built for the use of druids, there is a large oak growing in the middle of the temple, which is in one, large enclosed room. Druids staying in town sleep on the ground beneath the oak.

35.) **The House of the Elements:** This house is, of course for use by Warlocks. There are 50 rooms at fair prices.

36.) **Town Guard Headquarters:** Here all registered shop and home owners must take a turn patrolling the streets at night in an attempt to cut down on crime.

37.) **Colborn, Silversmith:** Jewelry and Silver figurines.

38.) **Bookstore:** The books sell for between 5 to 100,000 gold, and deal with all subjects; history, medicine, religion, legends, travelogues and the like.

39.) **Home of the Witch:** This is the home of Fini, a merchant clerk, at least that is what he appears to be. He is actually a 4th level witch, with a greater familiar, a nightmare in the shape of a black cat. He is waiting for new commands from his demon lord.

40.) **Mayor's Residence:** This is the home of Andorin Horth, a human merchant who is the Mayor of Nira. This is mostly a title without power, though he is very interested in keeping Nira's name bright and attracting even bigger and better trade to the town.

41.) **Magistrate's Home:** Always guarded by 4 soldiers from the barracks, Ciennin Toc, an elf, lives here with two concubines. He is a member of the Thieves Guild and will try to help any of their members who get caught, but will never break his cover to do so.

42.) **Courthouse**

43.) **Shrine to Kirgi the Rat God:** Hidden in the basement of one of the scummier houses in Timiro, Kirgi is worshiped by most of the Thieves Guild.

44.) **Livery and Slave Stable:** In the interests of getting the best of two worlds a human started a business wherein he buys, sells, rents and cares for both horses and slaves. All prices are fair.

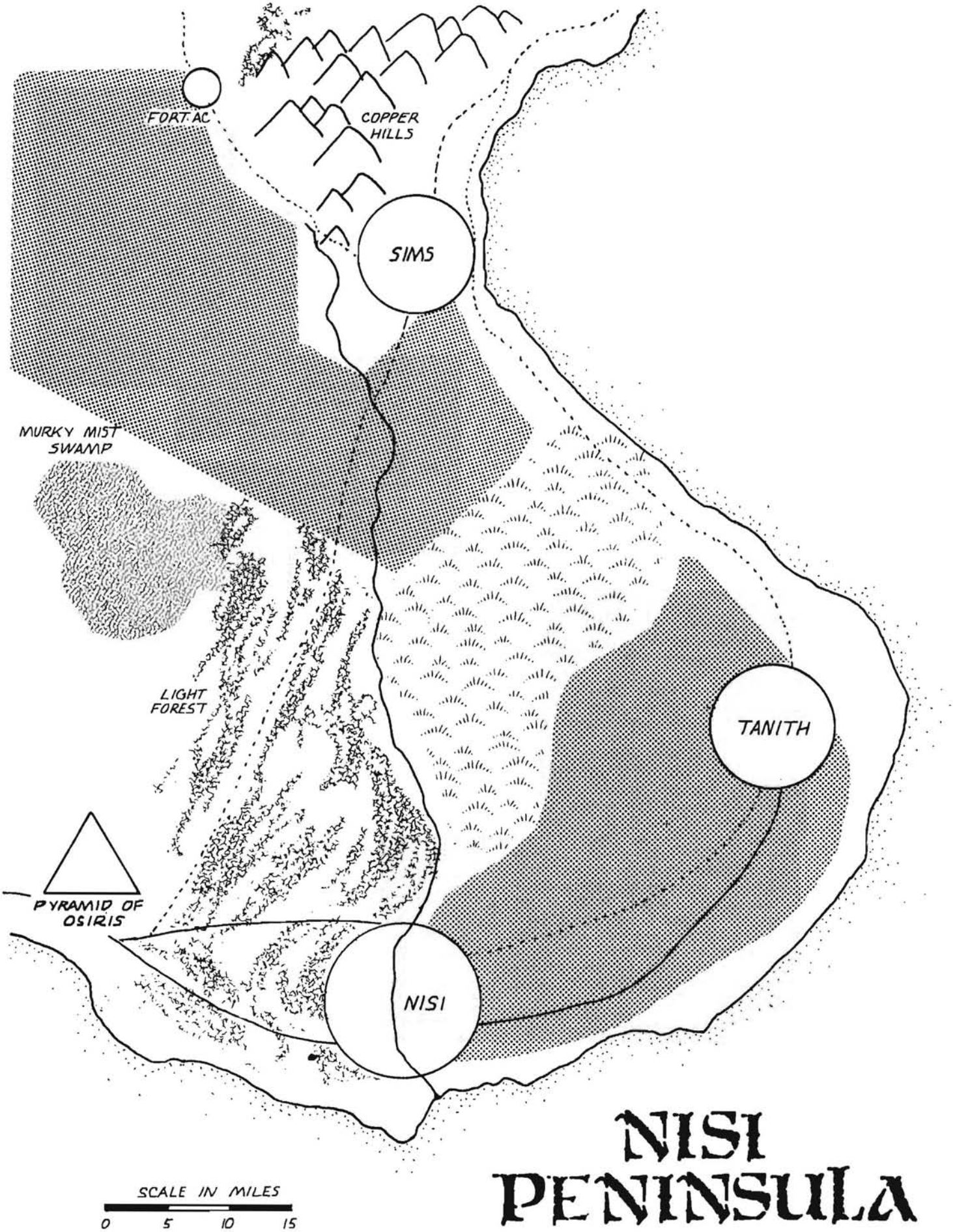
NISI

The Town of Nisi
Population: 3250
Human: 2350
Non-human Slaves: 900

Manufacturing Center;
Chief Products: Meat & Leather Goods

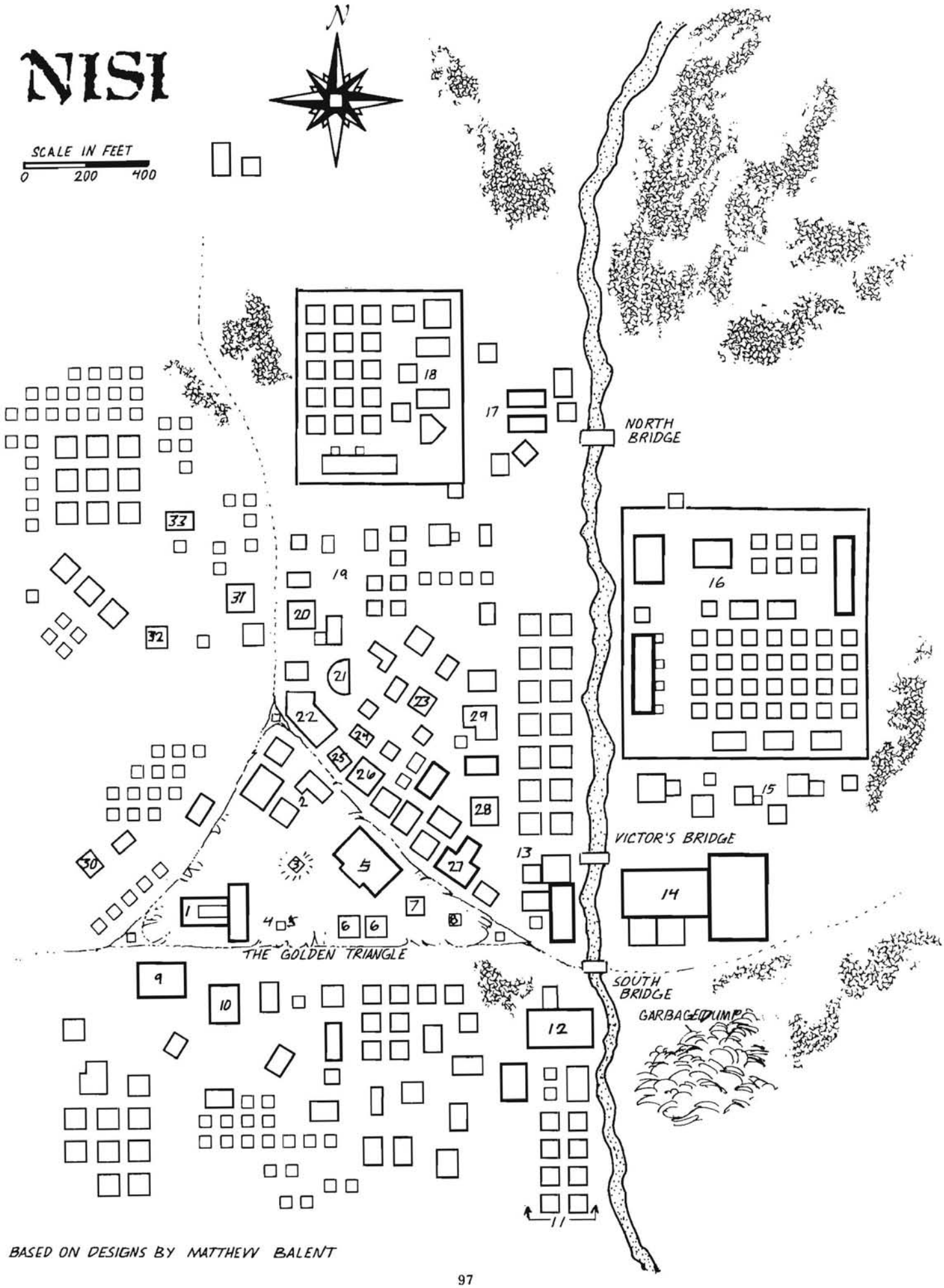
The Golden Triangle

The Golden Triangle represents the oldest portion



NISI PENINSULA

BASED ON DESIGNS BY MAT BALENT



BASED ON DESIGNS BY MATTHEW BALENT

of Nisi. It is the religious and administrative center of the city. Over the course of the years, the original buildings which were on the site have been destroyed and built over. As a result of this periodic rebuilding, the level of the Golden Triangle is about three feet higher than the surrounding land. The triangle in surrounded by a 6 foot hedge which has openings in various places to allow access.

At the three corners of the triangle are 20 foot tall obelisks which have been erected by the priests of Osiris. They tell the tale of how the god Osiris came to this site and founded the town.

1.) **The Temple of Osiris:** This building houses the golden image of Osiris, and is the place of worship of the gods of Light.

2.) **Priest's Quarters:** In this building the priests of Osiris live and work. There are 19 in all and they are led by the High Priest Nestor.

3.) **The Stone of Souls:** This large limestone block stands twenty feet tall and is thirty feet wide on each side. It is believed that this massive block was brought here by the builders of the Pyramid of Osiris many centuries before. The stone itself is on a small hill and is honeycombed by thousands of small (3"X6") niches which contain small human statues. These statues are made, in part, from the cremated remains of the deceased inhabitants of the city. It is believed that this will insure the deceased person's soul eternal life in the other world.

4.) **The Obelisk of Osiris:** This 50 foot tall monument is inscribed with tales of the life of the god.

5.) **City Hall:** In this building the city council meets weekly to take care of administrative matters. It also contains the city treasury, armoury, and the Nisi branch of the Timiro Mint.

6.) **Grainery:** In these two buildings, grain is stored for use in times of famine.

7.) **The Soulcrafter's House:** In this house lives Hector LaPoint, an extremely ancient man who creates the statues of the deceased which are placed in the stone. This is also where the bodies are cremated. Hector lives here with his helpers and apprentices.

8.) **Uncle Leroy's House:** In this house lives the oldest resident of Nisi, known to everyone as Uncle Leroy. He has resided in this house for at least 100 years; much of his free time is spent in his small garden next to his home.

9.) **The Nisi Hotel:** This three story building is perhaps the best hotel in town. It is run by Palmer Johnson and his family, which consists of Palmer's wife, Anna; their three sons, and daughter. Nightly fees average 5 gold, which includes a hot bath.

10.) **The Best Restaurant:** This is the best restaurant in Nisi, at least in name. Good meals average 3 gold in cost.

11.) **The Leather Works:** This group of buildings is known as the Leatherworks and is where various leather items are manufactured and stored. Although the majority of items are exported there is a small manufacturer's outlet which sells leather goods at 25-50% below list prices.

12.) **The Tannery:** This is were the hides obtained from Victor's Slaughterhouse are cured and tanned. A seventh level air warlock is employed here to keep the air around this complex constantly blowing east. He normally has a major elemental helping him.

13.) **Victor's Slaughterhouse:** This complex of buildings houses the main industry of Nisi; the meat processing plant. The actual processing takes place in the large building between the south and Victor's bridges The warehouses to the north of the main complex are individually cooled by air elementals, summoned by the six air warlocks Victor has hired.

14.) **The Stockyards:** This is where the cattle waiting for processing are held. The pens are full throughout the summer and fall as the ranchers drive their heards here to be sold.

15.) These are the various **administrative buildings** where the business of buying and selling of cattle takes place.

16.) **The City Camp:** This large concentration camp is where all of the orc slaves which work in Nisi live. The entire complex is surrounded by a 10 foot tall wire fence. The camp itself contains orc barracks and an orc hospital, a mess hall and a few shops selling a variety of minor orc conveniences. The large building in the northwest corner of the complex houses the guards. Thirty, 5th level soldiers are stationed here. **Approx. 700** orcs live here.

17.) **Nisi Foot-Soldiers Regiment:** This complex is the living quarters and training grounds of the Nisi foot soldiers regiment. The regimental leader is Sir Chrisagon-de-la-Croix a 10th level knight. The regiment provides guards for the orc camps and patrols the city.

18.) **The Outland's Camp:** This camp houses approximately 200 orc slaves, which work in the fields of the many surrounding farms. It is surrounded with a 10 foot tall wire fence like the city camp. Besides the mess hall and general store, an orc brothel is located in this camp.

19.) **The Market Square:** This is were the bi-weekly market is held, various items can be purchased here. Spaces are allotted to merchants on a first come, first serve basis.

20.) **Land's End Institute - Nisi Branch:** The Lands End Institute is a school of spell magic. This school will accept students who wish to learn spells at the standard rate of payment. Master Anton (12th level), runs the school and is assisted by ten other wizards from 5th to 10th level of experience. The institute also is interested in obtaining unique magic items.

21.) **Half Globe Theater:** This is the home of the Nisi Players, a theatrical group, which puts on a variety of dramas, musicals and morality plays throughout the year. Seats 100, admission 1 gold.

22.) **Nisi Public School:** This school provides a five year basic education program for all resident children. Headmaster: Irving Hall.

23.) **Patricia's Clothes:** This store specializes in ready made clothes but specially made garments can be ordered.

24.) **Fred's Key Shop:** This is a store specializing in locks.

25.) **Time Master Shop:** This is a store specializing in sand clocks and other time keeping devices.

26.) **Dr. Smith's:** Dr. Smith is a 7th level healer who operates a small hospital. Reasonable fees are charged.

27.) **The General Store:** This large store carries most items of a non-magical nature.

28.) **The Collector's Place:** A rather eccentric alchemist named Pete runs this shop/museum of "Natural history" Known to the town as "The Collector", Pete is interested in any unusual plant or animal specimen. He has most (85%) of all alchemist powders, potions, etc. and will sell them at the standard rate.

29.) **Wagon Shop**

30.) **Nisi Tavern:** This eating and sleeping establishment is operated by Miss Caroline and her five female "helpers". All manner of accommodations and companions are available here.

31.) **Ascot Hotel:** This somewhat shabby hotel is operated by Jimmy Ascot, a small-time crook and pawnbroker. The place is notorious for its rude staff and dirty linen. Rooms are very cheap.

32.) **Ascot's Articles:** This is the pawnshop owned

by Jimmy Ascot. Ascot employs a 5th level ogre fighter as his "assistant" in the establishment. Ascot will buy most anything for no more than 20% of its current value.

33.) **The Grasping Hand:** This innocent tenement is the headquarters of the local thieve's guild, the Grasping Hand. This guild tolerates no non-members practicing in Nisi and will see that anyone who refuses to join the organization is strangled. The organization is very secret and will never openly contact an individual unless it is to rob them.

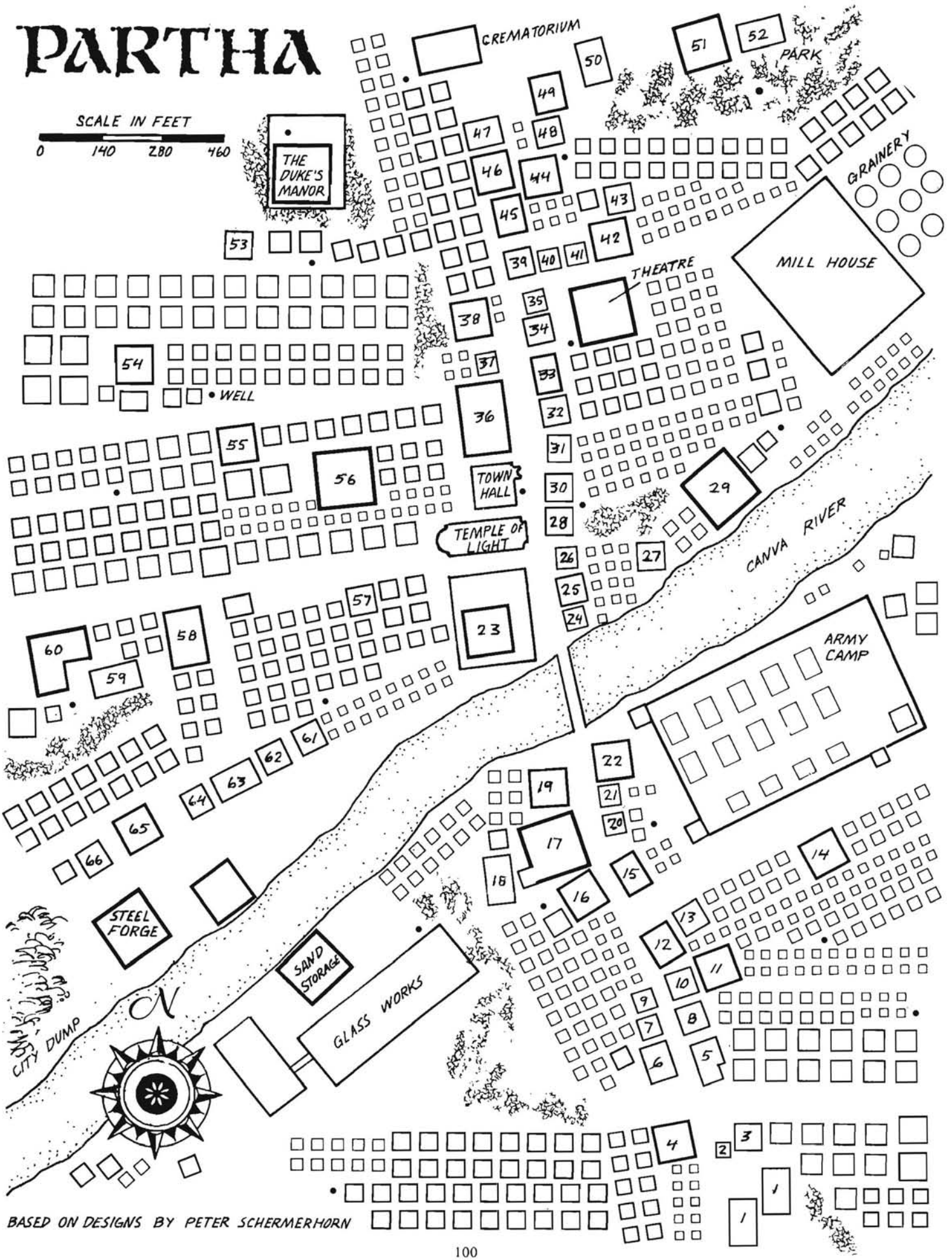
PARTHA

The Town of Partha
Population: 4690
Human: 2912
Non-Human Slaves 1778

Partha is a rich town with many specialty shops. Farmers and fishermen sell their wares here. Such high class items as fine silverware and perfume are available. Its peoples primary source of income is provided by the grain mills/processing and shipping, as well as steel and glass production. Like most of the towns in Eastern Timiro there is a dangerously high population of non-human slaves (ogres, orcs, goblins).

CODE KEY
The Town of Partha

1.) **Partha Community Stables:** An overseer and six orcs run the stable. The taxi service across the street boards it horses here.
2.) **Chiromancer:** An honest palm reader who tells you when she can't tell something about you. She's very respected and competent.
3.) **Morton's Taxi Service:** Nine coaches, any six of which are out at one time. One of the coaches is extra-large.
4.) **Aracho Way Inn:** Specializes in Aracho cuisine and styles.
5.) **Six-Twelve Convenience Store:** Branch of Six-Twelve Ltd. of Aracho.
6.) **Morentian Clothier:** A clothing shop that also has women's lingerie.
7.) **Aracho Road Barber Shop:** Specialty is Aracho styles. High priced.
8.) **Opportunity Knocks:** Employment agency based in Aracho.
9.) **Bobson's Cobbler:** Leather goods and shoes, cut-rate.
10.) **Partha Meat and Fish Market:** Live fish, fowl, and pork.
11.) **Partha Market:** Poultry, meat, and supplies. Most popular market.
12.) **Grain and Seed Market:** Farmer's market.
13.) **Lost Treasure - Pawn Shop:** Proprietor's son robs the store regularly.
14.) **Partha Armourer:** Specialty is custom plate for various parts of the body and reinforcements of boxes, chests, wagons, etc.
15.) **Hortense Thundercloud, Weaponsmith:** Hortense and his brother Alphonse are half-orcs, and middling weaponsmiths.
16.) **Mason's Guild:** They control all building and repairs in the area.
17.) **The Midas Inn:** Boasts one employee for each guest. Accommodations for twenty-five very rich people.
18.) **Stables for Midas Inn:** The horses are treated better here than the guests at other inns.
19.) **Partha Credit Union:** For employees and families of the glass works, steel forge, mill and city. The pension funds are held here.
20.) **Ratson's Curio Shop:** Antiques and knickknacks. Most in fair condition.
21.) **Mark's Bakery:** Mostly giant loaves and pastries.
22.) **Canva Ice House:** ice is made here through a chemical process. It is poor quality for consumption, but does stay cold.
23.) **Magic Guild:** These wizards and so forth help in local industry and commerce. Every harvest they help to make festivals more festive, and occasionally they help local law enforcement agents
24.) **Sweet Shop:** Local hangout for kids. Also best place other than the Hom to pick up rumors.
25.) **Habboa Larsen, Money lender:** Lends money privately at a 20% rate, commercially at a 14% rate. Fair but strict.
26.) **Larry's Barber Shop:** Good old fashioned haircuts for good old-fashioned men.
27.) **The Singing String:** Tavern, where long bowmen (and only they if you know whats good for you) hang out. These fellows go out beyond the mill for spontaneous archery contests, on which ridiculous wagers are made.
28.) **Ship Repairs:** Any boat that needs repair is beached and worked on outside. The large ships quite often need repair, as there are large creatures up river that ram them.
29.) **Terri's Boutique:** hottest fashions from Aracho.
30.) **Morganna, Coiffeur:** An established hair artist will do up men's and women's hair for a lavish price.
31.) **Partha Wine Shop:** Silson wines, Credia wines, and Eastern wines and beers are sold.
32.) **Fine Silverware:** The proprietor sometimes fixes or creates in the back of the shop. He works in gold, silver, pewter, brass and other metals.
33.) **Fine Dinnerware:** Owned by a friend of the proprietor of Fine Silverware; the shop has pots, pans, and china as well as other kitchenware.
34.) **Retail Glass Shop:** Glass, crystal and other creations from the Glass Works.
35.) **Figurines:** Small porcelain, metal, and wood statues.
36.) **Partha Inn:** Modest but homey accommodations for thirty five.
37.) **Rollie Hands, Perfumer:** Imported perfumes and scented material.
38.) **Partha General School:** One school for all grades. People advance through material mastered, not just by aging.
39.) **Marlowe's Apothecary:** Anything for the medical community or the public.
40.) **Royal Charms:** Jewelry Shop - specializes in charms and lockets.
41.) **Up in Smoke:** Tobacco Shop. Books are also sold.
42.) **Partha Infirmary:** Temporary hospitalization for the injured and sick.
43.) **Marvia Butler, Dentist:** Pulls teeth for a modest price.
44.) **Den of Iniquity Tavern:** Mostly thieves hang out here.
45.) **Partha Street Repairs:** A gang of laborers work on paved and unpaved streets in the city.
46.) **Farley Grand - Clothes Shop:** for the casual set.
47.) **Henry Marks - Surgeon:** He is trained in delicate surgery, but is quite often drunk as a skunk.
48.) **Sanitary Supplies:** Soaps, brushes, sanitary instruments and clothing.
49.) **Laundry:** Professional laundry for those who don't trust their servants to do it.
50.) **Law's Neighborhood Market:** Produce and fresh goods for the local neighborhood.
51.) **Manor Woods Inn:** Rustic and earthy accommodations for 30.
52.) **Stables for the Manor Woods.**
53.) **Kendry Axxon - Alchemist:** He deals in potions, powders, circles and wards.
54.) **The Church of Yin-Sloth:** a neglected church of what are considered by the community to be maniacs.
55.) **Library of Partha:** The library holds most of the


PARTHA
SCALE IN FEET
0 140 280 460
CREMATORIUM
PARK
THE DUKE'S MANOR
GRAINERY
MILL HOUSE
THEATRE
WELL
TOWN HALL
TEMPLE OF LIGHT
CANVA RIVER
ARMY CAMP
STEEL FORGE
SAND STORAGE
GLASS WORKS
CITY DUMP
N
BASED ON DESIGNS BY PETER SCHERMERHORN

historical records for the area. The assistant librarian is a very eager lawyer.

56.) **Merchant's Guild:** The Partha post of the Aracho Merchant's Guild, which regulates import from the East and West, and encourages more exports. Also serves as the Chamber of Commerce.

57.) **Partha Refuse Collection:** A private agency that handles the refuse collection contract for the City of Partha.

58.) **Mercenary's Guild:** Where prices of service are fixed, and where all commissioning of mercenaries is to be made.

59.) **Stables for the Horn Tavern:** Any fights that begin in the tavern are finished in the stables.

60.) **The Horn Tavern:** Named for the drinking horn shape and the actual horn of the last drinking champion, a local lord.

61.) **Ralph's Signs:** Ralph's sign design is among the best. Premium prices.

62.) **Winn's Toy Shop:** Variety and quality at reasonable prices.

63.) **Nude Furniture:** A blithe elderly woman, and her blithering son make fine unfinished furniture.

64.) **Words to Ponder:** A gnome bookbinder.

65.) **Vorandin Fur's:** Fine imported furs for the social elite. High priced.

66.) **Maggie Nobinsky, Potter:** Makes cheap clay pots by the dozens, and also makes large containers for the Glass Works.

City Dump: Run by two old men who treat their five orcs miserably.

Glass Works: Partha is renowned for its copious production of medium-grade glassware. The nearby dunes provide plenty of material for the glass. It is also one of the two largest businesses in town.

Steel Forge: Makes high grade steel and good cast iron. Wizards help here and in the Glass Works with spells of immobilization and shrinkage.

Park: Where innocent young people and assassins hang out.

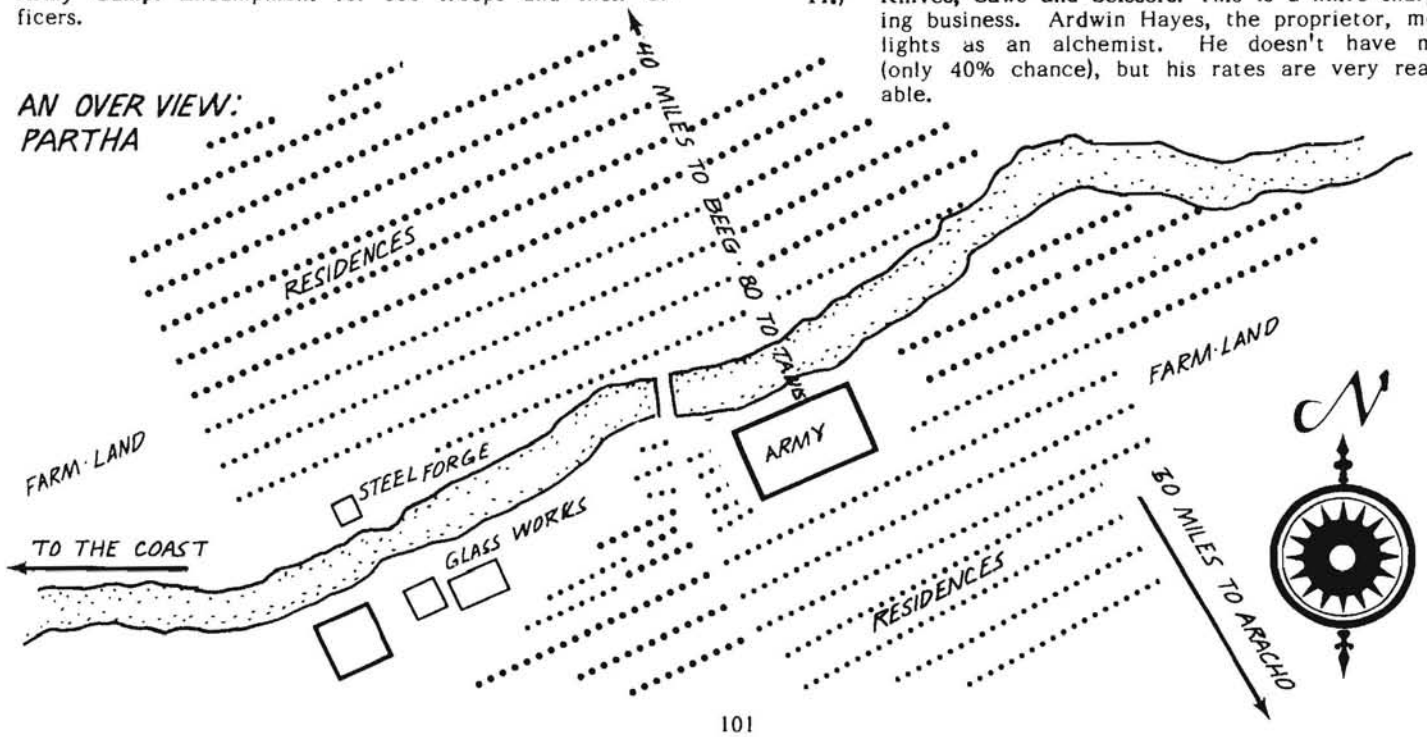
Temple of Light: A young priest of exceptional renown heads this temple.

Town Hall and Jail: Offices of the town administration. Jail has twelve cells.

Theater: Repertory theater troupe of eight perform scripts of famous Aracho poets and playwrights.

Mill House: The other major industry is the grain mill and storage facilities for many grains.

Army Camp: Encampment for 350 troops and their officers.



PARP

Parp
Population: 700
Human: 500
Orc Slaves: 200

Small Farming Community

1.) **The Keep:** This four story keep is manned by twenty men-of-arms and led by Sir Thomas of Parpenheimer, a 6th level knight. Sir Thomas' great grandfather founded this town about 70 years ago. The keep is surrounded by a moat and a drawbridge allows access.

2.) **The Parpenheimer Estate:** This farm is run by Louis Parpenheimer and his two sons, Vincent and Wilhelm. A number of laborers are employed here also.

3.) **Stone Bridge Inn:** This quaint inn provides room and board for very reasonable rates. Elves not allowed. Owned by Albert Stonecutter, a dwarf.

4.) **The Farm Bureau:** This bureau helps to keep the local farmers informed on the going rates of produce in the rest of the Kingdom. It also serves as an employment agency for the farms and ranches.

5.) **Freddy Tower, Outfitter:** This business specializes in farmer and worker clothing and accessories.

6.) **Textile Works:** This business specializes in producing wool and linen cloth.

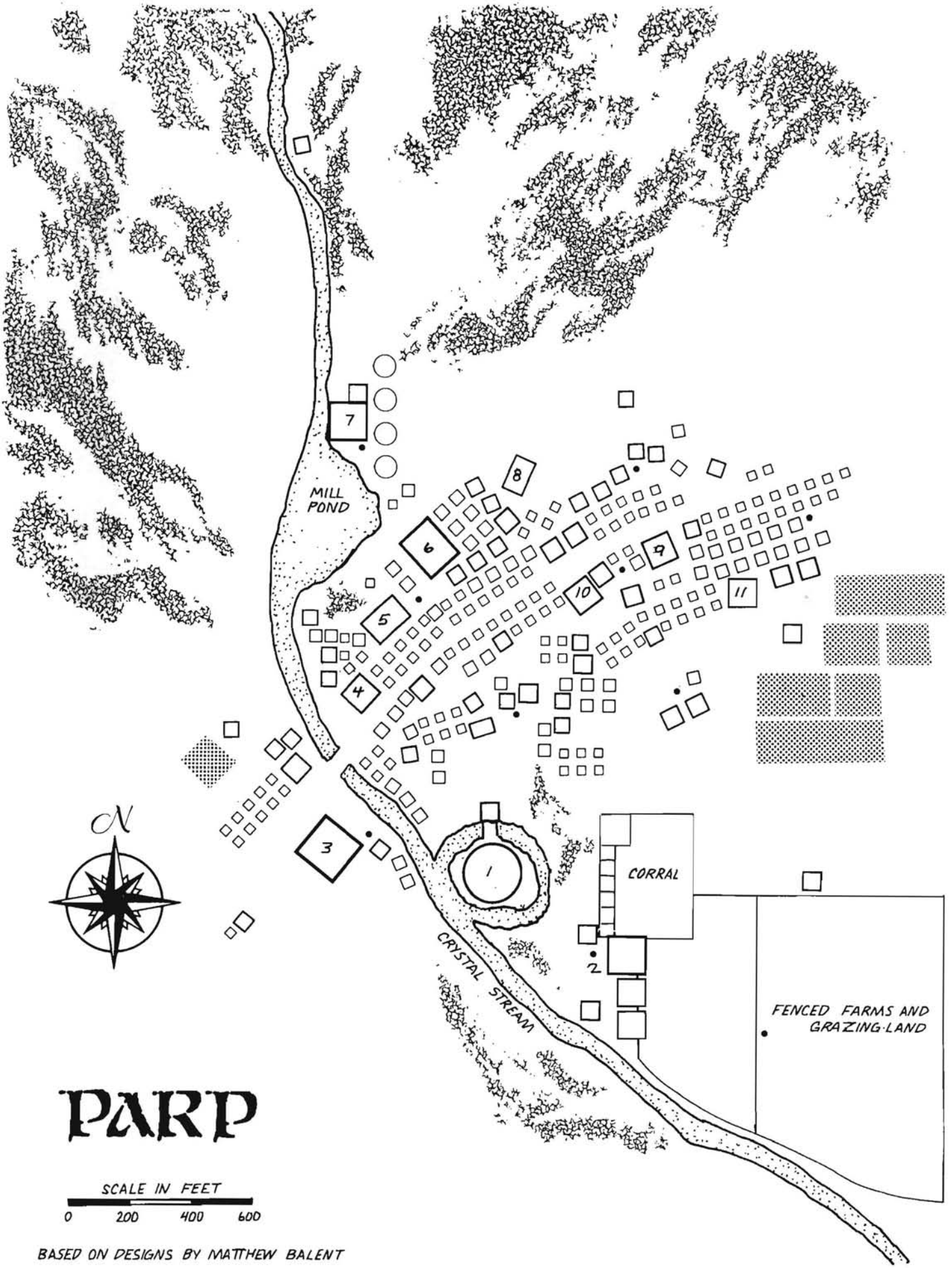
7.) **Pindar's Mill:** This water powered flour mill is run by Pindar, a 60 year old part time philosopher. The two round buildings near the mill are for grain storage.

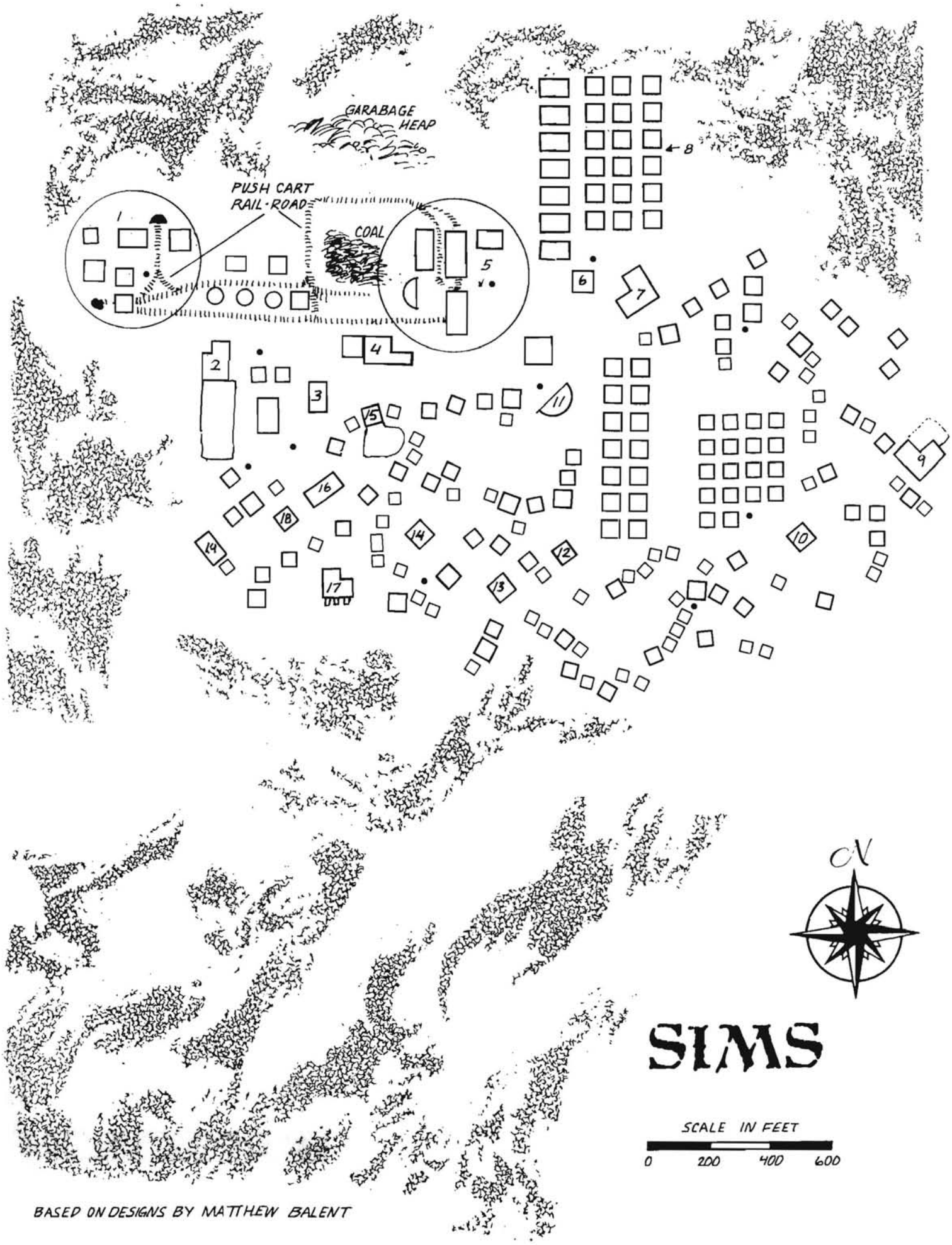
8.) **Joachim Kurt, Blacksmith:** The maker of many fine iron products, Joachim used to be an adventurer and traveled extensively in the Yin-Sloth Jungles.

9.) **Land's End Institute, Parp Branch:** This small branch of the Lands End Institute is run by Vinne Johnson, a 10th level wizard. Vinne opened the magic school here because he was tired of the big city rat-race of Credia. He only teaches three students at a time.

10.) **Howard's Bar and Grill:** This eating establishment also rents out rooms. The entire place smells of fried bacon; rooms are cheap.

11.) **Knives, Saws and Scissors:** This is a knife sharpening business. Ardwin Hayes, the proprietor, moonlights as an alchemist. He doesn't have much (only 40% chance), but his rates are very reasonable.


MILL POND
CRYSTAL STREAM
CORRAL
FENCED FARMS AND GRAZING·LAND
1
2
3
4
5
6
7
8
9
10
11
N
PARP
SCALE IN FEET
0 200 400 600
BASED ON DESIGNS BY MATTHEW BALENT


GARABAGE HEAP
PUSH CART RAIL-ROAD
COAL
1
2
3
4
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6
7
8
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10
11
12
13
14
15
16
17
18
N
SIMS
SCALE IN FEET
0
200
400
600
BASED ON DESIGNS BY MATTHEW BALENT

SIMS

The Town of Sims
Population: 2200
Human: 1600
Orc Slaves: 600

Mining Town;
Chief Products: Iron & Copper

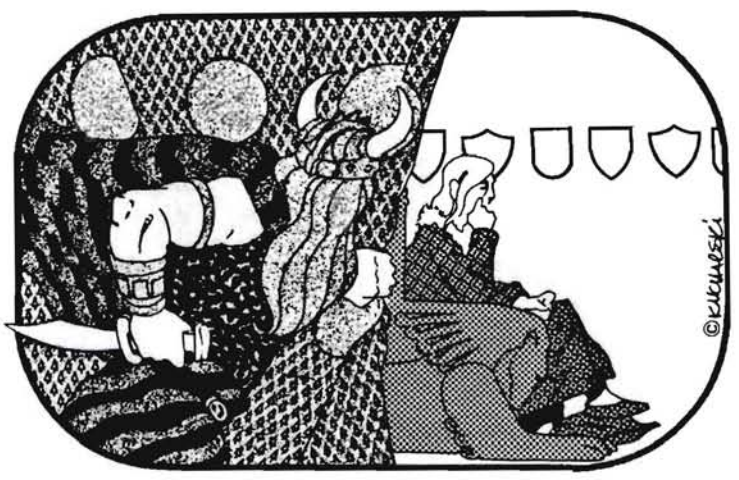
1.) **Grumble's Mines:** This group of buildings houses the offices and above ground work areas of Grumble's Mines. Grumble's is owned and operated by Craggy Grumble, a 10th level dwarf merchant. The main ore types which are mined here are iron and copper. A push-cart rail system connects the mines and the foundry.
2.) **Pedro's Burro Stable:** This building and the adjoining corral is owned and operated by Pedro Sanchez a 7th level peasant. He has twenty burros for sale at standard prices.
3.) **Land Office:** This is where prospectors file their mining claims. A 50 gold fee is required for registration. The office is run by Chester Arnold, a 5th level noble who was appointed to this job. Deeds, mine claims, and land grants can be obtained "under the table" for the right price (100-600 gold).
4.) **Sims Copper Plate Company:** This is a copper plating manufacturing company. Copper roofing material is the mainstay of their business.
5.) **Sims Foundry:** This group of buildings houses the Sims Foundry; the metal ore which is mined in the hills is smelted here. The owner of the foundry is Robinson, a 6th level fire warlock. Robinson spends little time now practicing his art, aside from summoning elementals to heat the furnaces. He is rumored to have interests in many of the businesses in town.
6.) **The Foreman's House:** In this building lives Lester Johnson, a 7th level mercenary fighter whose job it is to see that the orc laborers stay in line.
7.) **Samantha's Broken Nose:** This is a dance hall, gambling joint, and drinking establishment for the amusement of orcs.
8.) **Orc Tenements:** These buildings house the orc laborers.
9.) **Elaine's:** This inn offers a number of carnal pleasures, varing in severity depending on the amount spent. Elaine herself is an elf.
10.) **George's Wine and Billiard Shop:** This building houses a wine distribution center and a small gambling hall. George himself is a lush and is always semi-drunk. His wine prices are average. A number of non-humans hang out here.
11.) **Melted Metal:** This very rough and tumble drinking establishment is frequented by many miners and prospectors. Fights are numerous.
12.) **The Barber Shop:** The Barber Shop is run by Sam Quentin, a 9th level thief. The barber aspect is a cover for a thieve's guild. Close shaves are a specialty of this establishment.
13.) **Tinker Shop:** This small shop specializes in metal odds and ends such as pots, cups, containers, and utensils. It is run by Leonard Rich, who is also an unending source of trivial information.
14.) **Spades:** Spades is a shop which specializes in shovels, picks, axes and other tools of interest to miners.
15.) **Bronson's:** This rather large hotel and gambling establishment is run by Vandeberg, a 10th level mercenary. This is Robinson's favorite establishment in Sims.
16.) **Market Hall:** This building and the area in front of it is used for the monthly town markets. A number of "outback" prospectors peddle unusual stones, gems, nuggets and information at the market.
17.) **Sims Dance Hall:** This establishment is one of the most popular in town. The girls employed here do a lot more than dance. The place is run by Morgana, a 6th level witch and leader of a local coven.
18.) **Hardware Store:** This store sells a number of small items, weapons, linens, dried foods, and other things suitable for prospectors.
19.) **Chapel:** This rather recent addition to Sims is a multi-denominational place of worship. All except the most evil religious are allowed.

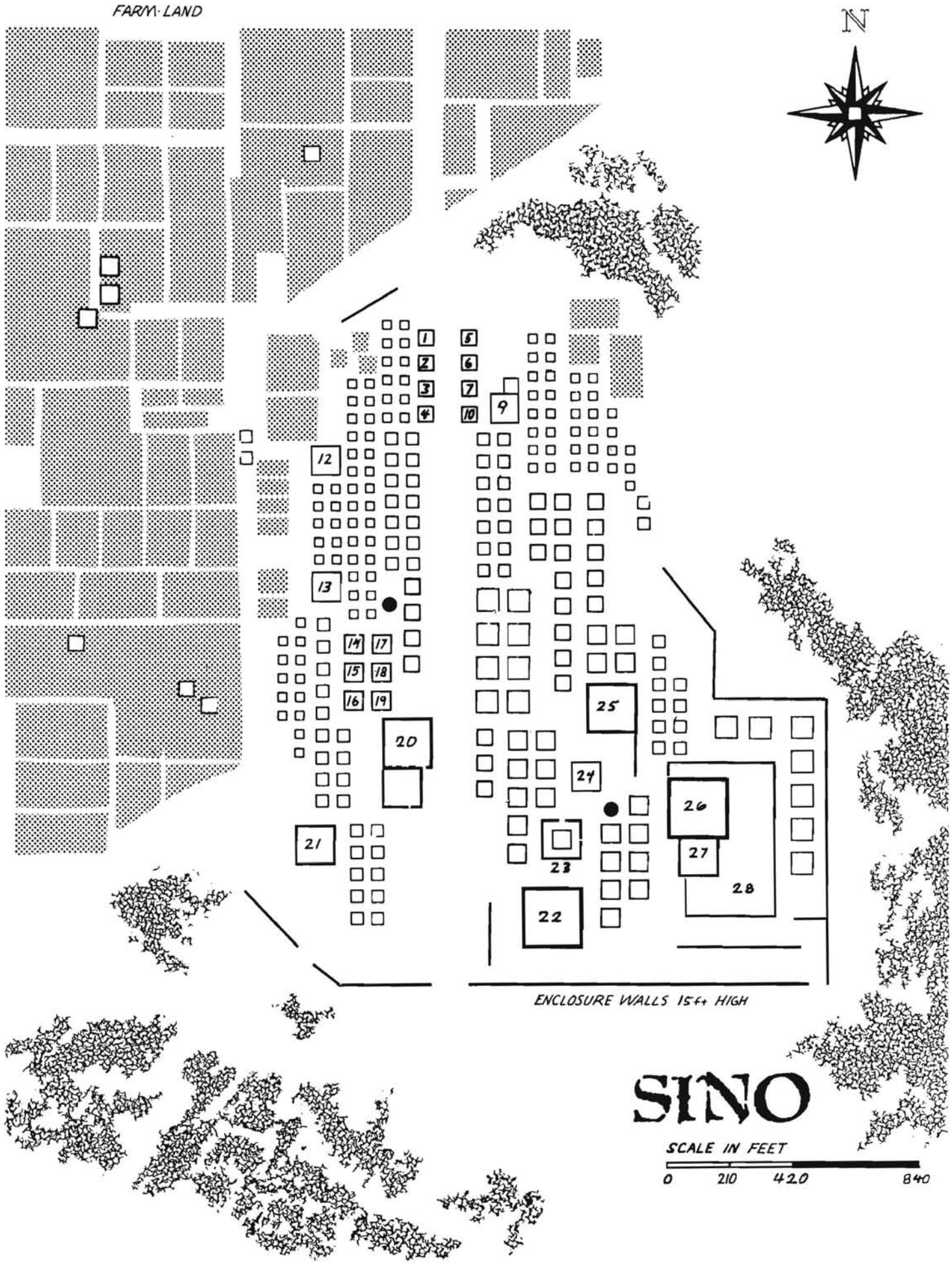
SINO

The Town of Sino
Population: 640

Sino is a small, partially walled, border town. Although its primary occupation is farming it is right along several main trails and is often used by travelers as a rest stop. Consequently it has a handful of shops and inns.

1.) Sino Brews; a shabby saloon that sells cheap beer, ale and moonshine. Low prices.
2.) Tabacco and Snuff Shop
3.) Tool Shop; sells and repairs tools
4.) Butcher; specializes in preserved meats
5.) Basket Weaver
6.) Cobbler and Leather Works
7.) Spice Shop
8.) Blacksmith
9.) Timberland Inn
10.) Wheelwright
11.) Shrine of Rurga
12.) Temple of Light and Dark
13.) Carpenter
14.) Butcher, fresh produce as well.
15.) Weaver
16.) Tailor
17.) White Fox Saloon
18.) Bakery
19.) Barber Shop and Perfumes
20.) Trailway Inn
21.) General Store
22.) Grain Strorage
23.) Jail
24.) Temple of Apis the Sacred Cow
25.) Temple of Set
26.) Town Council Building
27.) Storage
28.) Community Square.




FARM LAND
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28
ENCLOSURE WALLS 15ft HIGH
SINO
SCALE IN FEET
0
210
420
840

SYANDA

The Town of Syanda
Population: 13,000
Orc Slaves: 6000

A large industrial town that mines, smelts and makes items from metal. It has a hard working population that enjoys a simple life without a lot of luxuries and amenities. Workers and their families enjoy their work and play, but their kind of entertainment would turn up noses in Credia. Simple fun does not mix well with sophistication. The people of Credia do not look down on their neighbors; they simply find the idea of Syanda as a separate town "as it should be".

In reality, the town is in its present location and is built right next to the mines to save time and money. Hauling ore to Credia would be expensive and impractical so Syanda was created.

The government here is composed of three appointed officials from Credia and three local businessmen. All of these council members serve three year terms. The Credian officials are appointed by the King and the three businessmen are elected by the people.

Aside from the area around the mines themselves; the most heavily guarded part of Syanda is the Royal Mint. The elite cavalry (The Sentinels) patrol this area and the Royal Guard (foot soldiers) have a barracks here. Residents and travelers must carry a pass and show it on demand when going through these parts of town. No exceptions.

Weapons are also made in Syanda, primarily for the military, but only in small quantities and on an "as needed" basis. Stockpiling is discouraged by Royal decree; unless an official crisis has been declared by the King. Armour, however, is produced without restriction.

A.) **The Mines Complex:** The iron mine area is mainly composed of tents above ground for soldiers and workers during the day. More permanent dwellings were deemed too expensive.

Mine work is dangerous and risky. Shafts do collapse, flood, fill with toxic underground gases and run out of ore.

Competing companies have explorers constantly looking in the area for new veins of ore.

B.) **Orc Slave Pens:** A fenced in area composed of simple, square shacks that hold the many orc slaves. There is a guard house here manned by Timiro Army regulars that act as guards.

C.) **Silver Mines:** A distance away from the iron mines are the silver mines. The soldier guards and human workers here have nice wood buildings available to eat and rest in. The area is fenced.

D.) **Orc Slave Pens:** Much fewer and proven, more manageable slaves. The guard house is a stone building manned by the Royal Guard, but has twice as many men as the iron mine slave pens.

E.) **Gold Mine:** Actually the area's second gold mine, discovered shortly before the old one was worked out. The Royal Guard has reinforced wood buildings and the workers have separate, simple wood buildings nearby. The Royal Guard and the workers are not allowed to eat together or talk. There are no slave pens since the mining operations are handled by humans.

An inspector is sent on an irregular basis from Credia to insure that all is running smoothly. He always travels with members of the Elite Cavalry. The Elite Cavalry also patrols the perimeter around this mine. A tall wooden fence surrounds the area.

1.) **Axlon and Grinit, Healers:** One is a 2nd level elf and the latter is a 3rd level human. Healers don't often have close friends, but these two are like brothers. Costs for services are based on what the healed person can afford. This small building is their office and home.

2.) **Public Bathhouse:** For two gold you get soap and a warm (not hot) shower.

3.) **Kingdom Smelting Works:** Located very close to the mines' themselves, this building houses the furnaces that extract metal from ore.

The ore is loaded onto ox carts from the mines and brought into the smelter. Coal is used for fuel. The melted refined metal is poured into molds or ingots. It is these bars or rods that are then sold (gold, silver or iron bars).

F.) **Orc Slave Pens:** A small group of slaves that work at the smelter. Guarded and fenced.

G.) **Kingdom Smelting Works Annex:** A seperate furnace building for smelting silver and gold. Very heavily guarded and only humans are allowed near it. The building has a stone wall around it. The royal guard and elite cavalry patrol here.

4.) **Military Base:** Barracks for the soldiers, royal guard and elite cavalry that patrol the mine area and smelting annex. Also has stables and extra, special wagons for transporting silver and gold ingots.

5.) **Weaponsmith:** Marc Genlo is the pre-eminent town weaponsmith. He and his assistants make bladed weapons and armour. This is a one story building that covers over 3000 square feet.

Several similar, vacant buildings are nearby. These are owned by the crown and can be equipped in a few days to turn out equipment during an emergency. Many guards.

6.) **M & B Tannery and Leather Supply:** Produces leather for clothing and for armour.

7.) **Byron's General Market:** Meat and vegetables are sold here. Prices are average.

8.) **Town Grain and Flour Supply**

9.) **Syanda Hotel:** Mainly used by traveling businessmen. Comfortable rooms for 25 gold a night. A hot bath is 5 gold.

10.) **Zimmer Kitchen Goods:** Metal pots, pans, cups and cutlery. Average prices.

11.) **Blacksmith**

12.) **Bera's Stables**

13.) **Town Dance Hall:** The whole family can come for a good time. No alcoholic drinks are served, local musicians often get their start here.

14.) **Temple of Light and Dark:** Three priests are present at any time. Very well attended.

15.) **Forces Hammer Drop:** A weekend drinking establishment that attracts illegal gambling. Three tall, well muscled helpers are on hand in case of any disagreements among the patrons. Drinks are high quality, average prices.

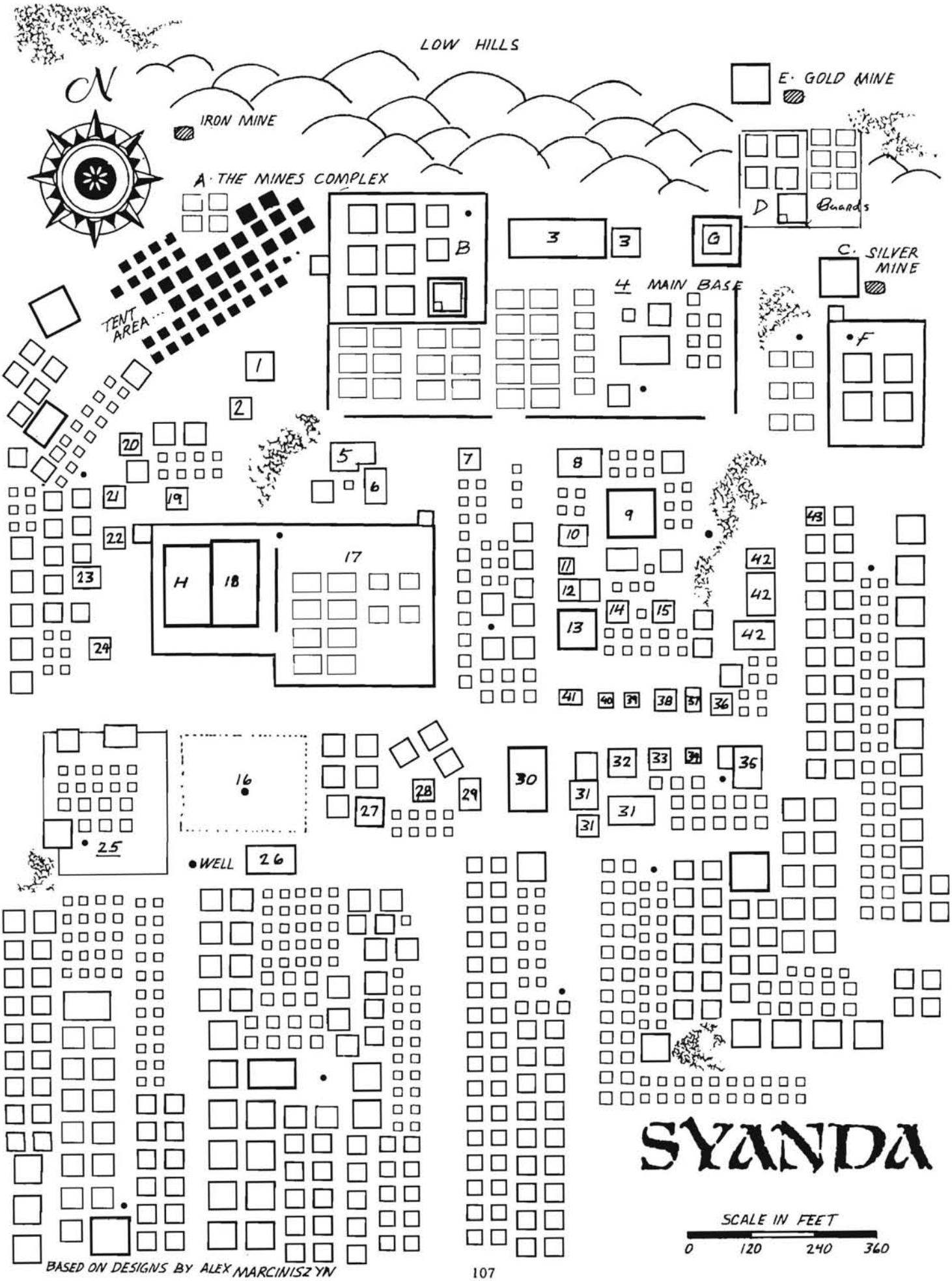
16.) **Town Market Square:** Among the 12 shops found here are: butcher, candle maker, fruit market, fish market, bakery, shoes and shoe repair, work clothes, toys and furniture.

There is also an area of covered stalls available to merchants by the day. 50 gold per day for a small one; 150 gold per day for a large.

17.) **Barracks of the Royal Guard:** A contingent of the royal guard patrols the market square, but mainly patrols the royal mint area. The barracks and the mint are surrounded by the same fence.

18.) **The Royal Timiro Kingdom Mint:** Under royal decree, all coinage is minted here. Resident artisans produce the designs for the stamping machines that press the images into the coin blanks. Royal stamps and seals are also produced here. Heavily guarded.

H.) **Mint Vaults:** Beneath the floor of the two story mint building are the two floors of vaults. The first floor is for silver coins and ingots, and


N
LOW HILLS
IRON MINE
E · GOLD MINE
A · THE MINES COMPLEX
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Guards
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G
C · SILVER MINE
4 MAIN BASE
TENT AREA
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WELL
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31
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33
34
36
SYANDA
SCALE IN FEET
0
120
240
360
BASED ON DESIGNS BY ALEX MARCINISZYN

is also storage for the coin design stamping forms for silver.

The second floor is for gold coin and ingots and storage for the coin design stamping forms. This includes storage for the designs and stamping forms for royal stamps and seals, in all, one million in coin and bullion resides here.

19.) **Syanda Town Council Building:** Offices and meeting hall.
20.) **Grainery**
21.) **Temple of Rurga**
22.) **Church of the Seven Waters**
23.) **Stables**
24.) **Warehouse**
25.) **Kamaran's Special Training Academy:** A private training camp run by the retired and renowned warrior Sean Kamaran. Admission to the academy is very selective. However, the primary criteria are strong determination and intelligence. Kamaran is a recognized military genius not interested in training idiots to kill. The sons (and on occasion daughters) of nobility are often sent here. Officers in the Royal Timiro Army (and associate services) are also sent here for "final polishing".

The average tenure for a young student is four years. Further, if the student does not enter the service after 4 years, he/she is equal to a 2nd level soldier, and must return once every 4 years for review. The older students are let go when Kamaran decides they are ready. The net result is a highly disciplined individual.

26.) **Offices of Urgen Mining:** Karl Urgen is one of the largest mining concerns.
27.) **Miner's Guild:** Fights to make sure that independent miner's will not have their legal claims challenged by any, larger group of miners. Every now and then an individual or family still strikes it rich. Just as often similar concerns disappear overnight when a mine dries up.
28.) **Claim's Office:** A Credian official appointed by the king issues claim certificates. A small staff of surveyors and miners goes out to confirm the location and type of claim.
29.) **Miners' Supply:** Tools, shovels, rope, chain, etc. and other needed items. Small shop - good prices.
30.) **Iron Wholesale House:** Stores, and supplies iron for export. 24 hour guard.
31.) **Gwelik's Transport:** Horses and wagons provided to businesses for moving. Guard services are available.
32.) **Warehouse:** Dry goods, mostly pots and pans for export.
33.) **Johnathan, Silversmith:** Most of his business is with merchants passing through town. He specializes in small, easily affordable items.
34.) **Tinker**
35.) **Stables**
36.) **Fine Metal Images:** Makes silver mirror frames, snuff boxes, candle holders, buttons, and other functional silver products. No jewelry. Most of their products are destined for export. This is a heavily guarded stone building. Their growth is limited due to laws about how much silver a business can buy at a time.
37.) **Golden Memories:** A family owned business that sells gold jewelry and specialty items. Among the latter are small statuettes of strange creatures and famous historical figures. They have an arrangement with a jeweler in Credia to have some of them fitted with gems.
38.) **Syandia Export Agency:** Run by an aging, will traveled former metals merchant. He and his trained assistants will represent your products throughout the kingdom. He charges 10% of sales plus expenses.
39.) **Gold Dust Saloon:** A worker's meeting place, especially for miners. Rumor has it that the janitor picks up a little gold dust himself. No hard liquor; mostly beer and ale. Average prices.
40.) **The Crescent Moon:** A pub frequented by local thieves and hoodlums. Their numbers are small and some are just passing through to pick up "work" in Credia. Watered drinks, gambling. Low prices.
41.) **Town Barber**
42.) **Stables**
43.) **Scotten Cartographer:** A map maker that supplies maps to aspiring new miners. Maps of neighboring Credia also sell well. Average prices.

TANITH

TANITH

Population: 390 plus approx. 60 non-human slaves
87% Human
5% Other
8% Slaves

Farm Community, specialize in the cultivation and exportation of grains.

Tanith is an agriculutural community involved in the growing and harvesting of grain both for the Timiro Kingdom and for exportation to the East and South. The town, its buildings and silos are all relatively new. In days not long past, Tanith was a small prison town known for it's cruelty and vast number of non-human prisoners. In a raid by marauders from the Old Kingdom the entire town was leveled. Even the infamous stone dungeon prison was reduced to rubble. All that remained were the four stone watch towers.

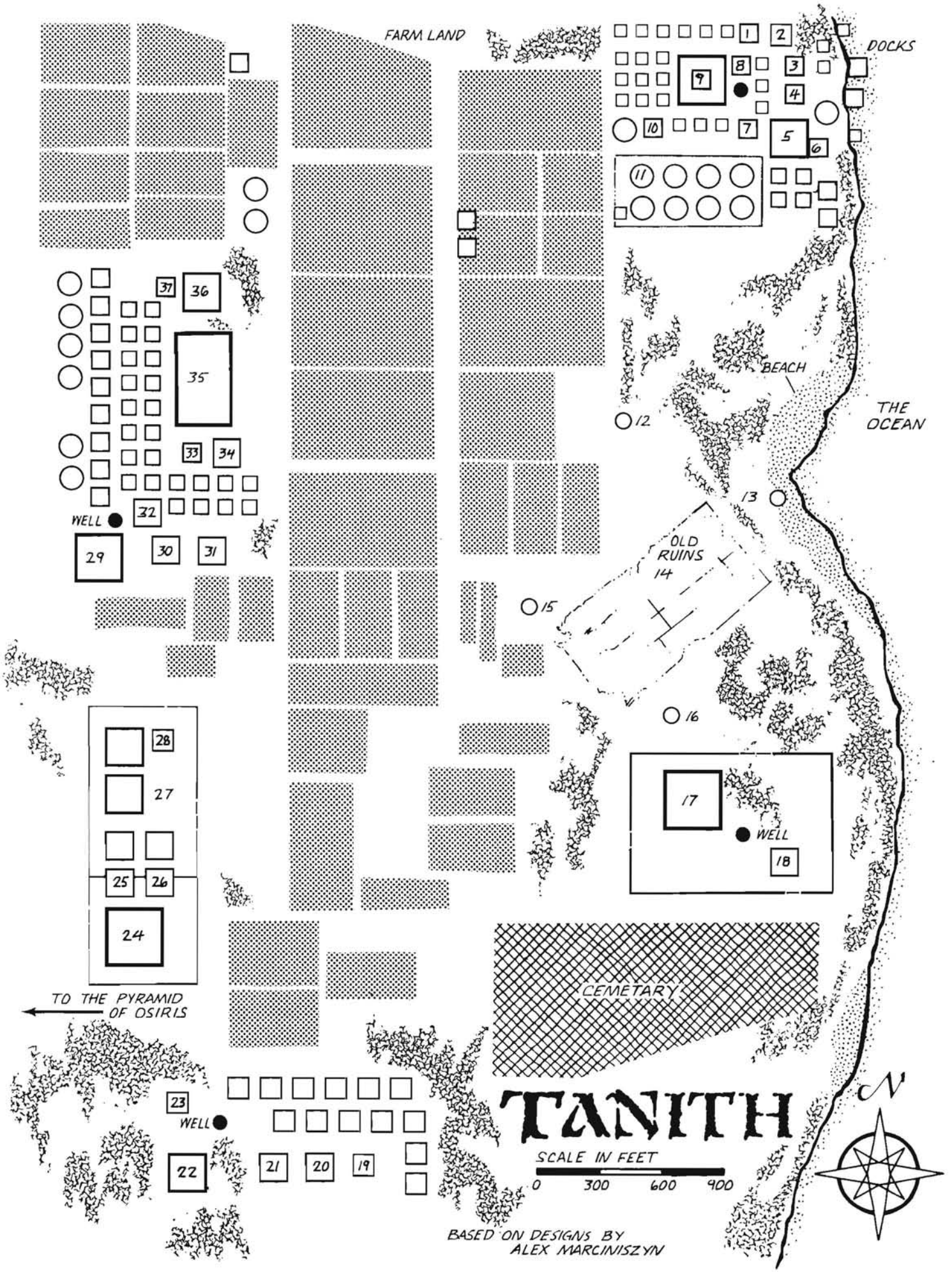
Shortly after that time, a man named Arin Gatik was knighted and granted the land of Tanith as his fief for his valiant 35 years of service on the borders. At first shunned by the simple towns people he is now regarded as a wise and tolerant man. Some regard Sir Arin as a mystic for it was only he who was able to make peace with the spirits of those who died in the old dungeon. This has not taken away the fear the people have for any evil spirits that may still lurk there, but are now believed to be controlled by Sir Arin. Thus, the old ruins are avoided by the towns people, especially at night.

Sir Arin has no fear of the dungeons and built his home 300 ft. away from the ruins to assure the towns folk of its safety.

Sir Arin Gatik is in excellent physical condition for a man of seventy-four years of age. Though slow moving and lame, his throwing arm and eye are almost as keen as in youth. Pleasant and friendly to everyone, those few who can peer below the surface of this man's thoughts might see more than a wealthy land owner.

During his youth Arin Gatik was famed as a peerless warrior who led a group of fighting men second to none. He and his raiders would wreak havoc along the Old Kingdom border in their endeavors to route villainous non-humans from invading Timiro. Few would connect this aged man with the merciless masked warrior known only as the Viper. Indeed, most people believe the Viper to be dead (few men alive have ever seen his true face). His three sons and most of his men have since moved off to new adventures in the East.

Sir Arin's choice of Tanith for his, alleged, retirement home is not without prupose. He now heads a successful smuggling operation. On irregular intervals raiding and smuggling ships come to shore at night, avoiding the dock area used by commercial grain carrier ships. Using the beach and the light house as their reference; they weigh anchor and unload contraband and booty, storing it in the dungeons below


FARM LAND
DOCKS
BEACH
THE OCEAN
OLD RUINS
WELL
WELL
WELL
CEMETARY
TO THE PYRAMID OF OSIRIS
TANITH
SCALE IN FEET
0 300 600 900
N
BASED ON DESIGNS BY ALEX MARCINISZYN

the old prison ruins. After a period of time the goods are removed by sea or by land to be sold. Sir Arin's cut is 30 percent for use of his secret facilities, transportation and consultation. (NOTE: the goods are always guarded, usually by both Sir Arin's men and a handful of smugglers responsible for the goods). Should any towns people hear or see anything unusual they will always attribute it to the evil spirits of the dungeon ruins giving the area a wide berth.

One of Arin Gatik's most note worthy accomplishments is the establishing of a large community entertainment theatre. This is for the enjoyment of both the towns people and himself. Some of the talent is local but most are solicited from outside the town. Aspiring playwrights, minstrels, singers, mimes, clowns and others come to present themselves to Sir Arin for a chance to perform. All entertainers are provided with free room and board and a modest fee which varies depending on Sir Arin's enjoyment of their act.

OTHER NOTES:

- Most mercenaries under Sir Arin's employ are completely loyal to him. None are less than second level.
- Sir Arin is respected and loved by most towns people.
- The towns people know nothing of Sir Arin's past or smuggling activities.
- Strangers (travelers, merc.s etc.) are viewed with suspicion and treated cooly by both townspeople and mercenary law enforcers. Sir Arin rarely sees travelers personally, but is always friendly and fair.
- The elf, Old Melthan, is an old and loyal sidekick from Sir Arin's days as the Viper. They are good friends, a fact well known by the townspeople. If some ill should befall Melthan no mercy will be soon to the perpetrators, they will be tracked down and tortured to death.
- Approximate number of mercenaries.
  46 Second level merc.s.
  24 Third to forth level merc.s
  6 Third level rangers
  2 Second level fire Warlocks (both elves).
- Trees line the west coastline to break the wind.
- No commercial armour or magic/magic shops or major God/church.
- Gods: majority follow the Pantheon of Light and Dark.
- Livestock are limited to cattle, goats, pigs, chickens etc. for town and personal use rather than commercial.

SIR ARIN GATIK (a.k.a. The Viper) Human

12th. level mercenary
Age: 72, but in superb physical condition
Alignment: Abberant
Hit Points: 77
Armour: Magic light-weight Plate, A.R. 17, S.D.C. 200, but is commonly dressed in a leather vest, A.R. 6, S.D.C. 10 and fine clothing.
Attacks Per Melee: 4 hand to hand.
Bonuses: +4 to damage, +3 to strike, +4 to parry and dodge (all include P.P. bonus, but do not include all hand to hand nor W.P. Bonuses).
Weapons: Flamberge does 3-18 damage, Military fork 1-8 damage, Morning Star 1-8 damage, Knives 1-6 damage, Large Magic Dagger returns to the thrower, does 1-8 damage, indestructable, gold plated handle.

TANITH: Code Key

The business and import/export part of town. It is here that the shipping docks are located.

1.) Tavern that caters to sailors.
2.) Boarding house; highish rates.
3.) General supplies and tobacco shop.
4.) Boarding house; fair rates.
5.) Largest boarding house/inn, low prices, many small rooms.
6.) The Sea-gulls Roost; a popular tavern attatched to the boarding house; serves fair to good food, hard liquor and even has a tatoo parlor on the second floor.
7.) Maria's; a small inn and spice shop (including a variety of candy imported from the West). High prices matched by high quality.
8.) Guard house/prison, always contains eight to twelve 4th. level mercenaries, loyal to their employer, Sir Arin. They keep the peace and guard the trade exchange.
9.) The trade exchange handles all import and exportation matters as well as money-changing and contracts. Old Melthan (elf) runs the exchange; he's a 6th level air warlock. 2,000 to 12,000 gold in various coinage is present at any given time; always guarded and locked away.
10.) The Skipper's Tavern.
11.) The grainery. Always guarded by 2-8 mercenaries.
12.) 100 ft. tall stone tower, manned by two merc s.
13.) 100 ft. tall stone tower, this particular one is also used as a light house. At night it is manned by two merc s and a 3rd. level fire warlock; by day, two merc s. The night shift is involved in Sir Arin's smuggling activities.
14.) The ruins of the old prison (secret smuggler's hide away).
15.) 100 ft. tall stone tower, manned by two merc s.
16.) 100 ft. tall stone tower, manned by two merc s.
17.) **Sir Arin's home**; two stories, total of 24 rooms, made of stone. A six foot tall stone wall surrounds the estate. 1-4 loyal guards (merc s) patrol the grounds.
18.) Sir Arin's private stables, contains 2-8 fine riding horses worth approximately 2400 gold each. Stable hand lives there.

The wealthy part of town; merchants, traders, craftsmen (and smugglers).

19.) The White Dwarf Tavern, fine wines a specialty.
20.) Tailor and fabric shop.
21.) Black smith and silver works.
22.) Stables: 2-12 horses of varying quality.
23.) General supplies store.

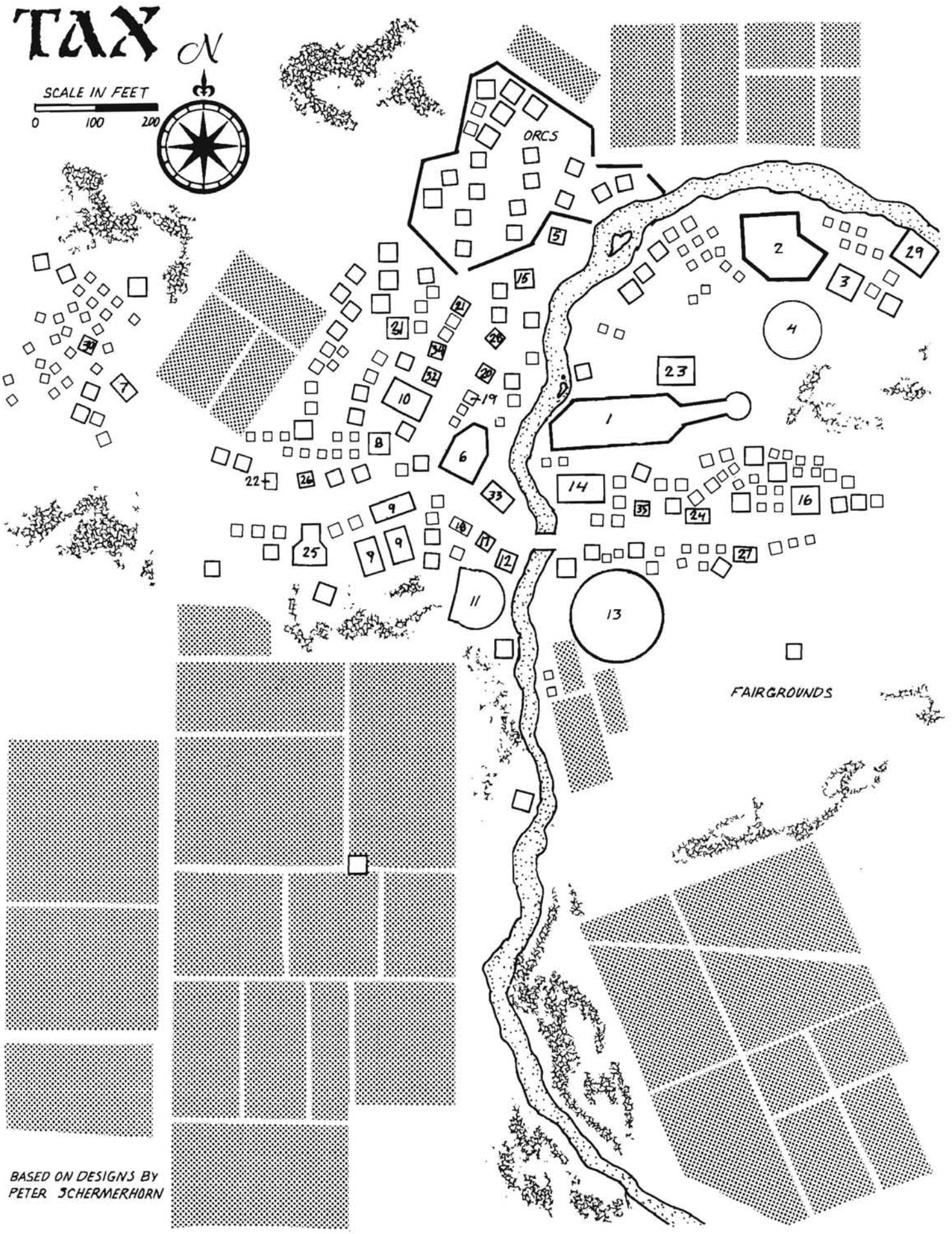
The Slave Camp

24.) Stables and storage for wagons and tools. 4-12 work horses always present. Guarded around the clock by four merc.s.
25.) Guard barracks: houses 6-24 guard/slave masters.
26.) The slaver's home.
27.) Slave compound contains four slave barracks; mostly orc, occasionaly ogres, and goblins. 20% chance of rare/or exotic races such as troll, wolfen or giant. The latter races are usually sold on the slave market. A minimum of 40 slaves at all times (maximum 100).
28.) Guard barracks, 4-8 guards at all times.

The Residential Section

29.) Stables, 6-24 work horses.
30.) Wheel-wright, wagon and wheel construction and repair.
31.) Blacksmith.
32.) General supplies.
33.) Tavern.
34.) Leather Shop.
35.) Community entertainment hall/theatre.
36.) Boarding house.
37.) Tavern.

NOTE: Unmarked squares indicate residences; in the case of Tanith they are the homes of farmers and laboreres. Unmarked circles are grain storage.


TAX
N
SCALE IN FEET
0
100
200
ORCS
FAIRGROUNDS
BASED ON DESIGNS BY
PETER SCHERMERHORN

TAX

The Town of Tax
Population: 560

A small town with two major industries - brewing and wine making. Hops, grapes, and grain are cultivated just outside of town. It is also a travelers rest stop. The Temple of Light and Dark runs the town.

1.) **Silson Winery:** Produces a medium grade red wine that is very popular in Aracho taverns and inns. Winemaster Edarl Silson practically created the town of Tax by placing his winery here.
2.) **Carlson Brewery:** makes a fine beer that is for the more discriminating taste. Brewmaster Reginald Carlson was once a good friend of Silson, but their families have been feuding over the town and ethical standards for two decades.
3.) **Barrelhouse:** owned by the brewery, the barrel house makes a slight surplus from time to time, and sells to other local businesses.
4.) **Grainery:** Storage facility for wheat, oats, hops, and barley is owned by the town of Tax. The brewery is the prime client.
5.) **Vordern Kiln:** Makes the ceramic seals for the wine, and also makes long-term storage containers for grain. Vordern is a sour, unambitious little man.
6.) **Sea Breeze Inn:** Two stories, capacity for twenty-five (private), thirty (public rooms. Tavern downstairs can serve forty at once. He has a dozen or so semi-permanent residents.
7.) **Sophie's Counseling Service:** A low priced marriage counselor.
8.) **Ralph's Outfitters:** Any supplies needed for roughing it. Also the last place to resupply before Nisi.
9.) **Village Market:** Live Hogs, chicken, sheep, goats, etc. as well as grain products and vegetables.
10.) **Regional Tax Offices:** Responsible for collection and computation of taxes for Bith, Marmana, Tax, and points east. Tax collected is not always monetary.
11.) **Elysian Baths:** A favorite spot for the travelling wealthy. Has accommodations for a dozen.
12.) **Public Storehouse:** Citizens may store items here for a nominal fee. Of course, the tax people do not have to pay, and they usually store non-monetary tax collections here.
13.) **Temple of Light:** Religion blossoms with properity, and thus we have one of the largest temples outside Aracho and the Pyramid of Osiris. The temple practically runs the day-to-day decisions of the town.
14.) **Craddock Bottler:** Serving the winery and the brewery. Old Craddock is dead, and young Craddock is trying to buy out Vordern's kiln.
15.) **Plaster 'N' Brick:** Shoestring operation that handles the building and repairs in town and outlying areas.
16.) **Boscoe's Bread:** Breads and pastries, and specialty meats as well. Boscoe is a jolly fellow (and wealthy) with three lovely, unmarried daughters.
17.) **Joe's Barber Shop:** Joe and his barbers are diversified, being part-time sheep shearers as well.
18.) **Seventh Heaven Beds:** Hay and wool bedding. Frames as well. Proprietor doubles as town carpenter.
19.) **Maps Galore - Cartographer** sells, copies, makes maps for a moderately high fee. He also sells books and paper, but neither of exceptional quality.
20.) **Al's Lounge:** Al Hraboski makes his money by lending to those who can't pay their taxes. His interest rates are quite high. He also accepts materials for pawn.
21.) **Zephyr Trade and Pawn Shop:** Many interesting and unusual items can be found here. The shop has a reputation for trading anything, anytime. The proprietor is a hob-goblin.
22.) **Opportunity Knocks:** Employment agency, a branch of a system based in Aracho. This service recruits humans and non-humans alike, mainly for domestic and labor jobs. However, this organization has been known to handle Army contracts, too.
23.) **Storehouse and Wine Cellar:** Where prize and inferior wines are stored.
24.) **Affordable Art:** Open-air exhibit and sale of all kinds of art. Ceramics, wood carvings, sculptures, paintings, etc.
25.) **Edarl Silson,** elf, lives in this house that is quite richly appointed. He is perhaps the most influential and least hated member of his race in the region.
26.) **Reginald Carlson,** (human), and family live in this modest house. The Carlsons and their employees are the only ones in town holding a grudge against Silson, and that lowers them in the eyes of the other townspeople.
27.) **Eastern Baubles:** Trinkets and other cheap items supposedly manufactured in Nisi, or the Eastern Territory.
28.) **Joe's Secondhand Goods:** Junkyard run by the barber's son. Most items are absolutely worthless, but there are some hidden treasures cast off by those unaware of their value.
29.) **Turin Mill:** for grinding grain. The only place in town where orcs are not beaten or otherwise degraded.
30.) **The Splattered Brains:** A gruesome little tavern frequented by thugs and mercenaries. A good place to get information about the dirty dealings in town.
31.) **Pelana Griggs,** (human), lives here with her two grown sons and their families. Pelana is the inn keeper.
32.) **Constabulary:** This is where Constable Mack refuses to do any reasonable work whatsoever. His deputy-son, Little Mack, also slacks off.
33.) **Stables:** for the inn. Run by a goblin indentured servant; the stables are clean and well kept, but usually empty. Some horses disappear mysteriously while at the same time Boscoe's receives a large order of rare meats.
34.) **Bounty Hunter:** "Pops" Thorseu has been tracking down runaway orcs and other criminals for fifteen years in this area.
35.) **Guido's Professional Guards:** Body guards, but mostly used by Al's Loans and the Tax Offices as strong arm men.

YRIA

CODE KEY DESCRIPTIONS
The Town of Yria **Population: 1680**

1.) Charlie Moran sells heavy-duty tackle and live bait. He lives next to his shop.
1.) **Moran Tackle Shop:** Charlie Moran sells heavy-duty tackle and live bait. He lives next to his shop.
2.) **Bernie's Boats and Repairs:** Sells and repairs two and four-man fishing boats. Most respected of the boat shops on the bay.
3.) **Nets for Sale:** Commercial fishing nets and ropes. The nets are made in the shop, but some better quality nets from Aracho are also on sale.
4.) **Gary's Cooper Shop:** Barrels for fish and eels. Also does gunwales for boats.
5.) **Live Shrimp Market:** Shrimp and eels, most live. Does a bang-up local business.
6.) **Mesmer, Arcane:** Mesmer tells fortunes by slipping people into trances and asking about their past and present. Then when he foretells a person's future, he can interpret more correctly. Mostly respected, but some fear that his visions are too dark, dismal, and accurate.
7.) **Lou's Art Supply:** Everything from clay to pencils

to tempera to canvas to brushes. Lou has limited but loyal clientele.

8.) **Lady's Linen:** Lingerie and fine dresses, as well as better material in raw form, undyed and uncut.

9.) **Bolina China Shop:** Fine china and porcelain imported from the East and elsewhere.

10.) **Imported Wines and Liquers:** Silson wine is sold here, but emphasis is on rare wine and exotic liquers. Chartreuse is a house favorite.

11.) **B. Martins, Goldsmith:** Brenda Martins is the only female goldsmith in this part of the country, but her quality is excellent and her reputation widespread. The walls are reinforced, as she keeps quite a lot of raw stock about. Her specialty is selling fine stones in floral patterns.

12.) **Fine Crystal:** As the name indicates, fine crystal and beautiful glassware are sold here, but made in another part of the kingdom.

13.) **Warren Remington, Portrait Artist:** Mostly just the artist's house and studio, as he is wealthy enough to remain idle. He has performed commissions for most of the nobility in this part of the kingdom.

14.) **Ezmirelda's, Perfumer:** Real name, Maxie Schruber. His brother-in-law runs a whaling house in Nibis, and gets him his whale oil cheap. The markup on these cheap perfumes is horrendous. Neighboring merchants look down on this little man and his products, but the populace still buys.

15.) **Albert Theodore, Surgeon:** Good man with saw or needle and thread. Also has a knack for treating minor diseases derived from drinking the local water.

16.) **Felt Shop:** Felter custom works felt and velvet onto just about anything.

17.) **Lude Goodfriend, Matchmaker:** Gnarled but kindly old woman who knows people better than they do themselves.

18.) **Carnival and Curiosity Shop:** Noisemakers, party hats, toys, dolls, etc. Proprietor is a female dwarf named Sippie Mackle.

19.) **Yria Lapidary Shop:** Tumbles and polishes stones of no great value that come out of the mines.

20.) **Grey Harbor Import House:** Spices, wicker, sculpture, paintings, oils, dyes, pets, gift items from all over the continent. Some of the material is second hand, but still valuable. Set up with booths.

21.) **Custom Tailoring by Marquis:** This effeminate man and his homely female assistant are a laugh a minute (not that they mean to be).

22.) **Tobacconist:** Pipes, tobacco, and cheap booze all sold here. Proprietor is a half-orc, but seems to be just an ugly human.

23.) **Miller's Barber Shop:** Two elderly men and an orc apprentice do a conservative business.

24.) **Moodstone Clothes:** Latest fashions from Aracho, and some imports as well. Popular with the younger crowd, but considered tacky by those more conservative.

25.) **Yria Town Office:** Officers of the city, jail, and courtroom.

26.) **District Road Authority:** Accommodations for more than thirty orcs, and offices as well. Orcs clean and repair roads in work crews on all four roads for over thirty miles.

27.) **Sam's Pawn:** Sam is an honest dealer, and a trifle too generous. Most people come to him to pawn things if they ever want them back.

28.) **Phil's Silver Wares:** Silverware, pewter, platinum ware, all of high quality but definitely warranted prices.

29.) **Incense and Herbs, Ltd.:** Imported insences for religious or pleasurable uses, and herbs that can be used in spells or food dishes.

30.) **Foreign Jewelry Exchange:** Clearing house for foreign jewelry. Trades accepted. Some exchanges seem uneven in terms of quality, but the quality of being foreign compensates.

31.) **Tapestries of the East:** Tapestries and mosaics both large and small. The latter do a brisker business, and some of the larger tapestries have gone unsold for years. Rugs as well.

32.) **Porters:** Orc porters and their human keepers. Nothing gets hauled outside city limits, however.

33.) **Yria Inn and Tavern:** Accommodations for sixty. Tavern is quite popular with locals.

34.) **Thousand Songs Instrument Shop:** Mostly woodwinds and strings. Several harmonicas, ocarinas, etc.

35.) **Gaileau's Florist Shop:** Decorative flowers, grown in protected lot in back. Wards protect the flowers, which are somewhat uncommon.

36.) **Temple of Light:** Local chapter of the Gods of Light. Well attended.

37.) **Stables, for Yria Inn:** Places for horses, mules, dogs.

38.) **Nation's Express, Courier:** Branch of Aracho firm, mostly doing runs to that city.

39.) **Stables, for the Abrean Coast.**

40.) **The Abrean Coast Inn:** Accommodations for ninety. This is one of the best inns in this half of the kingdom outside of Aracho. It is especially known for its fine seafood restaurant.

41.) **Hagelstein's Bake Shop:** Specializing in pastries and a local bread with crab meat cooked in.

42.) **Yria Slave Market:** Main market outside of Aracho. Does a trade mostly in laborers and farm hands.

43.) **William Blither, Rumor monger:** Blither to spread - or not to spread - rumors or make formal announcements. He loves his work.

44.) **Steele's Leather Shop:** Tanning shop, also sells fairly intricate and good quality leather goods.

45.) **Lorenzo Lucas, Tanner:** Tanning leather only, no retail. He sells wholesale to buyers from Aracho.

46.) **Sudsy Soap Factory:** The ever-popular Sudsy Soap is made here and sold here and in Aracho.

47.) **Banlon's Gelatins:** Using bone meal, Banlon makes gelatin and sells it in bulk.

48.) **Melville Musedorte, Vellum Maker:** Uses lambskin to make fine vellum, and sells it from the shop.

49.) **Lanny's Hats and Shoes:** Lanny is a goblin, and isn't bad at making hats and shoes. However, his orc salesman scares a lot of customers off.

50.) **Yria Area, Town Criers:** Local announcements for royal decrees, but mostly used by area businesses for sales and attracting holiday business.

51.) **Mordred Yew, Falconer:** Yew and his son teach falconry and are personal employees of several wealthy families.

52.) **White's Meatery:** Retail meat market, on a large scale.

53.) **Shady Lane Inn:** Quaint, homey, accommodations for twenty-five.

54.) **Stables, for Shady Lane:** Also deals in horses.

55.) **The Chicken Ranch, Brothel:** Eight down-home girls to serve any man's pleasure.

56.) **Ada's Vegetable Market:** Wide variety. Ada works across the road at times for extra money.

57.) **Yria Coach Stop:** Clean area with benches and concessions.

58.) **Charles Hermit, Lanternmaker:** Makes lanterns for the fishing boats. Word of mouth has it that he also reads Tarot cards.

59.) **Candoth Valley Resale Shop:** A pawn shop that does a high turnover.

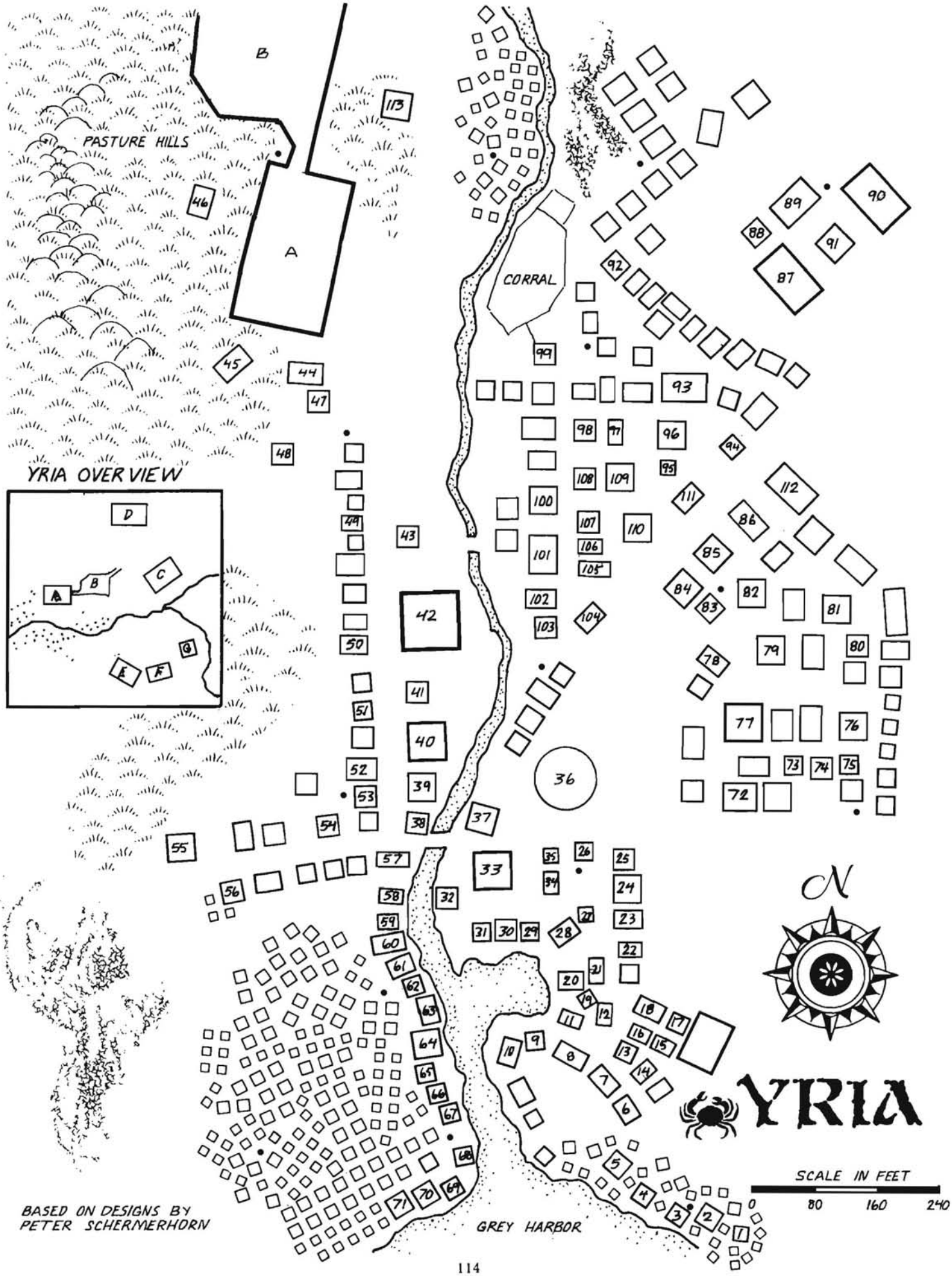
60.) **Allie's River Hutch, Brothel:** Elven professionals.

61.) **Tapper's Boat Repair:** Tapper takes his time and does it right.

62.) **Bait and Tackle:** Dead bait, tackle for commercial or leisure.

63.) **Gruber's Fish Market:** Cod and tuna are the common fish. Shellfish are also sold, and occasionally there will be some shark meat. Once a sea dragon was cut up, but it didn't sell very well.

64.) **Gruber's Refined Fish Oil:** Cod oil, etc. for lan-


PASTURE HILLS
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CORRAL
YRIA OVER VIEW
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A
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G
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YRIA
SCALE IN FEET
0
80
160
240
BASED ON DESIGNS BY
PETER SCHERMERHORN
GREY HARBOR

terns and lubricants.

65.) **Neal's Used Boats:** Seedy boat dealer of extraordinary sliminess. Uses paint instead of glue and nails.

66.) **Sail Shop:** Sailmakers, mostly fishermens' wives.

67.) **Walter Johnson, Pitch Shop:** Supplies pitch wholesale and retail.

68.) **The Soaring Eagle Tattoo Shop:** Specializes in birds of prey and sea monsters.

69.) **Nets and Cages:** Provides fishing nets and lobster, crab, and shark cages.

70.) **Board and Oar Shop:** Raw materials for boat building and repair.

71.) **Cod Oil Refinery:** Only cod is processed here, unlike Gruber's.

72.) **Black Mare Coaches:** Fine coaches made here, the slow, careful way. The workshop owners and builders are hob-goblins. The orc "slaves" are really paid employees.

73.) **Hack's, Cobbler:** The finest shoes in town bar none are produced here.

74.) **Designs by Sydney:** The only clothes designer to have clothes sold in Aracho that does not live in Aracho or outside the area.

75.) **Eb Uknezer, Farming Consultant:** Eb and his staff are troubleshooters for all kinds of farming problems - from poor crops to market pricing to farming hands.

76.) **Arvin Border, Plaster and Cement:** Renegade mason, not in the Guild. His prices are ridiculously low.

77.) **Shylock and Cutler, Moneylenders:** Shylock negotiates the contract and Cutler enforces it - sometimes brutally.

78.) **Payne & Hutton, Financial Consultants:** Advise on investments, steer people away from Shylock & Cutler.

79.) **Bob's Bakery:** High volume business, providing local markets with bread, biscuits, cookies, etc.

80.) **Petra Bergen Herbalist:** A local legend. She believes in the healing properties of her herbs, but when they are failing, she uses her learned healing skill.

81.) **Bertha's Brothel:** Crudest brothel in town. Patronized by army men.

82.) **Roger Mason, Masonry:** Foremost guild member in the area. He has all of the major building contracts in town.

83.) **Yria General School; Upper Class:** For those who are preparing for further study in Aracho.

84.) **Yria General School; Lower Class:** Preparatory for the Upper Class, but mostly trade school.

85.) **Robert Charles, Wainwight:** Rough wagons for sturdy, all-purpose use.

86.) **Opportunity Knocks, Employment Agency:** Strictly for the town itself. Not too many clients. A branch of the Aracho firm.

87.) **Barracks A:** Fifth battalion.

88.) **Barracks Supply Shack:** And mess hall.

89.) **Barracks B:** Fifth battalion.

90.) **Barracks C:** Accommodations for 40 enlisted men and 2 officers.

91.) **Headquarters, Army:** Fifth battallion, southeast sector, Timiro Royal Forces.

92.) **Yria General Armourer:** Repairs and order for the Army.

93.) **Red Heron Weaponsmithy:** Worked by a kobold. Does cheap and quick work for the Army, but also has good quality weapons for public sale.

94.) **Robert Jongleur, Tumbling and Polishing:** A lapidary that rivals the Yria Lapidary Shop.

95.) **Discount Books and Paper:** Used books, most in poor condition. Also sells paper that has obviously been soaked and repressed, a poor grade of pulp.

96.) **Brendlin, Blacksmith:** Mostly a horse shoer and tool maker.

97.) **Drilson Waxman, Surgeon:** Not the best by far as surgeons go, but eager to prove his worth. He has been known to remove teeth and limbs and organs that may have been healed or otherwise dealt with.

98.) **Waxman's Apothecary:** Waxman of course charges exceptionally high prices.

99.) **Harold Morant, Horse breeder:** Better known as "Breaker", Harry is the finest horse breeder and trainer in this half of the kingdom.

100.) **Henry James, Mason:** A local mason that specializes in repairs.

101.) **Surplus and Secondhand:** Resale shop of awesome proportions - there seems to be about two of anything you can think of.

102.) **Herschel Strider, Tailor:** The poor man's tailor. He specializes in uniforms for orcs and domestics.

103.) **Cape and Blade, Money lenders:** Their clientele is growing, as any money they lend for business investments always seems to be a boon. The business always turns out thriving. Of course, Mr. Cape and Mr. Blade are rather fond of their money, and do everything they can to protect it.

104.) **Darryl Marks, Weaver:** Weaves horse, sheep, goat, and human hair into bizarre patterns.

105.) **Little Shop of Honors:** Pawn Shop, that has rather intriguing but flawed items of all sorts that seem to have been there a long time.

106.) **Dye Shop:** Mostly for leather items and creations by Darryl Marks.

107.) **Marvel Wilk, Candlemaker:** Marvel is a female dwarf. She employs two humans and makes such bizarrely shaped and formed candles that her work is considered art.

108.) **Lordsen Barber Shop:** Four barbers and two coiffures to serve anyone's needs.

109.) **Harvey Sand, Glassmaker:** Makes dinner glasses, windows, bottles, and mirrors.

110.) **Frank Cannon Gravel Yard:** Mostly a penal establishment for difficult orc slaves. The gravel is used in making cement and plaster.

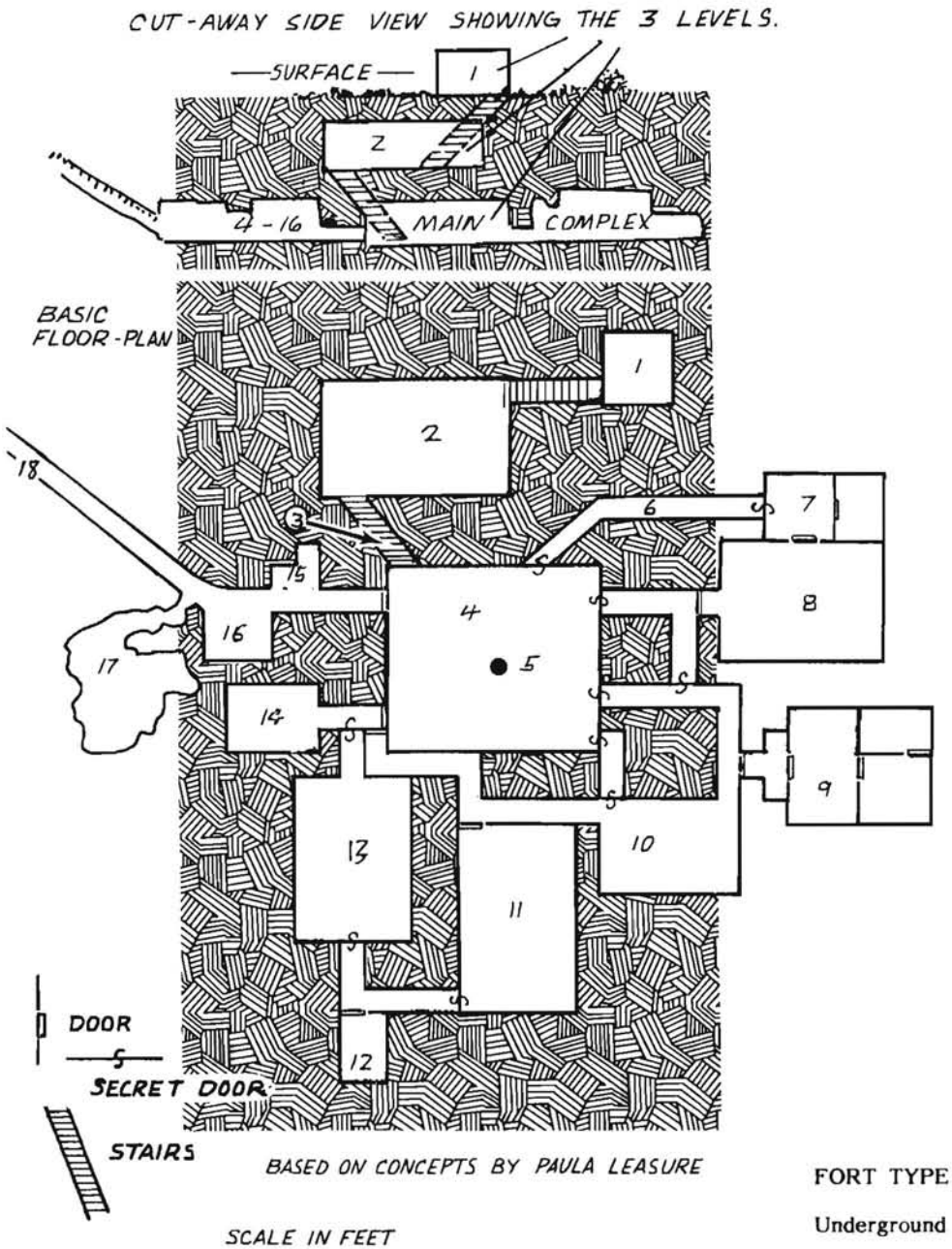
111.) **Apcoe Hardware Mart:** A branch of an Aracho firm, it provides tools and supplies for urban and rural dwellers.

112.) **Graves General Store:** One of the oldest buildings in town, it is a country store that has nearly been swallowed into the town.

113.) **Bosson's Dairy Market:** An outlet for the dairy house, sells all kinds of dairy and poultry items.



FORT Type 1



Underground forts are occasionally built by dwarves for human use against the common foe, ogres. These small strongholds always have an easily found main entrance, a secret tunnel entrance and once and a while a roof trap door. Usually burrowed into hillsides and manned by about 50 soldiers, these forts are important links in the valiant human chain holding fast against the sweeping attacks made by ogre bands from the mountains.

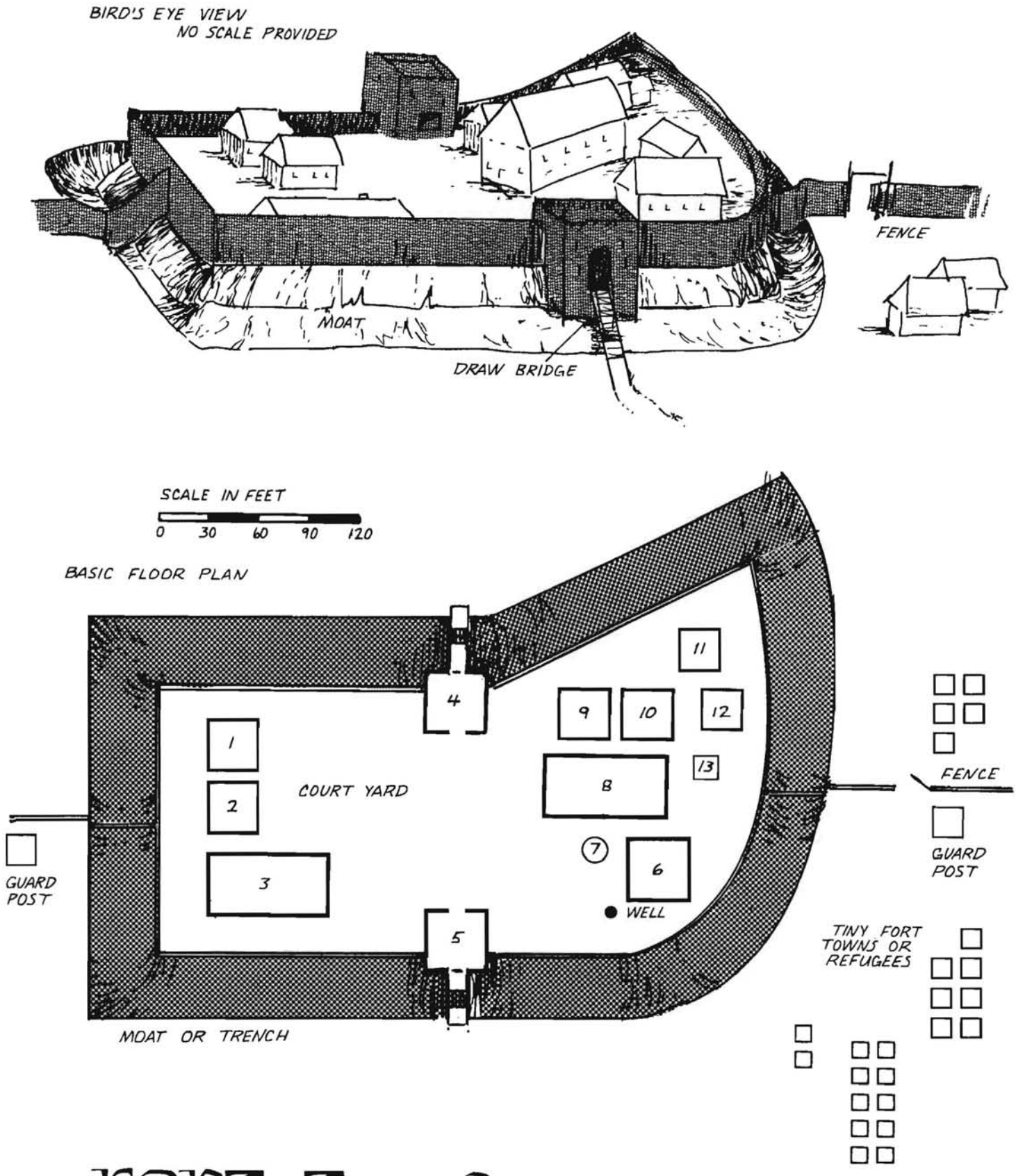
Similar dwarven size strongholds are found scattered throughout the Old Kingdom particularly near and in the mountains. Abandoned by dwarves long ago, they are often used by goblins, orc's and occasionally ogres. As is common with most dwarven design, secret doors are used liberally. Layout, room size and the number of rooms may vary slightly fort to fort.

FORT TYPE ONE:

Underground Dwarven Stronghold

Code Key

1.) Main entrance above surface.
2.) Vestibule; always guarded, 2-8 men.
3.) Stairs to main room; often booby-trapped.
4.) Main room and Dining hall.
5.) Water Cistern.
6.) Secret passage.
7.) Guest rooms.
8.) Guest quarters.
9.) Officer's quarters.
10.) Kitchen.
11.) Barracks.
12.) Armory.
13.) Barracks.
14.) Prayer room.
15.) Livestock (goats, pigs, chickens).
16.) Stables and smith.
17.) Grainery, supplies and tools.
18.) Tunnel to a secret exit approximately 400 ft. from surface entrance.


BIRD'S EYE VIEW
NO SCALE PROVIDED
FENCE
MOAT
DRAW BRIDGE
SCALE IN FEET
0 30 60 90 120
BASIC FLOOR PLAN
1
2
3
4
5
6
7
8
9
10
11
12
13
COURT YARD
WELL
GUARD POST
GUARD POST
FENCE
TINY FORT TOWNS OR REFUGEES
MOAT OR TRENCH

FORT Type 2

FORT TYPE TWO:

Traditional with Moat

Code Key

1.) Wheel wright and carpenter.
2.) Black smith.
3.) Stables.
4.) Rear Gate Tower.
5.) Front Gate Tower.
6.) Dining Hall and kitchen.
7.) Grainery silo.
8.) Main barracks.
9.) Officer's barracks.
10.) Armory.
11.) Storage/supplies.
12.) Guest quarters.
13.) Shrine/chapel.

Fort Type Two

The moat is usually a trench 30ft. across and 20ft. deep. It may be water filled (though not likely) or rimmed with wood spikes (palisade).
Front Gate Tower with drawbridge and porticullis (iron gate). Manned by 2 to 8 watch-men/gate-keepers at all times. When under siege archers or spear men man the tower roof and arrow slits.
Rear Gate Tower is identical to front.

The walls (and gate tower) can be constructed from wood or stone. Most of the forts along the Eastern and Northern borders are wood, while those along the mountain range are often stone. A walk-way rims the walls so that warriors can defend them. The walls stand 16 to 24 feet tall.
The buildings within the fort are usually constructed of wood or clay with, perhaps, one stone building as a final defensive stronghold.

The court yard is used for drills, exercise, training and can be used to house refugees (tents are pitched). **A fence** often rings the fort as additional fortification. The wooden or clay **guard posts** outside the fort are manned by 1 to 4 soldiers to survey the outer perimeter and enforce order in the neighboring fort towns.

Fort towns are an assembly of tents and shabby wood or clay structures that are built and inhabited by refugees or fearful local farmers/peasants. These crude shanty towns rarely exceed a population of more than a few hundred. Although the majority are poor peasants; pawn brokers, merchants, and gypsies often set up shop, especially if near a heavily traveled route.

Layout varies from fort to fort to satisfy each ones individual needs. Some may include additional lodging for travelers/guests, supply store, shrines, stockade, larger stables, etc. A typical fort will be manned by 64 to 148 soldiers/merc's, but not all <u>may</u> employ men of magic or priests.

Type III Forts: Castle Keep Style

These castle keep type strongholds are always at least two stories tall, of stone construction and often have a moat around it. The interior rooms may vary in design use and placement depending on individual needs. This is especially true of cavalry forts. The size may also vary and a few even have a third floor. The entire fort is designed to withstand heavy siege with walls never thinner than 8 feet thick and averaging 15 to 20 feet thick. Type three forts are generally found in major areas of hostility or strategic locations. The largest of all these forts is fort Indo near the city of Old Timiro.

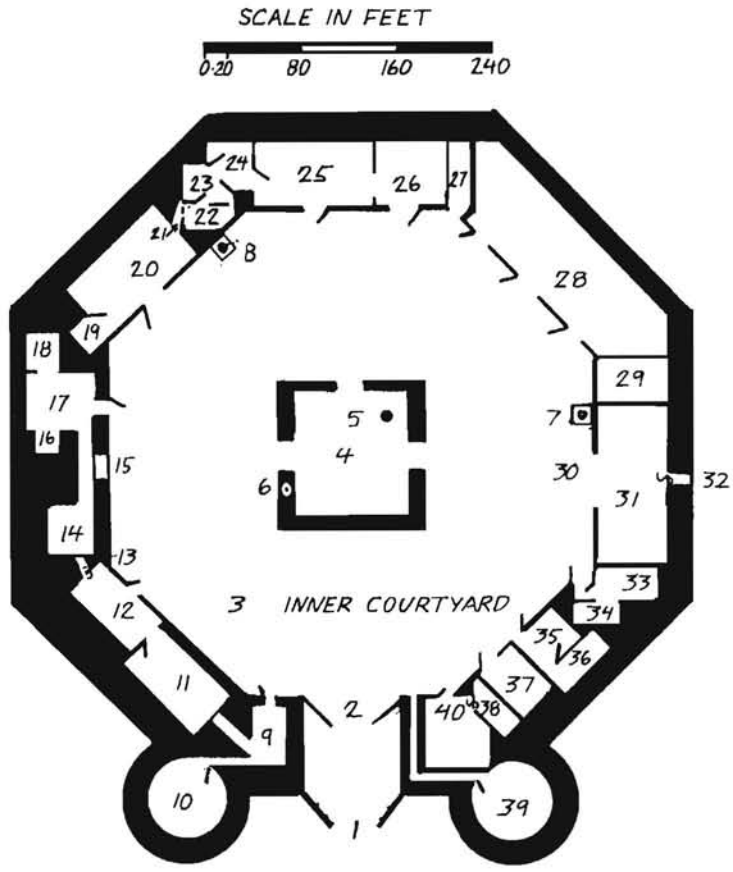
FORT TYPE III
CODE KEY

<u>Ground Level</u>

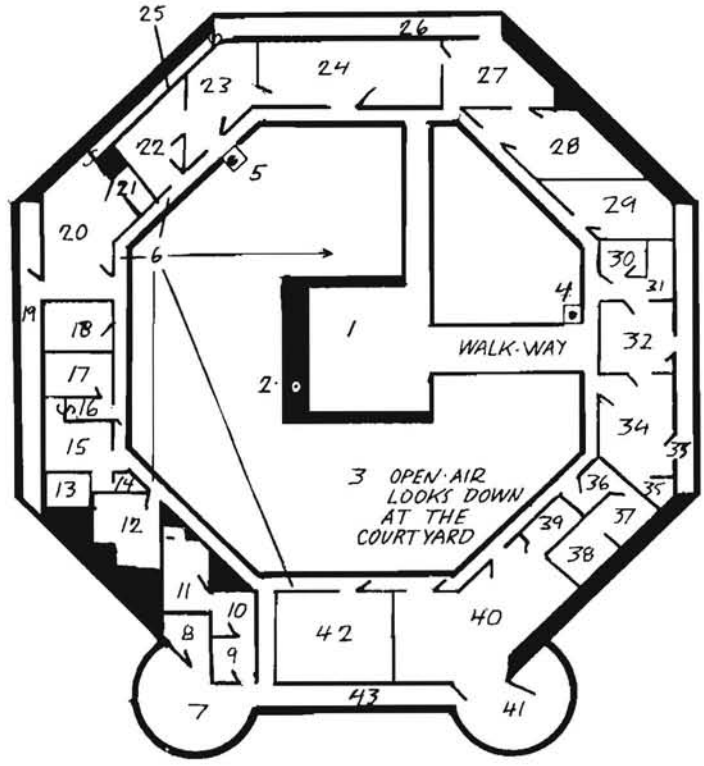
1.) Outer gate; one foot thick logs bound with rope or steel gate.
2.) Inner gate; portcullis (iron grill) or two foot thick logs bound in iron.
3.) Inner courtyard.
4.) Kitchen
5.) Well
6.) Secret spiral stairs to upper level.
7.) Spiral staircase
8.) Sprial staircase
9.) Guard's common room (lounge)
10.) Gate tower - round room for weapon storage.
11.) Barracks
12.) Barracks
13.) Secret passage
14.) Captain's room
15.) Secret passage to courtyard
16.) Privy
17.) Receiving room
18.) Captain's office
19.) Privy
20.) Soldier's mess
21.) Secret passage
22.) Servant's or workmen's quarters
23.) Servant's or worker's quarters
24.) Servant's or worker's quarters
25.) Craftsmen's room (carpenter, blacksmith, weapon-smith, etc,)
26.) Food storage
27.) Wine and beer storage
28.) Stables, or chapel or barracks
29.) Prison cells
30.) Stable yard
31.) Stables for horses and/or livestock.
32.) Secret passage that leads to outside the walls. Known only to the fort commander and his trusted officers.
33.) Reinforced prison area for especially dangerous or important prisoners.
34.) Prison guards and torture chamber
35.) Dog kennel
36.) Storage for livestock, grains and equipment.
37.) Weapons storage or storage area.
38.) Secret storage room, extra or special weapons.
39.) Gate tower, guarded, weapon or food storage.
40.) Storage room or stables.

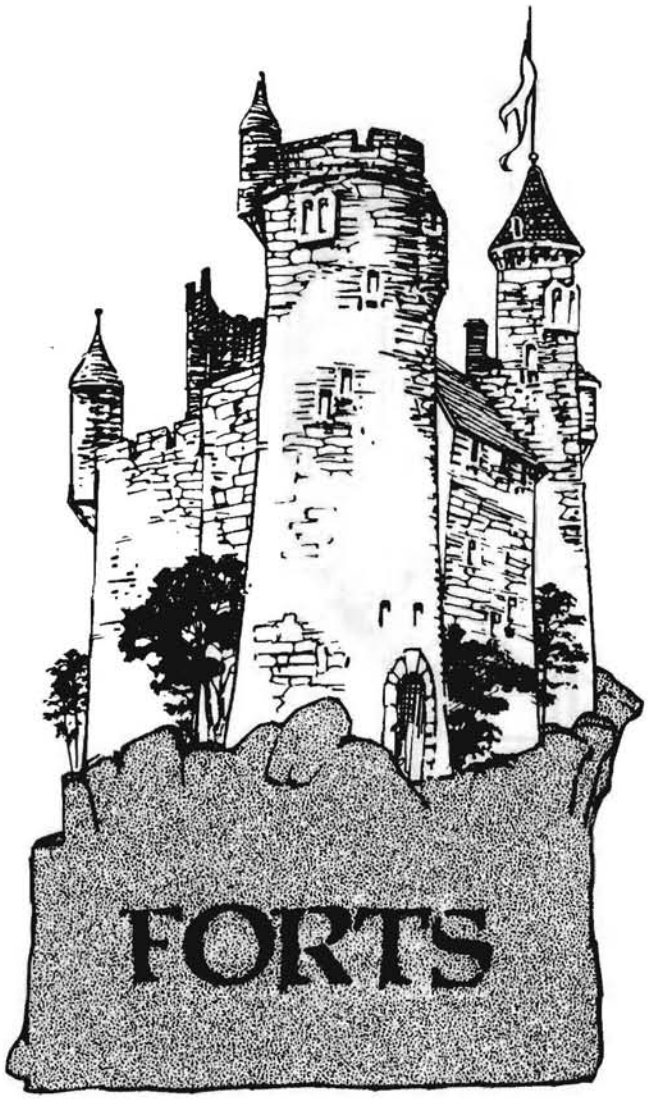
Upper Level

1.) Great Dining Hall
2.) Secret stairs to lower level accessed by secret door.
3.) Open air space above court
4.) Spiral stairway
5.) Spiral stairway
6.) Six foot wide walkways, overlooks the courtyard as a defensive device. Archers and spearmen have an easy shot at any invaders who may penetrate the gate.
7.) Gate tower with arrow slits; always guarded.
8.) Guard lounge or storage.
9.) Fort Commanders' chamber
10.) Commander's bedroom
11.) Commander's sitting room
12.) Priest's or healer's room
13.) Secret room for special supplies or religious items.
14.) Privy
15.) Priest's receiving room, or study or chapel.
16.) Vestibule
17.) Sick room; infirmary and medical supplies.
18.) Music room or game hall
19.) Side terrace, with arrow slits, always guarded with lookouts.
20.) Open chamber; can be used as a chapel, or ward for the sick and injured, or quarters for guests or refugees.
21.) Storage room
22.) Guest chamber
23.) Guest chamber
24.) Large guest lounge, richly furnished, or soldiers quarters.
25.) A secret passage usually known to the commander and his top officers.
26.) Rear terrace with arrow slits, always guarded with lookouts.
27.) Soldier's quarters
28.) Soldier's quarters
29.) Soldier's quarters
30.) Soldier's quarters
31.) Soldiers' lounge
32.) Soldiers' quarters
33.) Side terrace with arrow slits, always guarded with lookout.
34.) Soldiers' quarters
35.) Privy
36.) Vestibule
37.) Guest room
38.) Guest room
39.) Library or storage
40.) Large open chamber, may be used as schoolroom, game hall, dance, or divided as additional guest rooms or master's chamber.
41.) Gate tower with arrow slits always guarded.
42.) Armourer; repair and store arms and armour.
43.) Front terrace with arrow slits always guarded with lookouts. It slightly overhangs the gate and has holes in the floor along the wall so that boiling water or oil can be spilled upon attackers of the gate.



FORT Type B





ALPHABETICAL LIST OF FORTS

Fort Aberla
Fort Ac
Fort Alandia
Fort Areal
Fort Bext
Fort Brandt
Fort Calda
Fort Clay
Fort Garr
Fort Hilde
Fort Ibera
Fort Ibi
Fort Indo
Fort Isib
Fort Kafi
Fort Mirr
Fort Pont
Fort Saka
Fort Seb
Fort Tanda
Fort Tirr

FORT ABERLA

Type III Fort, with moat, stone construction.

The fort is quite large and stands as the safeguard of the Aberla Mountain Pass. It is an extremely sturdy edifice designed to withstand a prolonged siege. In addition to the standard layout it contains additional courtyard stables for both horses and livestock, a vast grain reserve, additional quarters for refugees and an extra large courtyard also to accommodate refugees. Built 500 yards ago Fort Aberla has fallen on four occasions.

224 soldiers man the fort: 24 elven long bowmen (all 3rd level), 68 cavalry men (2nd to 4th level), the remaining men are foot soldiers (1st to 3rd level; standard equipment: spear, short sword, knife, small shield and soft leather armour). NOTE: Wizards are brought in if layed to siege.

The men are all soldiers in the Royal Timiro Kingdom Army. With a few exceptions they are well trained, conscientious, polite, spit and polish fighting men. Assignment to Fort Aberla is an honor bestowed to the cream of the Timiro military. Thus all are exceptionally skiled, talented, proven valiant in combat or nobility. Generally attributes are higher than average. Mercenaries are never assigned to Aberla.

The fort town is small but varies in size depending upon the seasons and circumstance. It is usually composed of travelers, gypsies, and wandering merchants. The handful of large, permanent wood buildings include lodgings, stables and taverns.

The neighboring area is primarily uninhabited lowlands (short grass and shrubs; no trees).

Horses used by the fort include 18 ponies (approx. value 1000 gold each), 26 riding horses (approx. value 1200 gold each), 4 race horses used for special communiques (approx. value 6500 each), 2 war horses (the captain's and the lieutenant's; approx. value 20,000 gold each), and 12 work horses (approx. value 600 gold each). A dozen milk goats, a few cows and poultry are also kept.

Captain Sir Lawrence the Red (true name is Lawrence Partha) is the son of a very rich, very old noble family. It is said that his father bought him his post here at Fort Aberla (true). Many of the men feel that the Captain is a sissy nobleman who is likely to sell them out to save his own skin. This is unfortunate because it is not true. Sir Lawrence is loyal to his post and to his men and would rather die than sacrifice either. He is a competent fighter as well as a gentleman.

4th. level Knight, Human, age: 29
Alignment: Unprincipled
Hit Points: 27
Armour: Plate, A.R. 17, S.D.C. 160
Attributes: I.Q. 9, P.S. 12, P.E. 14, P.P. 14, all others average.
Skills of Note: Horsemanship (knight), Read/write Southern 58%, Speaks Southern 100%, Elven, Western, Eastern 80%, W.P. Lance, W.P. Blunt, W.P. Short Sword.
Personality: Capable, clever, honorable, but lonely and insecure.

Lieutenant Fuunt Proteela Elf age: 78
6th level longbowman
Alignment: Anarchist.
Hit Points: 43
Armour: Scale mail, A.R. 15, S.D.C. 75
Attributes: I.Q. 12, M.A. 7, P.S. 12, P.P. 20, P.E. 11, P.B. 26, all others average.
Skills of Note: W.P. Long bow, Horsemanship (general), Forgery 58/28%, Prowl 52%, Speaks Elven, Southern, Dwarven, Western 100%, Goblin 55%.
Personality: Extremely arrogant, tough, impudent, self-reliant, confident, dislikes dwarves and nobility. Resents the Captain because he feels that he is not experienced enough for this postion (a position he believes should be his). The other soldiers usually look to the Lieutenant for guidance and support.

The Thunderer, Sgt. Mike Beeg, Human age: 24
4th. level Air Warlock
Alignment: Miscreant
Hit Points: 34
Armour: Studded leather, A.R. 12, S.D.C. 38
Attributes: I.Q. 9, M.E. 10, P.E. 12, all others average.
Magic Abilities: 8 Spells Daily-
Clap of thunder, cloud of steam, change wind directon, wind rush, call lightning, 15ft. air bubble, protection from lightning, invisibility. Summon lesser elemental 20%.
Skills of Note: W.P. Knives, W.P. Short Sword, Speaks Southern, Goblin 100%, Elven and Dwarven 60%.
Personality: Schemer, gambler, takes chances, always looking for the best deal. Dislikes all non-humans except elves.

Staff Sgt. "Rocky" Gra, Orc, age: 26
4th. level Earth Warlock
Alignment: Scrupulous
Hit Points: 29
Armour: Chain mail, A.R. 13, S.D.C. 44
Attributes: I.Q. 7, M.E. 5, P.S. 21 (+6 to damage), Spd 12, all others average.
Magic Abilities: 8 Spells Daily-
Dust storm, chameleon, track, dowsing, wall of stone, encase object in stone, mend stone, quick sand. Summon lesser elemental 20%.
Skills of Note: W.P. Blunt, W.P. Sling, Speaks Goblin, Elven, Dwarven 100%, Ogre 60%. Can't read/write.
Personality: Despite disrespect and foul treatment by most of the human soldiers, Rocky is easy going, laid back, and gregarious. He and the elves are all on the best of terms which aggravates the humans even more. Everybody knows that the elves will avenge any foul play that may befall him. Ironically "Rocky" is unaware of this. He is loyal to the fort, Kingdom, and the Captain.

2-8 Priests of Ra (and the pantheon of light) are always present at the fort (2nd level). They are headed by **High Priestess Zeetana** who rarely leaves the fort (for her own safety as well as the fort s, for she is wanted for murder of a noble in the Western Empire and hunted by bounty-hunters. The price on her head is 50,000 in Western gold).

Zeetana, Human, age: 30
5th level priestess of Ra
Hit Points: 38
Alignment: Unprincipled
Magic Abilities: 5 Spells Daily-
Cloud of slumber, firey touch, extinguish fires, call lightning, breath of life.
Skills of Note: W.P. Blunt, W.P. Knives, Horsemanship (general), Speaks Western, Southern 100%, Goblin and Elf 65%.
Personality: Independent, aloof, distant, suspicious, mildly paranoid.
Attributes: I.Q. 10, P.B. 12, Spd. 14, all others average.

FORT AC

Type II Fort without moat, stone and wood construction.

The fort is realatively new and protects the Eastern tip of the Timiro Kingdom. Being so far from the heart of the Kingdom and required to maintain order among the multitude of orc and goblin slaves in this region a full battalion is stationed there.
A total of 300 soldiers occupy the fort. 72 sentinels (the elite cavalry - 2nd to 4th level, nobles, horsemanship: knight), 172 light cavalry (1st to 3rd level; horsemanship: general), the remainder are foot soldiers (1st and 2nd level).
The men are fairly well trained, loyal to their captain and kingdom but the weeds of corruption and boredom are beginning to take root.
The sentinels are the cream of the military, all are humans or elves of noble birth. They are superior fighters on horseback and tend to be cocky and arrogant. It is their responsibility to patrol the coast and trails running from Fort Ac to the pyramid of Osiris. NOTE: Because of the fine reputation of Sir Arin and his mercenaries, they seldom stop at the town of Tanith.
Equipment: Standard, see Fort Areal.
The light cavalary patrol the farm lands of the surrounding region alert for any signs of insurrection among the orc/goblin slave population.
The fort town is surprisingly large and even calls itself the town of Ac. It is frequented by caravans from the East and is likely to become a true town within the next decade. Current population is approximately 300 plus another 100 to 400 transients (merc.s, merchants, travelers).
NOTE: See the Arms of Nargash-Tor adventure book, $4.95 for details.
Horses are of quality: 160 ponies (approx. value 1500 each), 100 riding horses (approx. value 2500 gold each), 24 work horses (approx. value 500 gold each).

The Commander is Captain Jersi Braws, an honest and duty minded officer who will brook no funny business from his men. Unfortunately he is often away from the fort personally investigating trouble in the area (he hates being cooped up at the fort; phobia of enclosures).
7th level soldier (light cavalry)
Alignment: Principled
Armour: Double mail, A.R. 14, S.D.C. 44
Attributess: I.Q. 14, P.S. 14, P.P. 9, P.E. 16, (+1 vs. magic/poison), all others average.

Lieutenant Camphar Moss (2nd in Command)
Alignment: Miscreant
Armour: Double mail, A.R. 14, S.D.C. 44
Attributes: I.Q. 9, P.S. 12, P.E. 12, all others average.
Personality: Corrupt, schemer, con-man, cheater, selfish and cunning. Uses his position and his men for his own gain, has actually struck a deal with the thieves guild in the town of Ac, selling information about patrols and caravan schedules and routes.
NOTE: Lieutenant Moss is often left in command while the Captain is gone.

FORT ALANDIA

Type II Fort with moat, wood construction.

The fort is located near the Northern tip of the Timiro border. It has fallen under siege three times in 44 years, the last time being 13 years ago.
A total of 72 mercenaries man the fort. 24 cavalry (all 5th level merc.s), 14 long bowmen (3rd level), the remainder are merc. foot soldiers (2nd to 5th level). 88% are human.

Seasoned veterans, most of these men are left-overs from the Ogre (and Orc) border wars of 12 years ago. A short bloody skirmish, lasting three years ending with the humans securing the Timiro Kingdom s' Northern borders. Most are natives of the Eastern territory and extremely loyal to the Captain.

The general attitude toward strangers will be a guarded friendliness. They will treat travelers cooly but kindly providing common information and basic supplies/food. They may provide an escort of 2 to 8 soldiers if circumstance dictates, but only to Fort Ibera or Baca. This service may be free or require a token payment. There is no fort town, but travelers and merchants often spend the night safe behind the forts walls.

Horses are kept in one large stable and include: 18 ponies (approx. value 1500 gold each), 6 riding horses (approx. value 2000 gold each), 6 work horses (900 gold each) and 3 war horses (approx. value 14,000 each). Horse thieves are promptly executed.

Healers: two 4th level healers are employed by the fort.

Captain Lee Carter (true name) Human age: 47
7th. level Knight (Native of Timiro)
Alignment: Scrupulous
Hit Points: 63
Armour: Splint, A.R. 16, S.D.C. 82
Attacks Per Melee: 3 attacks hand to hand.
Bonuses: +3 to damage, parry and dodge (W.P. bonuses not included).
Weapons: Lance does 1-6 damage, Bastard sword 1-8 damage, Horseman hammer 1-8 damage, Throwing axe and two knives 1-6 damage, Large shield.
Additional Equipment: Book of poems, Book on the history and legends of the gods of light and dark (both written in southern), Suit of hard leather armour, Jade statue of Isis (800 gold), clothes, riding gear, leather and chain barding, misc. personal items, 900 gold, pint of Western brandy, War horse: name; Silver, worth 20,000 gold, 41 hit points.
Skills of Note: Horsemanship (knight), Scale Walls 68%, Recog. Weapon Quality 72%, W.P. Large Shield, W.P. Lance, W.P. Large Sword, W.P. Blunt, Speaks Southern 100%, Elven, Goblin and Eastern 80%, Read/write Southern 76%.
Attributes:

I.Q. 10	P.P. 14
M.E. 7	P.E. 15
M.A. 11	P.B. 16
P.S. 12	Spd. 8

Personality: Quiet, battle-weary, gentle, caring man, fair and honest.

NOTE: Best friend is **Lieutenant K'm Nisto,** elf, 5th level long bowman, age: 36, extremely loyal to the captain, Hit Points: 44; alignment: unprincipled, I.Q. 10, P.S. 12, P.P. 15, P.B. 18, Spd. 11, other attributes average.

FORT AREAL

Type II Fort with moat, stone construction.

The fort is several centuries old but has been modified to accommodate a cavalry. This is the site of a border patrol unit.

A total of 124 soldiers occupy the fort. They include: 48 sentinels (the elite cavalry, 2nd to 4th level, nobles, horsemanship: knight) 48 light cavalry (1st to 3rd level, horsemanship: general), 28 foot soldiers (1st to 2nd level) and 20 laborers and caretakers for the horses.

The men are well disciplined, loyal, courteous, and well trained spit and polish soldiers. The majority are wealthy or of noble birth. Although assignment to Fort Areal is <u>not</u> as prestigious as Fort Aberla or Fort Tirr, it is a distinguished assignment and could lead to reassignment to the more illustrious forts.

The Sentinels are the cream of the military but must be human or elven and of undisputable noble lineage. They are the elite cavalry, excellent fighters on horseback and tend to be arrogant and cocky. Their responsibility is to patrol the area between Fort Pont and the city of Smia, as well as the trails in that vicinity. The entire run takes about one week. The sentinels are divided into two units of 24 men each operating on a rotating basis.

<u>Equipment:</u> Riding horse, riding gear, lance or military fork, sabre, horseman hammer, and chain mail armour (A.R. 13, S.D.C. 44).

The light cavalry patrol the area between their fort, Fort Clay and the city of Erat. <u>Equipment:</u> pony, riding gear, long spear, cutlass, mace and studded leather armour.

The fort town is small, occupied by peasant farmers in shabby huts.

The neighboring area is farmland and lowlands.

Horses are high quality: 50 ponies (approx. value 1800 gold each), 60 riding horses (approx. value 3500 gold each) and 12 work horses (approx. 600 gold each). Horse thieves are executed or sent to work camps/prison for 6-24 years.

The fort Commander is Sir Leonard Balasco (the officer in charge).
7th level Knight, Elven age: 50
Alignment: Principled
Hit Points: 41
Armour: Scale mail, A.R. 15, S.D.C. 75
Attributes: I.Q. 12, P.S. 14, P.P. 21, (+3 to strike, parry and dodge), P.E. 12, P.B. 19, all others average.
Personality: Courteous, hospitable, fair.

Sir Rapheal Renko; Captain of the elite Sentinel s.
4th level Palladin, Human, age: 27
Alignment: Abberant
Hit Points: 32
Armour: Black plate, A.R. 17, S.D.C. 150
Attributes: I.Q. 10, P.S. 12, P.P. 13, P.E. 20, (+3 vs. magic/poison), all others average.
Personality: Fanatical about honor and discipline, tough, independant, fearless in combat. He demands unwavering loyalty from his men and gets it. He never has his men do anything he himself would not do.

FORT BEXT

Type III Fort without moat, stone construction.

The fort is quite old and guards the ancient Ibera's Mountain Pass. It has been the sight of countless orc and ogre assaults and has fallen many times. Currently the fort is operated by a band of mercenaries who are quickly gaining recognition as incredible men of arms. Since their six years of occupation the fort has never fallen and the Ibera Pass held open for the longest time in Timiro history. In addition, they have been largely responsible for routing the local orcs and goblins pushing them back to Ogre Pass.

A mere 72 merc's are responsible for these feats; 6 rangers (3rd and 4th. level), 12 long bowmen (6th. level), 20 cavalry men, and the remainder are mercenary foot soldiers (3rd -5th. level). Various races, 60% human 10% elf, 15% orc, and 15% other.

Seasoned veterans, these men are a wild, carefree band of freebooters with an amazing zest for life. They are a rough, tough, crude, bawdy, brazen, cocky, high spirited lot, loyal to their fellow merc s and ideals. The commaraderie between them all has been cemented

by countless battles. They are on their way to becoming legends . . . and they know it.
General attitude toward strangers is friendly though their manner is rough. They dislike the wealthy and nobility in particular. They tend to size up a person by his/her fighting skills and/or by his/her heart. Soldiers are teased mercilessly until they have proven their worth in combat. Magic is acknowledged as a powerful element in any campaign. This is one of the few places where all races, even wolfen and ogres are accepted as potential equals. The men of Fort Bext cannot be bought or bribed to do anything that will jeopardize the fort or their fellow soldiers. There is no fort town.
Horses are kept in the court yard and include: 12 war horses (worth approx. 10,000 gold each), 10 fine riding horses (worth approx. 3000 gold each), 2-8 work horses used as pack animals (worth approx. 800 gold each). Horse thieves will be **hung.**
Clergy: two 2nd and one 3rd level priest of the gods of Light and Dark; essential for medical treatment.

Captain Shadow Stalker (true name: Kryle Latry)
6th level Assassin
Appears to be a **human** of about 36 years of age, but is really a changeling 56 years old.
Alignment: Anarchist
Hit Points: 31
Armour: Double mail, A.R. 14, S.D.C. 55
Attacks Per Melee: 3 hand to hand.
Bonuses: +2 to damage, critical strikes: See Assassin combat. (W.P. bonuses not included).
Weapons: Sabre halberd does 3-18 damage, five knives do 1-6 damage, goupillon flail 3-18 damage, nunchaku 1-8 damage, and cutlass 1-6 damage.
Additional Equipment: Several sets of clothing, boots, riding gear, saddle, and miscellaneous personal belongings. 853 gold is hidden in his personal quarters along with a silver cross and pearl handled throwing knife. Scroll of strength of Utgard-Loki.
Skills of Note: Horsemanship (general), W.P. Pole arm, W.P. Ball and Chain, W.P. Knives, W.P. Short Sword, Scale walls 71%, Use Poison 63%, Recognize Poison 65%, Prowl 68%, Pick Pockets 45%, Imitate Voices 66%, Recog. Precious Stones 55%, Speaks Elven 100%, Eastern and Southern 95%, Troll 75%, can read and write Elven 60%.
Attributes: I.Q. 10 P.P. 15
M.E. 15 P.E. 4
M.A. 9 P.B. 6
P.S. 15 Spd. 6
Personality: Cool, calm, strong leader, extremely protective of his men and position. Loyal to King, country and self. Tall, thin and dark with sparkling eyes that see everything. Loved by his men.

P'dar the Troll (true name), **Corporal**
4th level mercenary fighter, 11 ft. tall, 28 yrs. old
Alignment: Anarchist
Hit Points: 37
Armour: Chain mail, A.R. 13, S.D.C. 44
Attacks Per Melee: 2 hand to hand.
Bonuses: +11 to damage, +2 to strike, parry and dodge, +3 vs. magic/poison (W.P. bonuses not included)
Weapons (giant sized): Hippe does 4-24 damage, flamberge 4-24 damage, short sword 2-12 damage, 3 knives 1-8 damage, sling 2-12 damage.
Additional Equipment: 3 spears, broad sword, another suit of armour: studded leather, large shield, clothing, 10lbs. of rock candy, 200 gold, an emerald (1000 gold) and 24 skulls of various races.

The Whip (true name: Grunn Mitt) **Sargeant**
3rd level thief Orc age: 20
Alignment: Miscreant
Hit Points: 34
Armour: Studded leather, A.R. 12, S.D.C. 38
Attacks Per Melee: 2 hand to hand
Bonuses: +5 to damage, +2 to strike, parry and dodge. (W.P. bonuses not included).
Weapons: Bull whip 1-8 damage, Cat-o-nine tails 1-6 damage, Hand pick 1-4 damage, 4 daggers 1-6 damage, and Mace & chain 1-12 damage.
Additional Equipment: another bull whip, rope, clothes, rum (4 gallons), lock picking tools, 430 gold, 2 potions of healing.
Skills of Note: Scale walls 48%, Disguise 35/11%, Pick pocket 42%, Prowl 45%, Pick locks 30%, Recog. Poison 40%, Speaks Goblin 100%, Southern 70%.
Attributes: I.Q. 8 P.P. 19
M.E. 10 P.E. 12
M.A. 9 P.B. 8
P.S. 20 Spd. 14
Personality: Cheerful but cruel, mean, tough, enjoys being in authority. Braggart, show-off, enjoys torturing (but is usually forbidden by the captain). He is not particularly popular, but is an excellent warrior (merciless) and loyal to the captain. P'dar the troll hates him, and keeps him in line.

FORT BRANDT

Type II Fort without moat, wood construction.

The fort is newish, only 12 years old, built in response to the expansion of the Eastern Territory. It has NEVER been under siege.
A total of 64 mercenaries man the fort. 8 rangers, 2 long bowmen, all others are foot soldiers; range from first through third level. 80% are humans, the other 20% are orc and goblins.
Rough, crude, bigotted, rowdy and corrupt, they view travelers as a nuisance and/or an easy mark.
They rarely follow military procedure unless it suits them, blatently abusing authority and condone crime.
The mercs will try to swindle, cheat, rob and irritate travelers. The wealthy and soldiers of the royal army are met with extreme resentment and hostility.
The fort town around Fort Brandt is composed of a handful of boarding houses, taverns, and a variety of traveling merchants (low quality items, general supplies; nothing exotic, no magic items). The people are generally transient, composed of trappers on route to or from the Timiro Kingdom. Approximate population 100.
The ferry: Fort Brandt sets on the very edge of the Timiro Kingdom just across the Old Kingdom River. Four boats are kept at the fort, two large flat-bed types moored at the dock and two smaller row boats locked away in the fort. The two flat-beds are used to ferry travelers across the river. Cost is supposed to be a one gold travel tax, but the merc.s at the fort have upped the ante to 10 gold per head or even more. They will insist there is no other ferry within 100 miles, which is a lie, an independent operates one just a few miles west of the fort (cost 2 gold per person).
The docks; in addition to the flat-beds, their is likely to be 1-6 canoes moored there (belong to trappers). Five second level foot soldiers (merc. O.C.C.) armed with pole arms and short sword and one fourth level short bowman (merc. O.C.C.) always guard the dock. All are corrupt.

OPTIONAL SCENARIO

When the characters need to cross the river an old trapper named **Templeton C. Badoon** will approach them telling of another less expensive ferry near by. Templeton, though grubby and crude, will be extremely friendly and gregarious. He appears to be around 60 with silver hair, stubby white beard and sparse yellow teeth (smells like a goat too). He will inform them that he knows of a guy who has a ferry just a few miles west of the fort (true). However," the stinkin',, thieven merc's ain't too fond of folks a using thet one." If they want he'll have to lead them there in a slightly round about way. "Fer appearances sake, o'course." (this is also fairly true). His fee as a guide is a mere 5 gold pieces.

Unfortunately, this is a subterfuge on Templeton's part, as his real intentions are to rob (not hurt/kill) the group. His favorite ploy is to lead them away from the fort and river bank into the forest. At a pre-determined place he will point to (fake) Ogre tracks and suggest extreme caution while he sneaks ahead to look around (he will not go unless he is allowed to scout alone). Moments later the air is rent by a blood curdling scream, Templeton's. All good characters will feel compelled to help/rescue him. Across a small clearing they will hear Templeton's weak voice crying for help.

The entire clearing is a trap with several well placed pits. Each pit is 11ft deep and 5ft wide. Players roll percentile dice for each character crossing the clearing. 1-56 indicates he/she has fallen into a pit; no damage, but 60% chance of being stunned/dazed/helpless 1-6 melees. Immediately after a voice speaking goblin proclaims that they are surrounded by archers, they are told not to move, and must surrender all valuables. Two widely placed arrows from opposite edges of the clearing add emphasis to the demands. If the characters surrender their gold, jewelry and any weapons requested, they will be allowed to leave unharmed. If they choose to fight they must enter the forest. Templeton, a retired trapper turned bandit, and three fellow thieves are positioned strategically around the clearing. If attacked they will kill, but first attempt to subdue. If they are losing they will flee into the forest. Templeton is always the last to be encountered, if he flees into the forest he will not be found. If confronted, the old trapper will surrender without a fight. He has a standing agreement with the fort commander and will be set free shortly after being imprisoned. The three other bandits will all fight until severely wounded or hopelessly out numbered. They will always attempt to escape.

Templeton C. Badoon
Trapper/3rd level Thief with tracking and trapping skills equal to a 5th level ranger. **Human** age: **50**
Alignment: Anarchist
Hit Points: 33
Armour: Soft leather/animal skins, A.R. 9, S.D.C. 20
Attacks Per Melee: 2 hand to hand or 4 with short bow.
Bonuses: +2 to parry and dodge (plus W.P. bonuses).
Weapons: Short bow 1-6 damage, 24 arrows, 3 daggers, small axe 1-6 damage each.
Additional Equipment: eight small animal snares, two metal traps (fox), ½ gal. of wine, water skin, 50ft of cord, hand made cloth, chewing tobacco, 60 gold.
Skills of Note: Prowl 67%, Pick pockets 52%, Identify tracks 64/47%, Track 70/31%, Trap/skin small animals 72/76%, Trap large animals 58%, Speaks Southern & Eastern 100%, Goblin and Dwarven 85%
Personality: Loud, crude, extremely friendly, jolly con man and thief. Avoids gambling, heavy drinker.
Attributes: I.Q. 9 P.P. 14 M.A. 10 P.B. 7
M.E. 9 P.E. 14 P.S. 11 Spd. 12

FORT CALDA

Type III Fort without moat, stone construction

As the player characters approach the fort they will see billowing clouds of smoke as far as 15 miles (it's all lowlands). Upon reaching the fort they will find it has been completely destroyed. The bodies of 172 soldiers (all mid-level) and 57 civilians in the smoldering ruins. The incredible amount of destruction smacks of magic. Clearly the siege was short and very recent (within the last 48 hours).

Tracks indicate an alarming number of ogres and orcs on horseback, foot and wagon were responsible for the mayhem. The tracks move off south-westerly toward Fort Clay. A ranger or someone skilled in tracking, will be able to estimate the following: **1.)** Raiders approx. 300 strong. **2.)** At least half are orc. **3.)** Many wagons heavily laden. **4.)** Many foot soldiers, only a handful of individual mounts. **5.)** Speed of travel about 20 miles a day, unless pressing hard and fast, which is unlikely. This means they will reach Fort Clay within three days. **6.)** Tracks moving south are only one day old. NOTE: Fort Clay is approximately 70 miles away.

Survivors: 1-4 survivors, critically wounded, will confirm that it was an attack by ogres and orcs that caused the destruction. They were merciless in their assault and took no prisoners.

Apparently, somehow some of their minions secretly penetrated the fort earlier that day. In the evening the horses were found poisoned (72 cavalry men were stationed here) and the Captain and his mistress decapitated in his own quarters. The gates and walls were assailed by lightning bolts, enabling the invading hordes to overrun the fort. No alarm was sounded, the attack was a complete surprise. Approx. 50 slain orcs are also among the ruins.

The one survivor (or one of the dying survivors) is a priest of Ra who will beseech the group to warn Fort Clay. Furthermore, he over heard that they plan on first destroying Fort Clay and then attacking the City of Smia (this is incorrect, they intend on attacking Erat). Before he dies he will give the group two scrolls to aid them in this mission of mercy. The scrolls are: Fly (equal to a 12th level spell) and 10ft Wheel of Fire(equal to a 6th level spell).

Ransacked, the fort has no other valuables. This includes horses and other livestock.

NOTE: See The Ogre Invasion and Fort Clay.

FORT CLAY

Type III Fort without moat, stone construction.

The fort is centuries old and stands as a fortress against the wandering bands of orcs, goblins and ogres that dominate the area.

172 soldiers occupy the fort: 48 light cavalry soldiers (2nd to 3rd level, horsemanship: general), 48 archers (1st to 3rd level soldiers, short bowmen), 76 are mercenaries (1st to 4th level).

The soldiers are extremely well trained, slick, spit and polish soldiers; cheerful, cocky, proud and bold. However, none have any combat experience.

The merc.s are also a tough, proud, bold group of warriors. At least half are combat veterans.

There is no fort town, but wealthy travelers and merchants often spend the night in the safety of the forts walls. Not so wealthy travelers are allowed to pitch camp outside the fort.

The neighboring area is lowlands and some peasant farms.

Horses include: 40 riding horses (approx. value 2500 gold each), 20 ponies (approx. value 1200 gold each) and a dozen work horses (approx. value 400 gold each).

The **Captain** is a young nobleman confident and exuberant. He treats travelers graciously and often dines with the wealthy.

Capt. Torry Aberdaal
Human, age: 29
6th level Soldier
Alignment: Scrupulous
Hit Points: 31
Armour: Scale mail, A.R. 15, S.D.C. 75
Attributes: I.Q. 11, P.S. 16 (+1 to damage), P.E. 15, P.B. 11, all others average.
Personality: Pleasant, gregarious, tough, impudent, self-reliant, over-confident. His only combat experiences have been minor border skirmishes where he showed daring and leadership. His father, a wealthy nobleman, pulled strings to get his son this illustrious position.

NOTE: The Captain is not likely to believe any warning that his fort is in jeopardy of an ogre assault. "Why that's ludicrous. Those cretins would never be so bold. And even if they did they could never fell this fort." He will thank them for their concern, but assures them that there is no danger. If pressed, he may send out a scouting party of 2-8 men just to make certain. He is not a careless man. Unfortunately the scouting party will fall prey to the changelings. SEE the Ogre Invasion and Fort Calda.

FORT GARR

Type II Fort with moat, stone construction.

The fort is a sturdy ancient edifice dating back almost 900 years. It lays right on the tip of the western border off the coast. Two 60ft towers stand on opposite ends of the fort, one faces the north (Old Kingdom and lowlands) and the second faces seaward (also a lighthouse). Both are manned by 2-8 soldiers at all times. This pivotal fort guards both the land and sea.

An **entire garrison** of 300 soldiers are stationed at the fort. 96 Sentinels (the elite cavalry, 3rd to 4th, nobles, horsemanship: knight), 148 light cavalry (1st to 3rd level, horsemanship: general), 48 archers (2nd level, short bow), the remainder are foot soldiers (1st-3rd level). An additional 72 laborers are also kept at the fort.

The men are well trained, loyal and courageous, spit and polish soldiers. However, the daily monotony of fort life has taken its toll dulling their reflexes and alertness. Many spend their time drinking, wenching and gambling. An alarming number (20%) have resorted to outside activities, many corrupt and illegal, to support their habits.

The Sentinels, the elite cavalry, have not yet fallen prey to corruption and keep their combat skills sharp. They regularly patrol the coastline between Fort Garr and Rankin, as well as the western perimeters of the Old Kingdom/Timiro border. The Sentinels are comprised of humans and elves of noble lineage. See Fort Tirr or Fort Areal.

The light cavalry patrols the mountain trails and lowlands between the fort and Basst.

The fort town is fairly large located about 5 miles east of the fort. The town includes several large stables, inns, lodgings, and caravan rest stops/animal pens. Many caravans pass along the coast traveling to and from the Lands of the South-Winds. Fort Garr is a major stop/watering hole for anyone traveling along the coastal trails. As a result many merchants and con-men alike have set up shop to take advantage of the trade flow.

Attracted by the rich caravans, **bandits** composed of humans, orcs, goblins and kobolds (ogres are not very common in this region) are a constant problem. Fortunately for the Timiro Kingdom most assaults occur in the Old Kingdom which is acknowledged by everyone as a lawless no-man's land.

Horses are of good to excellent quality: 200 ponies (approx. value 1200 gold each), 100 riding horses (approx. value 3500 gold each), 25 work horses (approx. value 400 gold each). Horse thieves are executed or sent to prison/work camps for 6-24 years.

The fort Commander is Luisius Tandar (officer in charge)
Human, age: 44
7th level Soldier (light cavalry)
Alignment: Diabolic
Hit Points: 32
Armour: Chain & plate, A.R. 15, S.D.C. 100
Attributes: I.Q. 10, P.S. 24 (+9 to damage), P.E. 13, all others average.
Skills of Note: Scale walls 74%, Prowl, Track 62/16%, Identify tracks 56/37%, Speaks, Southern, Eastern 100%, Goblin 98%.
Personality: Corrupt, self serving, has no regard for his men's lives or anyone elses (although he convincingly pretends to be sympathetic and caring).

Sir Brenn Marteek
Captain of the Sentinels
Elf, age: 40
5th level Knight
2nd level Wizard
Alignment: Scrupulous
Hit Points: 36
Armour: Scale mail, A.R. 15, S.D.C. 75
Attributes: I.Q. 10, P.S. 15, P.E. 15, P.P. 12, P.B. 18, all others average.
Skills of Note: W.P. Lance, W.P. Large sword, W.P.



large shield, Read/write Elven 100%, Dwarven 56%, Speaks Elven, Dwarven 100%, Southern, Eastern, Goblin 80%.

Magic Abilities: Can cast 3 Spells Daily - Decipher Magic, Sense Magic, Cloud of Slumber, Globe of Daylight, Tongues Charm, Charismatic aura, Sense Evil, Invisibility.

Personality: Braggart, cocky, exaggerates, usually cheerful but annoying. He's an honorable man who seems beyond corruption. He is always there for his men and has earned their respect and loyalty.

FORT HILDE

Type III Fort with moat; stone construction.

The fort is in the Old Kingdom approximately 150 miles west of Fort Brandt and the border. It is the last stronghold of man in this hostile land.

62 Royal Cavalry soldiers, 24 **archers** (not long bowmen) and 62 **foot soldiers** (merc's) man the fort. Total men: 148. All but a handfull are human.

Seasoned veterans these men are a well trained fighting machine, extremely well disciplined and loyal to the crown. Cavalry men are all 5th level (general Horsemanship) soldiers; the archers are 2nd through 4th level soldiers and the remaining men are 2nd through 4th level mercenary fighters. Many have some level of tracking or wilderness skills, most are very familiar with the area, especially the cavalry.

The general attitude toward strangers is a cautious cordialness. They rarely lose sight that their purpose is to serve king and country and all its people. The soldiers are usually fairly honest and helpful but view wolfen, trolls, ogres, orcs and goblins with great suspicion and bitter prejudice. Changelings are executed immediately without trial.

There is no fort town.

Although there is no official **ferry** the fort has one large flat-bed, a handful of large row boats and several canoes. Only the flat-bed and a few row boats are actually moored at the dock. **NOTE:** it takes about two days by boat to get to Fort Brandt (by horse 3 to 4 days or 1½ days if the horse is pushed to its limits without rest and ridden along the river).

The dock is guarded by 6 merc s 2nd level. Travelers may be ferried across the river at a cost of five gold per person and per item that can't be carried. Travelers must first get a written document of passage from the Captain. Passage across the river is often declined because of the many dangers in this hostile land.

Horses are kept in two stables on opposite ends of the fort. Approximately 72 riding horses and 4 war horses.

Captain Josh Tankan
4th level Knight (cavalry) Human age: 32
Alignment: Scrupulous
Hit Points: 33
Armour: Plate and chain, A.R. 15, S.D.C. 100
Attacks Per Melee: 2 hand to hand & 2 psionic
Bonuses: +3 to damage, +3 parry & dodge.
Major Psionic: Has all first level abilities, bio-regen, death trance, mind block, night vision, extended telepathy, see the invisible, evil eye: despair, stun, sleep, fear, & blind. 28 (I.S.P.) Inner Strength Points.
Weapons: Awl pike 2-12 damage, Falchion 1-8, Bastard sword 1-8+2, 2 knives, small shield.
Additional Equipment: Misc. items, knives, 240 gold, his horse: Titan, and riding gear. Titan is a good riding horse worth about 3000 gold. Hit Points: 31, Max. spd. 50mph. Has leather & chain barding, A.R. 14, S.D.C. 60.
Personality: Fair, strong, confident, forceful. Is liked by his men.
Attributes: I.Q. 10 P.P. 15
M.E. 8 P.E. 12
M.A. 10 P.B. 9
Spd. 6 P.S. 14

FORT IBI

Type II Fort without moat, stone construction.

The fort is a small stone structure, built nearly 400 years ago. It is surrounded by a large wood wall which encloses the fort town.

134 mercenaries man the fort: 36 human archers (3rd level, short bow), 12 elven long bowmen(the best, 4th level), 6 troll foot soldiers, 56 orc foot soldiers, 24 human foot soldiers (all 2nd to 3rd level merc.s; foot soldiers are armed with spear, short sword, knife, small shield and one personal weapon).

Seasoned veterans, they grow increasingly bored with the daily monotony of peace. They are quick to respond to any orge/orc insurrection or bandit threats. Most are native to Timiro and conduct themselves with dignity and fairness.

They treat travelers in a gruff but courteous manner. Large groups (10 or more) are regarded with great suspicion (particularly if they are composed of many non-humans) and will not be allowed into the fort itself. One representative from the group will be allowed to hold audience with the Captain. The group, as with all travelers must seek lodging outside the fort. Only nobility with proper identification may be granted sanctuary within the stone walls of the fort. The merc. s may escort travelers, especially nobility and dignitaries, to the next town or fort (2-8 foot soldiers).

The fort town consists of several large wood buildings including many boarding houses, inns, taverns, stables, smiths, and traveling merchants.

The neighboring community is composed of scattered farms. Most are peasant farmers that live in shabby wood or clay huts near the fort. 70% are human while 30% are orcs or goblins loyal to the Timiro Kingdom.

Horses are kept inside the stone fort as well as in the fort town. Military stables include eight ponies (approx. value 800 gold each), four work horses (approx. value 400 gold each). Within the fort town 4-12 work horses, 4-24 ponies, 1-4 riding horses (all are average value, nothing special).

Captain Elliot Barodo
6th level Mercenary fighter
Alignment: Scrupulous Human age: 36
Armour: splint, A.R. 16, S.D.C. 82(battered)
Hit Points: 32
Attributes: I.Q. 11, P.S. 12, P.P. 12, all others average.
Speaks Southern 100%, Elf, Goblin, Western 80%.
Personality: Tall, heavy, robust man full of melancholy; drinks too much.

Sgt. Bull Tull
4th level Merc. fighter Orc age: 34
Alignment: Unprincipled
Armour: Double mail, A.R. 14, S.D.C. 55
Attributes: I.Q. 6, P.S. 20, P.E. 18, P.B. 4, Spd. 4 all others average. +5 to damage, +2 vs. magic.
Speaks Goblin 100%, Southern & Troll 75%, Horsemanship (general), uses battle axe and hercules club.
Personality: Looks extremely tough, battle scarred, and mean. Gruff but gentle natured. 6ft 250lbs white hair, not too bright, but not stupid either.

FORT IBERA

Type I underground fort.

The fort is small and cramped, originally a dwarven stronghold, built at least a thousand years ago. Its entrance is built into a very small low hill surrounded by a fortified wood wall similar to those built around Type II forts. Within the walls are several simple boarding houses, a wheel-wright, black smith, tavern, two stables, a well, and a half dozen modest shrines to a variety of gods. Most of this is for the convenience of travelers and merchant caravans.
The fort and **walled facilities** are operated and maintained by the Royal Timiro Army. **A total of 156 soldiers** and another 30 craftsmen/laborers man it. Cavalry: 36 2nd level horsemen, 48 archers (short bow 2nd to 3rd level); the remaining are foot soldiers (1st to 2nd level). Forty percent have no actual battle experience.
Generally they are spit and polished men of arms, well disciplined and courteous. They will treat travelers well, especially the wealthy. Important people, nobility and the wealthy may be escorted to a neighboring fort or town (2 to 8 horsemen). The soldiers are extremely wary of men of magic, Westerners and Wolfen. Ogres, orcs, goblins, and trolls are NOT allowed within the walls.
Military horses are kept in the largest of the two stables. 30 ponies (worth approx. 1200 gold each), 10 riding horses (worth 1500 gold each), 12 work/pack horses (worth 600 gold each), 2 war horses (worth 10,000 gold each). Horse thieves are imprisoned and sent to Old Timiro for imprisonment or sent to work in a labor camp (2-8 years).
Healer, named Karl Pitz, 5th level, services both the soldiers and travelers. Very wealthy.
Priests of various regional religions are usually present at the fort. 1-4 priest(s); 1st -4th level.

Captain Grint Pantlok
Human age: 29
5th level Soldier of noble birth
Alignment: Unprincipled
Hit Points: 28
Armour: Plate, A.R. 17, S.D.C. 120
Attacks Per Melee: 3 hand to hand
Bonuses: +2 to damage, + 3 to parry & dodge (W.P. bonuses not included).
Weapons: Spear 1-8 damage, sabre 1-6 damage, morning star 1-8 damage, knife 1-6 damage.
Additional Equipment: Riding gear, bastard sword, fine wine, 600 gold, clothers, etc.
Skills of Note: Horesmanship (general), W.P. Blunt, W.P. Spear, W.P. Short Sword. Speaks Southern 100%, Eastern, Western & Elven 70%, Read/write Southern 44%.
Attributes: I.Q. 9
P.S. 15 P.B. 14, all others average.
Personality: Honest, responsible, ambitious, courteous, well versed in etiquette. He has seen two years of action on the border patrol. The merc. s at Fort Bext call him the soldier prince.

FORT INDO

Type III Fort with moat, stone construction, the largest of the forts.

The fort is located near Old Timiro and the city Kwia along the bay. Its construction dates back over a thousand years. Originally it was built to protect the city of Timiro and its neighboring towns. Today its responsibilities have been expanded to include the ranches of Smia and the entire bay coastline from Smia to Barbera. The cavalry polices the area preventing slave uprisings, civil unrest, and marauders from the mountains.
Should the neighboring towns fall under siege the fort can squeeze in up to 500 refugees, with preference given to nobility and the wealthy. Fort Indo has fallen in battle only once in a thousand years.
300 cavalry soldiers man the fort. A position of distinction it is one of the most coveted assignments for the military social climbers. 96 Sentinels (the elite cavalry, 2nd to 5th level, horsemanship: knight), 148 light cavalry soldiers (1st to 3rd level, horsemanship: general), the remainder are foot soldiers (1st to 2nd level).
The light cavalry and foot soldiers are generally of noble or wealthy families. Although well trained; diciplined and conscientious, half have no combat experience.
The Sentinels have all experienced some combat and many are veterans of the constant border skirmishes against the ogres. They are the best the Royal Cavalry has to offer, courageous fighting machines fiercely proud and arrogant.
There is no fort town.
Horses are of the finest quality from the Smia ranches. They include: 110 riding horses (for the Sentinels; approx. value 3000 gold each), 170 ponies (approx. value 2000 gold each), two dozen work horses (approx. value 700 gold each).
The fort commander is Sir Lintalt Grimheart, the honorary title of **Knight of the Realm,** bestowed for valiant conduct far above the call of duty. Legend reports that Grimheart single handedly prevented Old Timiro from falling to invaders and saved King Jephon the First. Since those days, nearly 600 years ago, he has been content to live out his days at the fort patrolling the bay with his six sons (3 daughters too) and soldiers. He still looks youthful though he is 800 years old, obviously the workings of magic.
True name (known to no one): Lintalt Whitesalt
Elf, Title of Knight
15th level Scholar
10th level Wizard
6th level Summoner
Alignment: Unprincipled
Hit Points: 153
Armour: Cloak of armour, A.R. 14, S.D.C. 212
Attacks Per Melee: 2 hand to hand or 2 spells.
Bonuses: +3 spell strength, +2 save vs. spell magic, +1 save vs. circles/symbols, plus various W.P. bonuses.
Weapons: Bo staff, scimitar, knives
Skills of Note: W.P. Staves, W.P. Short sword, W.P. Knives, Read/write Elven, Southern, Western, Eastern, Dwarven 100%. Speaks all languages.
Magic Abilities: 15 Spells Daily -
Decipher Magic, Sense Magic, Cloud of Slumber, Tongues, Water to Wine, Ventriloquism, Spirit of the Wolf, Carpet of Adhesion, Mesmerism, Sense Traps, Mask of Deceit, Fleet Feet, Call Lightning, Fire Ball, Control the Beasts, Size of the Behemoth, Blind, Heal Self, Wall of Stone, Dispel Magic Barrier, Doppleganger, Stone

to Flesh, Resurrection, and the Crimson Wall of Lictalon (a spell of legend).
Attributes: I.Q. 14, M.A. 12, P.S. 8, P.P. 15, P.B. 23, all others average.
Personality: Very wise, patient and understanding, tends to be a little paranoid, trusting no-one with his true name or secrets (including his wife and children). Extremely wealthy with 10,000 to 40,000 gold hidden in the fort along with various magic potions, powders, and scrolls (2-8).

FORT ISIB

Type II Fort with moat, wood construction.

The fort is located on the eastern border as a haven for travelers and a warning to insurrection. It is newly built atop the highest of three hills. It is not a prestigious assignment.
172 soldiers occupy the fort: 48 light cavalry soldiers (2nd to 3rd level, horsemanship: general), 48 archers (1st to 3rd level soldiers, short bowmen), the remaining 76 men are mercenaries (1st to 4th level).
The soldiers are generally discontented about this post out in the middle of nothing. They are well trained and loyal to the kingdom.
The merc.s don't particularly give a hoot one way or another. This is just easy money for them. Half are corrupt and unloyal, the other half are lazy but loyal.
There is no fort town.
The neighboring area is entirely forest. The nearest towns/cities are Gedro, 80 miles South, Acoroc 145 miles West, and Parp 100 miles North through dense forest.
Horses include: 30 ponies (approx. value 800 gold each), 10 riding horses (approx. value 2000 gold each), and 20 work horses (approx. value 500 gold each).

Sir Samuel Ibi (aka "The Old Man")
9th level Knight
Human, age: 62
Alignment: Unprincipled
Hit Points: 47
Armour: Plate, A.R. 17, S.D.C. 160
Attributes: I.Q. 8, P.S. 12, P.E. 13, P.P. 12, all others average.
Personality: Easy going, laid back, trusts almost anyone until they are proven unworthy of trust. Walks with a noticeable limp.

FORT KAFI

Type I underground Fort

The fort is ancient, originally built by dwarves as a fort during the dwarf/elf wars. The entrance is in the base of a rock hill. Atop the hill is a 60ft stone tower (built a mere two centuries ago as a look-out tower; 2-8 soldiers man the tower). Around the tower are half a dozen smaller stone pillars ranging from 15 to 30 feet tall, apparently the work of a spriggan. To the unknowledgeable the rock formations look rather ominous.
96 soldiers occupy this border post keeping eyes open to invaders and rampaging wooly dragons. Daily monotony has severely dulled their fighting edge, most having grown careless and nonchalant in their duties.
The men are loyal to the kingdom and their captain. 12 horsemen (2nd level), 24 archers (2nd level, short bow), and 50 foot soldiers (1st through 3rd level). They treat travelers with indifference and greet non-humans other than elves or dwarves with suspicion and hostility.
There is no fort town.
The neighboring area is entirely lowlands with few inhabitants.
Horses include a dozen ponies and four work horses (all are worth approx. 800 gold each).
The Captain is called the Dragon
True name: Gilbert Green
Human, age: 39
4th level Soldier
3rd level Wizard
Alignment: Unprincipled
Hit Points: 51
Armour: Scale mail, A.R. 15, S.D.C. 75
Attributes: I.Q. 14, P.S. 13, P.E. 13, Spd. 11, all others average.
Magic Abilities: 5 Spells Daily - Decipher Magic, Sense Magic, Globe of Daylight, Tongues, Cloud of Slumber, Ventriloquism, Dust Storm, Magic Net, Magic Pigeon, and See the Invisible.
Skills of Note: W.P. Large sword, W.P. Pole arm, W.P. Knives, Horsemanship (general), Speaks Southern and Dwarven 100%.
Personality: Paternal, over-bearing, over-protective of his men. Hates dwarves.

FORT MIRR

Type II Fort without moat, stone and wood construction.
The fort is a century old and safe-guards the mountain trails and Mirr forest.
150 soldiers man the fort: 72 light cavalry (1st to 3rd level, horsemanship; general), 12 rangers (2nd to 5th level), and the remainder are foot soldiers (1st and 2nd level).
They are **regular army** with no outstanding traits. The light cavalry soldiers are the best trained while the rangers are key in reconnaissance and hunting outlaws. They are generally loyal to their post and kingdom. Boredom is their greatest enemy. Distrust non-humans, especially ogres, orcs, trolls and wolfen.
There is no fort town.
The neighboring area is largely forest and lowlands.
The light cavalry patrols the mountain trails between Fort Kafi, Fort Garr and the Mirr Forest.
Horses: 42 riding horses (approx. value 2000 gold each), and 40 ponies (approx. value 1000 each).

Captain Thomas Yri
Human, age: 40
7th level Ranger
Aligment: Anarchist
Hit Points: 55
Armour: Studded leather, A.R. 12, S.D.C. 38.
Skills of Note: Tracking 80/34%, Identify tracks 78/57%, Identify plants/fruit 76/78%, Horsemanship (general), W.P. Long bow, W.P. Battle axe, Speaks, Elven, Goblin, Southern and Eastern 100%.
Personality: Friendly, talkative, but selfish and conniving.

FORT PONT

Type I underground fort

The fort exists to support Fort Aberla and guard the road and trails to central Timiro. Like Fort Aberla it is quite old, having been constructed about 500 years ago. The entrance is built into a small hill. Atop the hill is a 50ft tall wooden look out tower. 1-4 soldiers man the tower at all times (all archers).
A mere 72 soldiers man this fort. 24 archers (all 2nd level short bowmen), 12 horsemen (1st and 2nd level) and the remainder are foot soldiers (1st to 2nd level). All are humans in the Royal Timiro Kingdom Army.

The men are regular army with no outstanding traits other than their gusto and loyalty to the kingdom. They treat travelers courteously.
Distrust non-humans especially ogres, orcs, and wolfen.
There is no fort town.
The neighboring area is largely farm land with scattered peasant farmers.
Horses are limited to a dozen ponies and 1-6 riding horses (approx. value of ponies and horses: 800 gold each).

The Captain is a gruff old veteran by the name of Fredrick Milton.
Human, age: 52
8th level Soldier.
Alignment: Anarchist
Hit Points: 43
Armour: Splint, A.R. 16, S.D.C. 82
Attributes: I.Q. 10, P.S. 15, Spd. 12, all others average.
Skills of Note: Horsemanship (general), W.P. Spear, W.P. Large sword, W.P. Pole arms, W.P. Small shield, Pick Pockets 50%, Scale Walls 80%, Speaks Southern, Elven, Goblin 100%, Western and Eastern 78%, Can't read or write.
Personality: Tough, but kind and understanding; enjoys this post and delights in his responsibility in molding his men (many new to soldiering) into fine respectable soldiers. He is loved by all.

FORT SAKA

Type II Fort, without moat, wood construction.

This fort is a seedy little establishment occupied by mercenary soldiers to protect Sino and secure the northern border.
96 merc.s occupy this border post keeping eyes open to invaders and bandits. 16 Long bowmen (3rd level, both elf and human). 24 archers (2nd to 3rd level short bow), 24 horsemen (2nd to 4th level merc.s), and the remainder are foot soldiers (1st to 3rd level merc.s).
The merc.s are a motley crew of fighters from around the world and the whole spectrum of races. Quarreling, name calling, brawls, drinking and gambling appear to be constant, but they are generally a loyal, well trained fighting machine that performs with amazing skill and commeraderie during a crisis.
A tiny fort town with two boarding houses, three taverns, occasional merchants and a handful of peasant farmers. Travelers and an occasional merchant caravan from the east may spend the night on route to one of the larger towns or cities. The town is dirty and unkept.
The neighboring area is largely forest, the sight of numerous orc bandit camps and hide-aways.
Horses: 26 ponies (approx. value 1000 gold each), 6 riding horses (approx. value 2500 gold each), and 2-8 work horses (approx. value 300 gold each).
Captain Randhall Carpenter
Human, age:30
5th level Ranger
Alignment: Unprincipled
Hit Points: 32
Armour: Chain mail, A.R. 13, S.D.C. 44
Attributes: I.Q. 16, P.S. 13, P.E. 13, all others average.
Skills of Note: W.P. Longbow, Identify tracks 64/27%, Track 68/29%, Speaks Eastern, Goblin 100%, Ogre, Elven 85%.
Personality: Shy, timid, reserved, not sure of himself, but is an excellent commander with a head for details, management and leadership.

Lt. Brok the Butcher (true name: Brok Tindel)
Ogre, age: 25
Alignment: Miscreant
Hit Points: 38
4th level Merc.
Attributes: I.Q. 11, P.S. 17, P.E. 19, all others average.
Personality: Quick tempered, easily aggravated. Loyal to the captain and kingdom, although always looking for a good deal. Buys and sells information, cheats travelers, cheats at gambling, a very bad sport.

Sgt. Petre Grinbo
Wolfen, age: 20
Alignment: Scrupulous
Hit Points: 28
3rd level Ranger
Attributes: I.Q. 9, P.S. 23 (+8 to damage), P.E. 19, Spd. 9, all others average.
Personality: Friendly, talkative. Dislikes Brok. Came to Fort Saka when he got stranded far from home while adventuring.

The Dark-man
Elf (really changeling), age: 40
5th level Wizard
Alignment: Anarchist
Hit Points: 31
Attributes: I.Q. 13, P.P. 12, P.E. 11, Spd. 7, all others average.
Personality: Selfish, bold, arrogant, seeks power and fortune. Rumor says that he is here hiding-out from some foe who hunts him.

FORT SEB

Type II Fort with moat, wood and clay construction.

The fort is a shabby wood, clay and stone edifice. Originally established a few centuries ago, it has many obvious additions and modifications with little of its original design intact. It is a rotten assignment, a post given to malcontents and those who have invoked the ire of their superiors. The fort's purpose is to suport and protect the city of Acorac. The soldiers, however, view their assignment as baby-sitting the wild, cantankerous dwarves of Acorac. To compound matters, the soldiers of Fort Seb are forbidden to interfere with dwarven rule. this makes policing Acorac extremely difficult.
96 mercenaries man the fort: 24 horsemen (2nd level merc.), 36 archers (short bow; 2nd-3rd level), 36 foot-soldiers (1st-3rd level). 70% human, 15% orc, 15% others.
The merc.s are fairly loyal to the Timiro Kingdom though the brunt of ridicule, looked upon as the scum of the military. They tend to treat travelers nonchalantly, may cheat them, and tend to be easily irritated. They especially dislike nobility, "arrogant" knights and military officers. Although not likely to escort travelers anywhere they will provide information about the area and its safest routes.
There is no fort town.
The neighboring community is the dwarven mining city of Acorac and scattered peasant farms.
Horses include 20 ponies (approx. value 800 gold each), 8 work horses (approx. value 300 gold each), 2 race horses (approx. value 2000 gold each).
Commander: Sir Bartholemul Lington, a knight with a very financially poor background and questionable noble lineage. Fair and honest but gruff, crude and angry at the injustice of a knight being stationed "here". Sir Bart dislikes the wealthy and arrogant.

5th level Knight
Human, age: 49
Alignment: Unprincipled
Hit Points: 31

Armour: Plate, A.R. 17, S.D.C. 150
Attacks Per Melee: 3 hand to hand
Weapons: Lance, mace and chain, battle axe.
Skills of Note: Horsemanship (knight), Read/write Southern 64%, Speaks Southern 100%, Elven Goblin, Eastern 90%.
Attributes: I.Q. 8, P.S. 14, P.E. 11, P.B. 8, all others average.
Personality: Crude, angry, grumpy, easily aggravated. Longs to be acknowledged as a true knight of noble birth.
War horse: Named Mad-Cap, 5 years old (approx. value 15,000), Hit Points: 50, Spd. 20mph., Barding: A.R. 14, S.D.C. 70.

FORT TANDA

Type II Fort without moat, wood construction.

The **fort** is only a few decades old, established to maintain order among the vast population of orc and goblin slaves that work the land. The fort is larger than most with many stables and corrals. This is a prestigious assignment reserved for the light cavalry. The rich and nobility often "buy" a position here.
A full garrison of 300 light cavalry soldiers man the fort. Three patrols of 72 soldiers (1st to 3rd level, horsemanship: general) patrol the farmlands from Tanis to Aracho on a rotating basis. The remaining men stay at the fort to patrol the forest and to handle any sudden crisis that may arise. About once every four months a patrol is dispatched to the city of Acoroc and Fort Seb.
The soldiers are generally well trained and disciplined, although most have seen little combat. The men have a lot of heart and are fairly loyal to the Captain and Kingdom, however, they may be incapable of handling a major siege or insurrection due to lack of experience. 80% are human, 10% dwarven, 10% others.
The dwarven warriors are an elite squad answerable only to the Captain. They constitute the bulk of the combat veterans. All are 3rd to 5th level soldiers and suprisingly excellent horsemen (on ponies).
The fort town is very small with one inn, tavern, and boarding house for travelers in addition to a handful of peasant farmers. Mercenaries and transients are run out of town by the cavalry if they linger for more than a few days.
Horses include: 240 ponies (approx. value 1200 gold each), 80 riding horses (approx. value 2500 gold each), and 40 work horses (approx. value 300 gold each).

Sir Lan Erath: Commander of Fort Tanada
Dwarf, age: 50
6th level Knight
4th level Mind Mage
Alignment: Anarchist
Hit Points: 53
Armour: Plate, A.R. 17, S.D.C. 160
Attributes: I.Q. 24, P.S. 18 (+3 to damage), P.P. 11, P.E. 14, P.B. 3, Spd. 6, M.A. 6, M.E. 13.
Psionics: I.S.P. 63. All Psi-abilities levels 1-4.
NOTE: I.Q. bonus adds 10% to all skills.
Personality: genius, quick tempered, grumpy, easily aggravated. Excellent tactician/strategist. Treats all of his men fairly and does not give his dwarves preferential treatment; if anything he expects more from them.

FORT TIRR

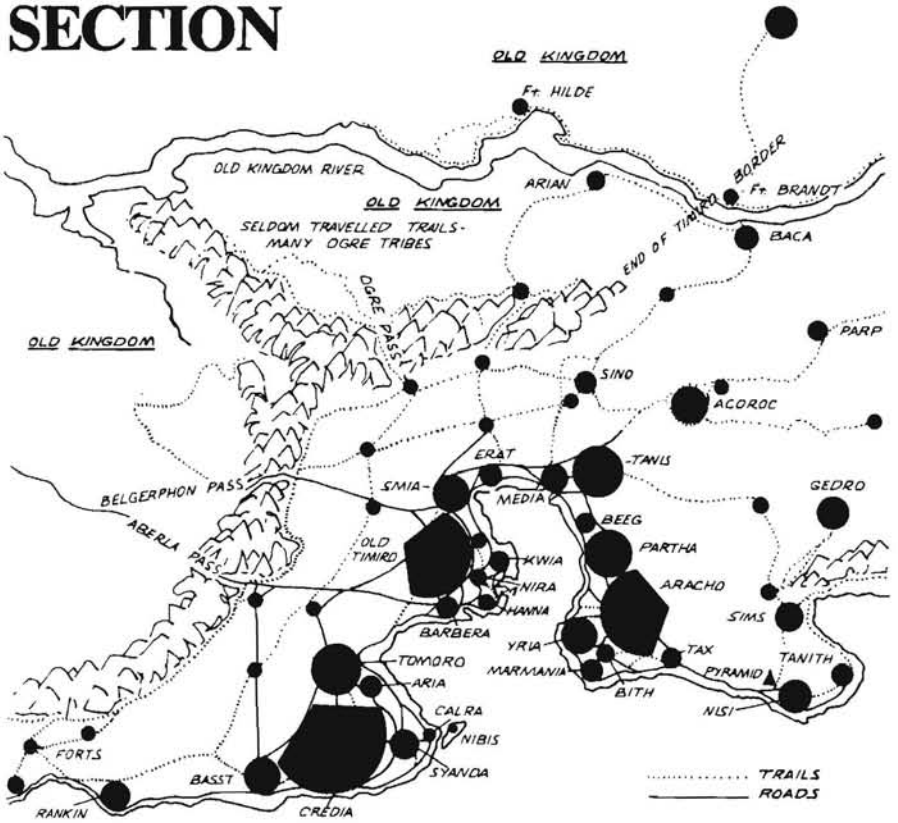
Type III Fort without moat, stone construction.

The **fort** like most of the forts in this area, was originally constructed several centuries ago. In recent decades it has been modified to serve as headquarters of the Timiro Royal Border Patrol.
A total of 192 soldiers occupy the fort. Predominately cavalry soldiers they include: 96 Sentinels (the elite cavalry, 3rd to 5th level, nobles, horsemanship: knight), 48 light cavalry (1st to 3rd level, horsemanship: general) 48 foot soldiers (1st to 2nd level) and 24 laborers and caretakers for the horses.
The men are well trained, loyal, courageous, and courteous spit and polish soldiers. Most are wealthy or of noble birth. Being assigned to Fort Tirr is an honor bestowed to the cream of the military and the wealthy.
The Sentinels are the cream of the cream, only humans and elves of noble birth are even considered. They are the elite cavalry, excellent fighters on horseback and tend to be arrogant and cocky. Their responsibility is to patrol the area from their base at Fort Tirr to Fort Kafi and the city of Rankin, including the mountain trails and Mirr Forest. The entire run, to and back, takes about one week. The Sentinels are divided into two units of 48 men each, operating on an alternating basis.
Equipment: Riding horse, riding gear, lance or military fork, sabre, horseman hammer, and chain mail armour (A.R. 13, S.D.C.44).
The Light Cavalry patrol the interior including the farmlands between Credia and Fort Aberla. Rarely travel more than a days ride from the fort. Equipment: Long spear, cutlass, mace, pony, riding gear, and studded leather armour.
The fort town is very small, composed of peasant farmers and occasional second rate merchants.
The neighboring area is largely farmlands and the Mirr forest.
Horses are of excellent quality: 50 ponies (approx. value 1800 gold each), 104 riding horses (approx. value 4500 gold each), 4 race horses (approx. value 30,000 gold each), 12 work horses (approx. value 1000 gold each). Horse thieves are executed or sent to a work camp/prison for 6-24 years.

The **Fort Commander** is Sir Bo Tinkerton (The officer in charge)
Human, age: 35
6th level Palladin
Alignment: Scrupulous
Hit Points: 38
Armour: Golden plate, A.R. 17, S.D.C.160
Attributes: I.Q. 10, P.S. 12, P.P. 14, P.E. 12, all others average.
Personality: Quiet, loner, an excellent manager, tactician and mathematician. He has a phobia about cats and will not allow them in the fort. Sir Bo is generally well liked although the Sentinels look upon him as being unworthy of his post. They would prefer to see their captain, Sir Benedict, as commander.

Sir Benedict the Lion
True name: Benedict Aria the III
Captain of the Elite Sentinels
Human, age: 48
10th level Knight
Alignment: anarchist
Hit Points: 59
Armour: Splint armour, A.R. 16, S.D.C. 82
Attributes: I.Q. 16, P.S. 14, P.P. 18, P.B. 12, all others average.
Personality: Seasoned warrior, merciless in battle, loyal to his men (the Sentinels) and kingdom. Cocky, arrogant, feels superior to everybody and shows it. Unfortunately. Sir Benedict is a better fighter and smarter than most. He resents Sir Bo for holding the position of fort commander; a position he believes should be his.

GAME MASTER'S SECTION





THE ADVENTURES

This campaign book provides a number of specific adventures. Each one is different and designed in such a way that they can be mixed and played in any order. I suggest that small groups and groups consisting of low level (first or second level) characters start off playing the short scenarios. This will allow the characters (and players) to gain experience and raise up another level or so before taking on the heavier, longer scenarios. Don't misunderstand me, the short scenarios are no piece of cake. **An inside tip:** Although action packed, I tend to design adventures which require thought, consideration, and cleverness. (Tricks don't hurt either). Plots develop, take sharp twists and fall to mystery. Players should be aware that not all your antagonists/monsters are homicidal maniacs, power-crazed, unhonorable, cruel or suicidal. Many will be intelligent, open to negotiation/deals, honorable (under the right conditions), extremely skilled and flexible. **Warning:** most are clever, deceitful, and treacherous schemers who will secretly use you to achieve their own goals. Evil is often silent and attractive until it strikes.

WHERE TO BEGIN

In play tests I found that starting off at the Northern most edge of the Timiro Kingdom very effective. This will place the characters in a rough environment where they will have to stay alert and pool their resources. At the same time it provides a fair amount of alternatives, directions and adventure. Forts, border towns and wilderness encounters are also easier to play because everything is much more straight forward. Cities and large towns are restricted by laws, rulers, soldiers and a vast array of elements that new players (and especially new game masters) may have trouble keeping in mind.

My original play tests began at **Fort Brandt**, a corrupt border outpost that viewed most travelers as a nuisance and/or an easy mark. Abuse of authority and crime are common here because of the great distance between them and real authority. **See Fort Brandt Description.** The players first problem will be getting across the Old Kingdom River. It is here, at Fort Brandt, that I introduced the first scenario about the **Mystic Parcels.**

THE ADVENTURE OF THE MYSTIC PARCELS

G.M. NOTE: Although this adventure was originally set at Fort Brandt it could be staged at any of the forts or small towns along the Northern border of Timiro.

The characters are hired by a wealthy merchant to deliver some packages. The characters can be hired as a group or hired individually to work as a group. This can be an excellent way to introduce each of the characters to one another.

The Adventure

A wealthy merchant named **Bernard Blim** will hire the group to deliver five 50 lb. parcels to the town of Arian. The people who were to pick up the parcels have apparently befallen upon some misfortune for they have not yet come for them. Blim's problem is that the parcels must be delivered to **Tabor Samila** at the town of **Arian.**

He will pay each character 50 gold up front, in advance, with another 50 gold each upon their return. He will also provide one pack mule (28 hit points) and passage across the river if starting at Fort Brandt. However if they can deliver the packages within four days he will give them a **bonus** of 200 gold each. Of course a signed statement from Tabor Samila stating the date of delivery is required (players are wise to dismiss any thought of forgery).

The Packages

Blim will refuse to reveal or discuss the contents of the parcels. "You need not know the contents to deliver them. They are simply goods to be delivered to Tabor Samila at the Arian Town Council Building". However, he will gladly show the group the five parcels which look typical and unassuming. Each is identical. One will register magic if any of the characters can sense or detect such things. Blim will refuse to comment. He will be pleasant and friendly, offering the characters good wine and discussion about themselves. The latter is not simple pleasantries but Blim's way of feeling out what type of people/alignments these characters are. He will also use psionics to carefully extract the information he needs. During the conversation he will try to learn the "true names" of as many characters as possible; again subtle use of psionics will be employed. He will use telepathy, if he must, to extract the true names of the most honorable/good character and most evil or selfish character.

After the pleasantries he will dismiss the group asking them to return within two hours; for he has some final arrangements to make before they can leave. Upon the groups return he will reveal that he is a master of mystic symbols (Diabolist) and to insure the packages sagety he has covered them with wards. Indeed, all five parcels are covered with wards and secured on the pack mule's back. He will also point out that the true names of two of the characters are inscribed upon the packages and that should any of the parcels be damaged or tampered with the two people will die. This is to "insure a reasonable sense of responsibility". If the group should protest he will ignore them saying that they have already accepted the assignment and are quite literally bound to them (or at least two of them are). Tabor Samila is said to be the only person who can open them without activating the wards of protection.

G.M. NOTE: In reality this is a clever ploy to instill a sense of dread and urgency in the characters, as well as to disguise the packages. Each parcel bears one ward of burning pain that will inflict only 1-6 points of damage to anyone who tampers with it as a warning. However, only the one parcel which registered magic is covered in additional real wards. The other four parcels are covered in impressive but false and/or unactivated wards. Even another diabolist may not be certain that the deadly wards are not activated. **The magic parcel** has active, true wards which are triggered in the following sequence: burning pain (the warning; 1-6 damage), silent alarm, blind, fear, blind, and agony. Each time the parcel is tampered with one will go off. NONE are area affect. The parcel itself is heavily padded and contains a few bronze statues of Isis and a medallion that appears to be a gold disc of the sun. **The medallion** itself bears a ward of burning pain doing 8-48 damage for 48 melees, unless the character saves vs. wards, and death (doing 16-96 points of damage).

Blim has also misled the characters about the use of the two people's "true names". They will not be harmed if anything happens to the parcels. This will be apparent if something should befall the packages. In reality, only the two people whose names are incribed **can** handle both the parcel and the medallion without activating the wards. Tabor Samila knows this.

The power of the medallion is protection from spell, circles and ward magic (+4 to save) and creates an Armour of Ithan two times per day (duration one hour). It was created by an alchemist who was a fanatical worshiper of an unusual cult dedicated to Thoth. The medallion was originally created for the high priest, but was stolen when the priest had an unfortunate encounter with an angry sphinx. How Blim came to possess it is unknown.

Bernard Blim will apologize for the subterfuge and wish the party well. As a final gesture he will suggest the safest route, warn them of any **known** bandit activity and provide them with two powerful scrolls. One is a **tenth level Fly As An Eagle** spell and the other is an **eigth level Call Lightning.** Both are written in a language familiar to more than one party member. Blim will warn the group that the scrolls are extremely potent and should only be used if absolutely necessary. He would prefer it if the scrolls were returned. **His final words will** be: "Now I would hurry along if I were you. After all, you are only about one day ahead of him." With this he disappears via psionic invisibility.

The Journey to Arian

Travel Time

Pressing fast and hard **on foot,** with no more than seven hours rest per day, will get the group to Arian by late evening of the fourth day. A slower pace will take five to seven days. Travel by **horse back** will take about two days to reach Arian. By river it will take approximately two and a half days but it is a dangerous bandit area. **G.M.'s** be certain to consider the time lost in battle or foolish side adventures.

Encounters: Roll on the Random Encounter Table, for the appropriate area, once for every eight hours of travel. **During the first nights rest** or encampment the character on last watch will realize that a tiger is circling the camp. The tiger is stalking the pack mule (or one of the other horses, if any). It continually disappears into the darkness and foliage as it prowls ever closer to its prey. If the animal(s) seem too well protected the tiger will eventually leave. Likewise, shouting and stone throwing near it (not directly at it) will also send it off looking for an easier meal. However, a direct attack startling the tiger or worse yet, wounding it will cause the powerful cat to attack and fight to the death. The target of its attack will be in the following preference according to accessibility: the pack mule, another horse (if any), the smallest member of the group, or the one who wounded it.

On the second day the group will sight three ominous looking knights on horse back. Each knight

is dressed in full plate and chain armour (A.R. 15, S.D.C. 100, average 35 hit points each) bearing the insignia of a red bear. They are in an obvious rush and will pay the group no heed or aid. If the knights are stopped or threatened by the group they will fight only to escape and ride on.

Ironically, the three knights are on their way to Bernard Blim to pick up the packages. The first, less heavily armed, couriers fell prey to bandits on route to Blim. The knights will never be of any use to the group; always passing them by going one way or another, without a word. G.M.'s may want to have the knights arrive right after the group's confrontation with the sphinx or fall prey to the sphinx and have the group discover their dead or dying bodies as an element of foreboding.

The Sphinx

If the characters reach Arian within four days they themselves are not likely to encounter the sphinx, since it will be Tabor Samila who has the packages. However, if they are delayed, the sphinx will encounter them on the fifth or sixth day of travel. Remember, the players don't know who or what is pursuing them (heck, their pursuer could be the three knights as far as they know); so you might want to have this large shadow pass over them once or twice but when they look up its gone.

The sphinx covets the magic medallion which he truthfully claims was stolen from him. Of course he stole it from the priest of Thoth, who he killed. He knows that the two people whose names are inscribed on the package are the only ones who can handle it and will demand them to bring him the medallion (he is not aware of the wards on the medallion itself). First, however, he will chase away all the other party members with gruff talk and threats. This sphinx will usually use intimidation and manipulation to get his way. He rarely kills on a whim and will **always** warn/threaten the person(s) before taking action. If attacked or defied he will first destroy the weapon with a well placed magic fireball or lightningbolt and repeat the command or threat. If defied or attacked a second time he will counter with a vicious attack that will usually render that person severely hurt or destroyed. He will then give a final warning to anyone who may be considering similar folly. Any attacks after that will be met with deadly force.

Although the sphinx is not evil per se, he has little regard for lesser creatures such as humans and the other humanoid races (with the exception of elves who he views with great suspicion). And while he is not intentionally cruel he is extremely selfish and arrogant and will not hesitate to torture, maim or even kill anyone who would dare to interfere, betray, defy or thwart him. **NOTE:** If the group successfully tricks or combats him, preventing him from getting the medallion, there is a 50% chance that he will track them down and kill or cause terrible trouble.

THE SPHINX True Name: Rahl Pattu

Alignment: Anarchist
Hit Points: 61
A.R.: (natural) 10
Very Large
Attacks per Melee: 2 hand to hand (2-12 damage) or 2 magic
Bonuses: +6 to damage, +3 to strike, parry, & dodge, +2 on all saving throws, +4 save vs. spell magic.

Magic Abilities: 6th level Wizard, +2 spell strength (victims need to roll 14 or higher to save). TWO SPELL ATTACKS PER MELEE. Can cast NINE spells daily.

Spells Known: Charm, decipher, blinding flash, cloud of smoke, cloud of slumber, invisibility, levitate, tongues, fog of fear, call lightning, fireball, negate magic, heal self, heal burns, metamorphosis (self), and magic pigeon.

Skills: Faerie Lore 75%, Demon and Devil lore 75%, Racial History 68%, Religious Doctrine 73%, Imitate Voices 56%, and speaks all languages at 95%.

Natural Abilities: See Palladium PRG (book one)

NOTE: This is a very clever, cunning creature. He will NEVER fight to the death, but will escape or retreat to extract retribution at a later date.





The Location

This adventure should take place in the forests of North-eastern Timiro. the forests near Baca; Fort Isib; Fort Alandia or Arian or Sino are ideal locations because they are far from the heart of civilized Timiro and military intervention.

The location chosen should be predominately forest where the giant and his bandits can hide if pursued. It should also be near one of the well traveled trails to provide ample opportunities to waylay travelers. While the area is generally undeveloped it is populated with scattered farms; by trappers and small out-post-type towns. Calling these out-posts a one horse town is being generous as there are seldom more than a dozen buildings populated by less than a hundred people.

The Scenario

This area (about a 70 mile radius) has recently been claimed as the domain of self-proclaimed Lord Fire Brand; a Nimiro giant from the Old Kingdom. He has usurped control of the land through force and intimidation. Terrorized, the local inhabitants are subject to frequent raids; vandalism; molesting and other indignities. The few local champions have all fallen to the might of Fire Brand or the treachery of his raiders (particularly the goblins; Mik and Gark).

Fire Brand has made it painfully clear that if the authorities (soldiers) are notified of his activities he will slaughter the people and torch the land. Consequently; the towns people will implore any potential champions to fight on their behalf to free them from the tyranny of the evil giant. (NOTE: Characters of a good alignment will not be able to refuse their plee). Any person or people who can slay or chase away the giant and his raiders will receive the undying gratitude of the people; countless blessings; the giant's possessions and free food and lodging. In addition, they will offer a special gift of two trained ponies (value 500 gold each), three of their finest milking goats (value 100 gold each), and 93 eastern gold pieces. This gift represents all of their greatest possessions and is actually a hardship for them to give away. This is a very tiny, poor, community of people living off the land in the out-back of Timiro. They have no magic, gems, additional gold, armour or alcohol. (**G.M. NOTE:** If the players are gracious and leave the community some or all of the giant's possessions it will be a great boon to the people, and should get the players some bonus experience points. However, these are proud people and they will not accept charity, thus the wealth must be given to them in a clever way without offending them. This adventure will not provide the characters with much material gain, but emotional and experience gain).

The Raiders

Fire Brand and his **Raiders** plunder and abuse travelers as well as the local people. Generally the raiders are bandits, outlaws and brigands, who have joined the giant to attain money and power (over the helpless people). They are loyal to Fire Brand as long as he is in control and can provide them with at least some degree of luxury. If he is slain or captured they will abandon him without a second thought. Although a rather penniless lot of rogues, they are the lords of the communities they terrorize.

THE GIANT, FIRE BRAND True Name: Tyr

5th. level Mercenary Fighter
Alignment: Diabolic
Hit Points: 48
Armour: Bronze ½ plate, A.R. 9, S.D.C. 30
Attacks Per Melee: 3 hand to hand plus one fire breath attack; 30 ft. range (does 4-24 damage).
Bonuses: +6 to damage (with O.C.C. combat bonus), +4 to parry and dodge, +2 to strike, +5 vs. magic and poison, impervious to fire.
Weapons (giant size): Beaked axe, 3-18 damage; scimitar 2-12, bull whip 2-12, dagger 1-8 damage.
Equipment/Possessions: Wears; large emerald ring (2000 gold), bronze arm and wrist bands (200 gold total), bronze chest plate (400 gold, 60lbs), bronze helmet (70 gold). Various clothing (no real value), one potion of invisibility and one wizard scroll of heal self (2-12 hit points; the giant cannot use this scroll, but guards it jealously).
Magical Abilities: None.
Skills of Note: W.P. Short Sword, W.P. Large Sword, W.P. Pole Arm, Speaks giant/troll 100%, goblin, orc and southern at 80% proficiency.
Attributes:

I.Q. 8	P.P. 19
M.E. 11	P.E. 25
M.A. 14	P.B. 11
P.S. 19	Spd. 8

Personality: Like most Nimro (fire) giants he is extremely aggressive and hostile. He loves combat and will always accept any one on one challenges, but is cunning and merciless; one who fights to win at any cost (he cheats). He is a terrible bully with an appetite for torture and all manner of human suffering (as long as he isn't on the receiving end).

MELBRIK Sgt. at Arms Orc Second in Command
3rd. level mercenary Fighter
Alignment: Miscreant
Hit Points: 29
Armour: Studded leather, A.R. 12, S.D.C. 33
Attacks Per Melee: 2 hand to hand.
Bonuses: +6 to damage (includes O.C.C. bonus), +2 to parry and dodge.
Weapons: Battle axe, 2-12 damage; broad sword, 1-8 damage; two knives, 1-6 damage each.
Additional Equipment: pint of good wine, 100 ft. of rope, 42 silver pieces, 56 gold pieces, ragged clothing.
Skills of Note: W.P. Battle Axe, W.P. Large Sword, W.P. Knife, Horsemanship (general), Medical 44%/48%, Speaks goblin/orc 100%, troll/giant and eastern 60%.
Attributes: I.Q. 10
P.S. 20, all others average.
Personality: Very clever, watches everything. Self-confident and very tough.

THE GOBLIN RANGERS: Mik and Gark (brothers)

MIK
3rd. level Ranger
Alignment: Diabolic
Hit Points: 27
Armour: Soft leather, A.R. 9, S.D.C. 20.
Attacks per Melee: 2 hand to hand.
Bonuses: +2 to damage, +1 to strike, parry and dodge.
Weapons: Short Bow (23 arrows), short sword, 3 daggers; all do 1-6 damage each.
Additional Equipment: 3 small animal snares, 2 lbs. jerked beef, 4 gold coins, 12 silver (lost most of his money gambling).
Skills of Note: W.P. Short Bow, W.P. Knives, Track 56/15%, Identify Tracks 52/37%, Trap/Skin Small Animals 56/60%, Prowl 34%, Speaks goblin 100%, eastern, southern and elven 65%.
Attributes: I.Q. 9
P.E. 14
P.S. 10, all others average.
Personality: Grumpy, gnarrelsome, habitual gambler, cruel and vindictive.

GARK
3rd. level Ranger
Alignment: Anarchist
Hit Points: 26
Armour: Soft leather, A.R. 9, S.D.C. 20
Attacks Per Melee: 2 hand to hand.
Bonuses: +3 to strike, parry and dodge (including O.C.C. bonus).
Weapons: Morning star, 1-8 damage; short sword, throwing axe and 3 knives, all do 1-6 damage each.
Additional Equipment: 2 small animal snares, 1 lb. jerked beef, pint of poor rum, 67 gold coins, 21 silver (he's a better gambler than his brother).
Skills of Note: W.P. Blunt, W.P. Throwing Axe, W.P. Knives, Track 56/15%, Identify Tracks 52/37%, Identify Plants 44/46%, Prowl 34%, speaks the same languages as Mik.
Attributes: I.Q. 10
P.E. 13
P.S. 11
P.P. 19, all others average.
Personality: Easy going, but cunning, a dirty fighter.

THE RAIDERS

Unless otherwise noted all attributes are average, armour is soft leather (A.R. 9, S.D.C. 20) and all are 1st level mercenaries or thieves with one attack per melee; speak goblin and southern.

Race	Hit Points	Weapons	Gold	Bonuses
Human	10	spear, short sword	11	-
Human	16	military fork	15	-
Human	18	short sword, dagger	20	-
Human	12	spear, broad sword	19	+1 str.
Orc	20	spear, battle axe	14	+2 dam.
Orc	8	spear, short sword	6	+1 dam.
Orc	10	spear, short sword	8	+2 dam.
Orc	9	spear, short sword	19	+3 dam.
Orc	14	knives, flamberge	30	+4 dam.
Orc	16	spear, battle axe	24	+2 dam.
Goblin	17	mace, short sword	14	+1 str/p/d
Goblin	18	morning star, knives	53	+2 str/p/d
Goblin	15	knife, short sword	12	+1 str/p/d



OGRE INVASION

FOR THE GAME MASTER'S EYES ONLY!!!

The Ogre Invasion

This is not a specific adventure per se, but an element to interject into a campaign or to be turned into an adventure. The ogre invasion is a handy vehicle to direct the players into a specific area or action. It can easily be splintered into a multi-part theme with several individual adventures with the same basic antagonist/problem, which builds into a final conflict/resolution. **Example: Adventure one:** the discovery of the massacre at Fort Calda. The characters must make the decision to ignore what they have discovered or change their current plans and attempt to warn Fort Clay that they are next on the ogre's schedule of destruction. The problem is that they must reach Fort Clay before the ogres (who have a head start) without being seen. Both time and orc/ogre scouting parties are the enemy to be defeated.

Adventure two: Fort Clay: if they beat the ogres to Fort Clay they will discover that the Captain is an over confident military brat who will not believe them. The player characters know the fort is in mortal danger but no one else will do anything to protect themselves because they think the group is mistaken. The problem; how to save the fort and/or themselves or how to stop the attack by themselves.

Adventure three: if the fort falls (which is most likely) or the group arrives too late; what do they do next? Their information indicates the ogres' ultimate goal is to attack the city of Smia, but the trail seems to be a little more easternly than south east. This could mean that they plan on attacking the town of Erat instead. Both are likely targets. The problem; which one does the group warn? Split up and warn both? Or do they try to chew away at the invaders via guerrilla warefare; with hit and run tactics. Of course things are complicated in that it's very difficult to hide in flat lowlands.

Several other adventures are possible at this point, problems at Smia and at Erat, preparation for battle, sneak attacks, scouting parties, capture by the ogres, and revenge.

On the other hand, there may be nothing the group feels they can do. So they continue on their own sojourn with sadness in their hearts, ducking an occasional ogre scouting party (this would be almost impossible for characters of good alignment to agree to). **Or** the Game Master may wish to use the ogre invasion as a subplot of events occurring in the Timiro Kingdom without ever directly involving the players but influencing other events and situations that do.

A NOTE TO BOTH G.M. AND PLAYERS: Even characters of a good alignment are not going to directly confront the ogre invaders if it's a deadly no-win situation. Remember, these are good characters not crazy people looking to commit suicide.

DETAILS FOR THE OGRE INVASION

G.M.'s use this information as you see fit; alter the events and characters to best satisfy your players' needs. You may have these events happen early in the campaign or after the Place of Magic. It's up to you.

See Fort Calda
See Fort Clay

100 Ogre soldiers 1st and 2nd level mercenary fighters.
Studded leather **armour:** A.R. 12, S.D.C. 38
Average Stats: I.Q. 9, M.A. 5, P.S. 20, P.E. 16, Spd. 9
Common attribute bonuses: (P.S.) +5 to damage, (P.E.) +1 vs. magic and poison.
Average Hit Points: 26
Weapons are giant size: Large sword 3-18 damage, short sword 2-12, spear 2-12, or battle-axe 3-18, large shield (+2 to parry).

The ogres are the leaders of this insurrection and the real danger as they are mean, merciless, and filled with hate toward humans. 15 ogres are on horseback.

The Orc cavalry: 50 orcs, 2nd level merc.s
Hard Leather **armour,** A.R. 10, S.D.C. 30
Average Stats: I.Q. 7, M.E. 5, P.S. 18, P.E. 9, Spd. 9.
Common attribute bonuses: (P.S.) +3 to damage.
Hit Points: 18
Weapons: Spear 1-6 damage, short sword 1-6, mace or war club 1-8 or 1-6 damage respectively, and small shield (+2 to parry).

These orcs are the elite among their kind, and are tough, capable fighters.

150 Orc foot soldiers, all are 1st level merc.s
Soft Leather **armour,** A.R. 9, S.D.C. 20
Average Stats: I.Q. 5, M.E. 5, P.S. 18, P.E. 10, Spd. 9.
Average Hit Points: 15
Common Attribute Bonuses: (P.S.) +3 to damage.
Weapons: Spear 1-6 damage, short sword 1-6, small wood shield (+1 to parry).

Although new to combat they are mean, merciless fighters. The ogres among them keep them in line and bolster their confidence. Their morale is low and any severe blow to their ranks, especially to the ogres or leaders, will cause them to falter becoming wreckless and unorganized (becoming -1 to strike, parry and dodge). If the battle continues to go badly and all four leaders are slain or captured they are likely to flee as fast as their stubby little legs can carry them (89% chance of fleeing, 36% chance of surrender without a fight).

Horses and equipment: 20 empty wagons for booty and perhaps transport of the foot soldiers. 15 supply wagons with meat (60% human flesh), grain, water, and miscellaneous supplies. 50 cavalry ponies (approx. value 1000 gold each), 15 riding horses (approx. value 2000 gold each), 70 work horses/ponies (approx. value 300 gold each), 10 extra ponies (approx. value 1000 gold each) and 18 extra work horses/ponies.

Orc laborers prepare meals, drive wagons, fix wagons, load and perform similar chores. **Total:** 80 orcs, same stats as foot soldiers, no armour.

THE OGRES' STRATEGY

The ogres will first hit **Fort Calda. Next** target . . . **Fort Clay.** Although evidence seems to indicate **Smia** is the next target, the ogres actually plan on attacking the town of **Erat.** They will avoid the known trail opting to travel in a direct line from Fort Clay to Erat. This approach will also imply that Smia is indeed the true target (which is incorrect). If the military is alerted they will send most of their numbers to the wealthy city of Smia.

Erat is to fall as an example of the ogres' might. It is a reasonable selection with little chance of warding off the invaders. Erat's size, importance as the northern trade center for the border towns, and sizable orc slave population makes it an ideal target. Word

will spread quickly that the ogres will liberate slaves and unite them against mankind. This will plant the seeds of unrest through the non-human slaves that represent 35% of the Timiro Kingdom's population. This could be the beginning of Timiro's fall if the ogres are not stopped.

After Erat has fallen the ogres will loot what they can, weapons, armour, horses and gold being the preferred items, and set the town ablaze. They will not linger here; amass the slaves and take them back with them as they flee back to the mountains. Their domain is the area along the **Ogre Pass.**

They will try to avoid Fort Ibi giving it a wide berth. The two warlocks and changelings will hang back to protect the flank and rear of the fleeing invaders. They will do their best to disperse any pursuit from the mercenaries at Fort Ibi.

NOTE: The forces at Forts Ibera and Bext are too small and too far to give pursuit without leaving their own forts open to attack.

Future plans include building an army and getting a firm hold on the north and northeast portions of Timiro. Ultimately they plan on plunging through the inadequately protected cities in the northwest, adding the huge slave populations to the ranks as they go. Specific prime targets include Media, Tanis, Beeg, Partha, Aracho, Tax, and eventually Gedro, Sino, Parp, Baca and the neighboring smaller forts. They will avoid the large cavalry forts making the soldiers come to them. Acoroc will also be avoided because of the fabled might of the dwarves that rule there.

THE LEADERS

Among the upper chain of command are the changelings. Fifteen in all, these evil shape changers have allied themselves with the ogres to extract revenge for the centuries of persecution their race has suffered at the hands of human beings. Crafty and cunning they are always disguised as ogres, orcs or humans, depending on circumstance. They NEVER show their true form! It is through these fiends that the ogres are able to penetrate the humans' line of defense undetected.

15 changelings, 3rd to 4th level thieves
Armour: Studded leather, A.R. 12, S.D.C. 38
Average Stats: I.Q. 9, M.E. 20, M.A. 16, P.E. 5, P.P. 11, Spd. 5
Common Attribute Bonuses: (M.E.) +3 vs. psionics, (M.A.) trust 40%

Average Hit Points: 21
Weapons: Large sword 1-8 damage, mace 1-8 damage, knives 1-6 damage.

The changelings are excellent, tricky fighters and often employ deception and back-stabbing techniques. They despise humans but not to the point of recklessness.

The changelings' group leader is Pohl Andee; he answers only to the ogre leaders Master Slayer and The Shadow.
6th level Thief
Changeling, age: 23
Alignment: Diabolic
Hit Points: 29
Armour: Studded leather, A.R. 12, S.D.C. 38
Attributes: I.Q. 10, M.E. 22, M.A. 18, P.E. 6, P.P. 14, all others average.
Personality: Schemer, cruel, enjoys torture and death. Strong leader, ruthless in combat; obsessed with revenge.
Skills of Note: Prowl 63%, Scale Walls 66%, Pick Pocket 57%, Locate secret doors 42%, 3 attacks per melee, W.P. Knives, W.P. Blunt, Speaks Ogre, Elven, Orc, 100%, Southern 90%.
Additional Equipment: Scroll (written in elven) cloud of smoke, one potion of healing (restores 2-12 hit points), black jack, pipe and smoking tobacco, clothes, riding gear, an Old Kingdom 500 gold piece coin, sapphire (worth 2000 gold), a ruby ring (worth 1800 gold).
Skills of Note: Prowl 44%, Hand to Hand Assassin, Horsemanship: general, Speaks Elven, Ogre, Goblin 100%, Southern, and Eastern 90%, Read/write Elven 63%.
Attributes: I.Q. 14, M.E. 20, M.A. 20, P.E. 3, P.P. 14, all others average.
Personality: Deceptively easy-going, laid back, but maniacal, evil through and through. Superb lier, butter could melt on his silver tongue. Enjoys manipulating people to achieve his goals. Calling him treacherous is an understatement. He is particularly dangerous as a master of disguise because he can telepathically probe the person he's disguised as to create a fool proof "new" identity.

The Changelings are a key part of the ogres' evil. When a fort is approached (or a human scouting party ambushed) the changelings are always sent ahead. They assume the shape of human or elven soldiers or travelers to gain easy entry into the fort. Once inside they study the forts layout, strengths and weaknesses. Two will return with this information; the others stay behind to sabotage from within. The main goal of those inside the fort is to cause as much confusion as possible without exposing themselves.
NOTE: 1.) All attacks occur under the cover of night. **2.)** The warlocks strike strategic areas with lightning, clouds, and snow storms. **3.)** No more than eight changelings enter the fort. **4.)** the changelings often disguise themselves as women.

The Four Ogre Leaders

Master Slayer
The Shadow
Cyclone
Brother Wind

Master Slayer (true name: Butte Crii)
5th level Mercenary Fighter, Ogre, age: 24
Alignment: Miscreant
Hit Points: 37
Armour: Splint, A.R. 15, S.D.C. 75
Attacks Per Melee: 2 hand to hand.
Bonuses: +14 to damage (with combat bonuses), +3 to strike, parry and dodge, +2 save vs. magic and poison. (W.P. skill bonuses not included).
Weapons all giant sized: Trident 2-16 damage, Short sword 2-12 damage, hercules club 3-18 damage, and two daggers 1-8 damage each.
Additional Equipment: Riding gear, clothes, extra dagger and trident, two healing potions (restores 1-8 hit points each), jade ring (approx. value 300 gold), simple gold band ring (magic-turn invisible 3X daily, equal to a 6th level spell), gallon of wine, two emeralds (approx. value 2000 gold each), and 1300 in gold coins. The rings are always worn while the potions and gold are kept in his personal wagon/tent. Two loyal orcs guard the wagon/tent at all times. Both have an I.Q. 6, P.S. 22, Spd. 12, 22 hit points and studded leather armour.

Master Slayer also possesses a 2 year old horse, Kea-la, approx. value 20,000 gold, Spd. 20mph, Hit points: 57; Leather barding (A.R. 10, S.D.C. 40).
Skills of Note: Prowl 47%, Identify tracks 47/30%, Track 48/9%, Scale walls 60%, Horsemanship: general, Speaks Ogre, Goblin, Southern 100%, Elven 80%.
Attributes: I.Q. 10, P.S. 27, P.P. 20, P.E. 18, all others average.
Personality: Arrogant, snobbish, feels superior. A cunning tactician who will gladly sacrifice his men to attain his goals. The warriors all fear him.

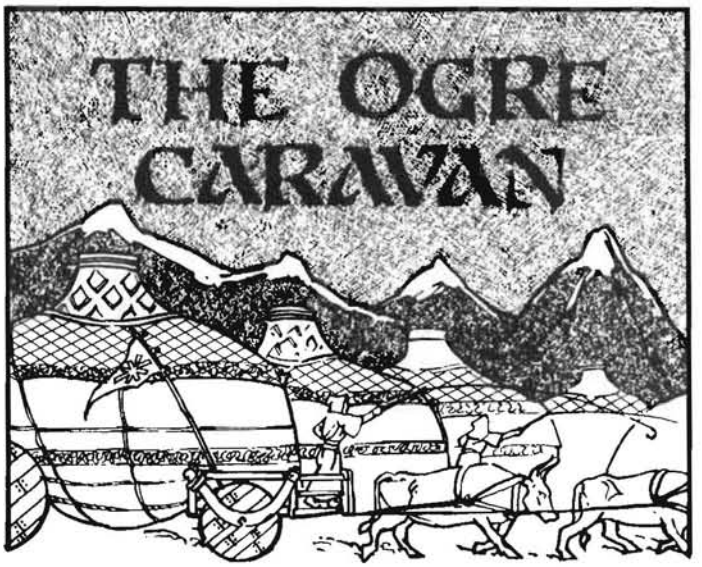
THE SHADOW (true name: Ril Labot)
Appears to be an Ogre, age: 40
2nd level Assassin
3rd level Mind Mage
Alignment: Diabolic
Hit Points: 26

Armour: Studded Leather, A.R. 12, S.D.C. 38
Attacks Per Melee: 2 hand to hand plus one psionic.
Bonuses: +3 to save vs. psionics, 60% trust/intimidate.
Psionic Abilities: 60 I.S.P., can perform all psionics levels 1-3.
Weapons: Short bow does 1-6 damage, bo staff 1-8 damage, broad sword 1-8 damage, four knives 1-6 damage each.

CYCLONE (true name: Bu Tiib)
6th level Air Warlock
Ogre, age: 30
Alignment: Diabolic
Hit Points: 36
Armour: Studded Leather, A.R. 12, S.D.C. 38
Attacks Per Melee: 1 hand to hand, 2 spell attacks.
Bonuses: +3 to damage, +1 save vs. magic, +1 spell strength.
Magic Abilities: 12 spells daily: Cloud of Slumber, Create Light, Wind Rush, Silence (15ft radius), Call Lightning, Resist Cold, Dissipate Gases, Invisibility, Breath of Life, Invisible Wall, Electric Field/Wall, Snow Storm. 30% chance to summon an elemental.
Weapons: Wood throwing spikes do 1-4 damage normal or 2-8 damage when thrown in a wind-rush (has a dozen spikes), wood war club 2-12 damage.
Additional Equipment: Another 24 wood spikes, 2 daggers, clothes, 2 gallons of rum, 350 in gold coins, looted jewelry (approx. value 1200 gold).
Skills of Note: Dowsing 72%, Recog. Precious Stones/ Metals 55%, W.P. Knives (throwing spikes), W.P. Blunt. Speaks Ogre and Goblin 100%, Can't read/write or ride a horse.
Attributes: I.Q. 9, M.E. 15, P.S. 18, P.P. 10, P.E. 13, Spd. 12, all others average.
Personality: Nervous, agitated, always moving, vicious, deadly, shows no mercy. Always looks grim or mean.

BROTHER WIND (true name: Rig-Ko)
Ogre, age: 32
4th level Air Warlock
Alignment: Anarchist
Hit Points: 28
Armour: Studded leather, A.R. 12, S.D.C. 38
Attacks Per Melee: 1 hand to hand, 2 spell attacks
Bonuses: +4 to damage, +1 to save vs. magic, +1 spell strength.
Magic Abilities: 8 spells daily: Cloud of Steam, Breath Without Air, Mesmerism, Levitate, Call Lightning, Darkness, Calm Storm, Protection from lightning.
Weapons giant sized: Iron staff 2-16 damage, 2 daggers 1-8 damage.
Additional Equipment: Personal effects, gallon of good wine, dried herbs and mushrooms, 400 gold in coins.
Skills of Note: Medical 56/60%, W.P. Staves, Speaks Ogre, Goblin 100%, Eastern and Elven 60%.
Attributes: I.Q. 12, P.S. 19, P.P. 9, P.E. 14, M.E. 12, Spd. 5, all others average.
Personality: Mean, suspicious, vengeful.

SPEAR (true name: Timbok Crii)
the brother of the leader, Master Slayer
Ogre, age: 18
3rd level Assassin
Alignment: Miscreant
Hit Points: 26
Armour: Chain mail, A.R. 13, S.D.C. 44.
Attacks Per Melee: 2 hand to hand.
Bonuses: +6 to damage (with hand to hand bonus).
Weapons giant size: Awl pike does 3-18 damage, short spear 2-12 damage, javelin 2-12 damage, sword 2-12 damage, 3 knives 1-6 damage (normal size).
Additional Equipment: 2 extra javelins, 3 extra knives, suit of soft leather armour, 250 in gold coins, jewel studded chalice (10 gems worth 100 gold each, total 1000 gold).
Skills of Note: Prowl 50%, Scale Walls 53%, Identify Tracks 34/19%, Track 41/10%, Use Poison 39%, Recog. Poison 35%, Speak Ogre and Goblin 100%, W.P. Pole arm, W.P. Spear, W.P. Short sword, W.P. Knives. Can't read/write or ride a horse.
Attributes: I.Q. 9, P.S. 19, P.P. 14, P.E. 11, Spd. 15.
Personality: Cocky, wild, over-confident, angry.



Eight years ago a secret pact was made between Father Tarka and the ogre leader Master Slayer. An agreement that insured a regular and steady flow of supplies for trade and a promise to exempt the town of Baca from orc and ogre raids. Since then Baca has prospered, Father Tarka and his fellow co-conspirators have grown rich and the ogres strong. Approximately every five months a band of 30 orcs with pack animals and 4-12 ogres make their rendezvous at Baca to trade loot and furs for much needed essentials, like grains, flour, rope, fabric, alcohol, cattle, tools, and weapons. The weapons are especially important even if they are generally of poor quality. After the exchange is made under the cloak of darkness and secluded away from the unsuspecting town folk, the caravan carefully makes its way through the Arian forest and past Fort Bext to their stronghold at the Ogre Pass. Three times now the mercenaries of Fort Bext have discovered and routed their caravans in the last two years. However, the soldiers believe the contraband is being supplied outside the Timiro Kingdom across the river between Forts Brandt and Hilde.

The Orc s
1st level mercenary fighters or thieves
Weapons: spear, short sword or battle axe and dagger.
Armour: Padded, A.R. 9, S.D.C. 15
Bonuses: one attack, +4 to damage, +1 to strike, parry, and dodge.
Hit Points: 16

The Ogres
2nd and 3rd level mercenary fighters
Weapons: Bastard or long sword, ball and chain, large spear and dagger.
Armour: Studded leather, A.R. 12, S.D.C. 38.
Bonuses: one attack, +6 to damage, +2 to strike, parry, and dodge.
Hit Points: 24
Notes: Half will be on horse back. Often accompanied by 2-8 trained coyotes.

Two Goblin Scouts will always act as reconnaissance, scouting ahead and carrying messages to and from Baca.

2nd to 4th level rangers or mercenary fighters.
Weapons: short bow, throwing axe, and short sword.
Armour: Studded leather, A.R. 12, S.D.C. 38.

The pack animals are captured ponies or stolen work horses.

In addition to the small caravan, once a year, **large caravan** also pays a visit to Baca. The time of year is intentionally varied and often reflects troop movements and severity of their needs. Twenty to thirty covered wagons pulled by horse and oxen and another 20 pack animals load up with the usual staples. A total of 60 orcs man the wagons and no less than 20 ogres supervise the operation. Often one or two of the ogres is a second or third level wizard, witch or warlock to supplement their fire power.

Thus far their pilgrimage to Baca has remained a secret. A secret that has cost the lives of many a good man either at the hands of the ogres or Father Tarka and the Baca town council. The stakes are far too high to take chances and witnesses and the nosey are quickly hunted down and liquidated.

OGRE PASS

The ogre stronghold is in the northern mountains near the **Ogre Pass.** There they plot and train and grow ever stronger. Despite attempts by the Royal Timiro military the ogres have resisted attacks using guerilla fighting tactics of hit and run. The mountains themselves work against the soldiers who are no match for the orcs and ogres who grew up in them. Ogre Pass is an unofficial no-mans-land that has been held under ogre occupation for nearly eight centuries. It is here and in the surrounding mountains that the greatest number of ogre tribes wander freely.

The most organized and dangerous of the ogre tribes is the one lead by the Master Slayer and his co-horts. Unbeknownst to the humans of the Timiro Kingdom, he has successfully amassed an army of a few ogres and about 600 orcs. If his plans to wipe out Fort Calda, Fort Clay and most importantly Erat, succeed, his ride to power is most assured and will at least triple the size of his forces.

FROUD GRASSLAND

The Froud Grassland

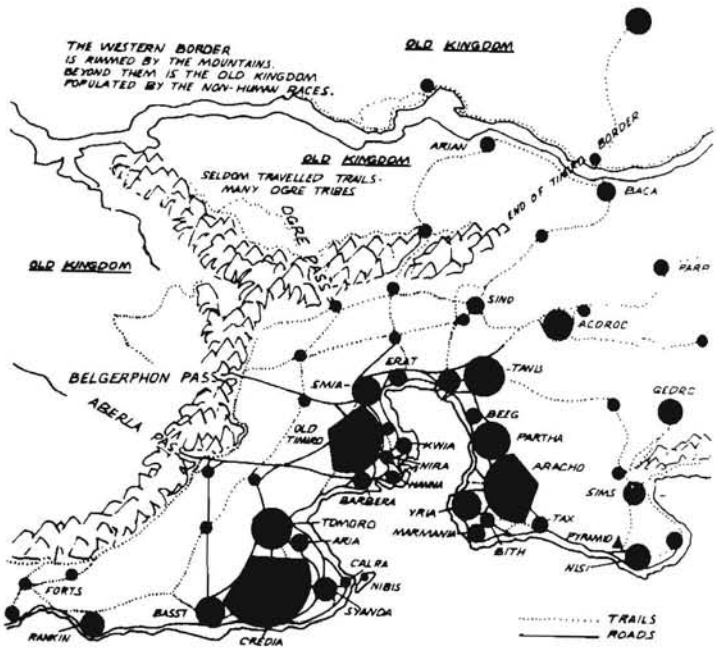
Stretching out from the mountains and Ogre Pass is the vast **Froud Grassland.** This has been the home of thousands of orcs and goblins for thousands of years. The grassland is dotted by shabby little encampments of nomadic orc and goblin tribes. The smallest of these tribes are often the targets for human slavers who capture and sell them in the Timiro Kingdom and elsewhere as cheap laborers and farmers. It is these scattered nomads that the Master Slayer hopes to unite into an army to destroy Timiro.

Another large community of ogres and orcs exists northwest of Ogre Pass near the edge of the Froud Grasslands. These brigands rarely enter the border of the Timiro Kingdom and prey upon their own kind, trappers and travelers along the Old Kingdom River. Thus far they have refused to join the Master Slayer in his crusade against the Kingdom, however, a decisive victory could sway them. The tribes' population: 100 ogres, 200 orcs and 400 goblins, but this is a loose knit community with weak leadership.

ABERLA PASS

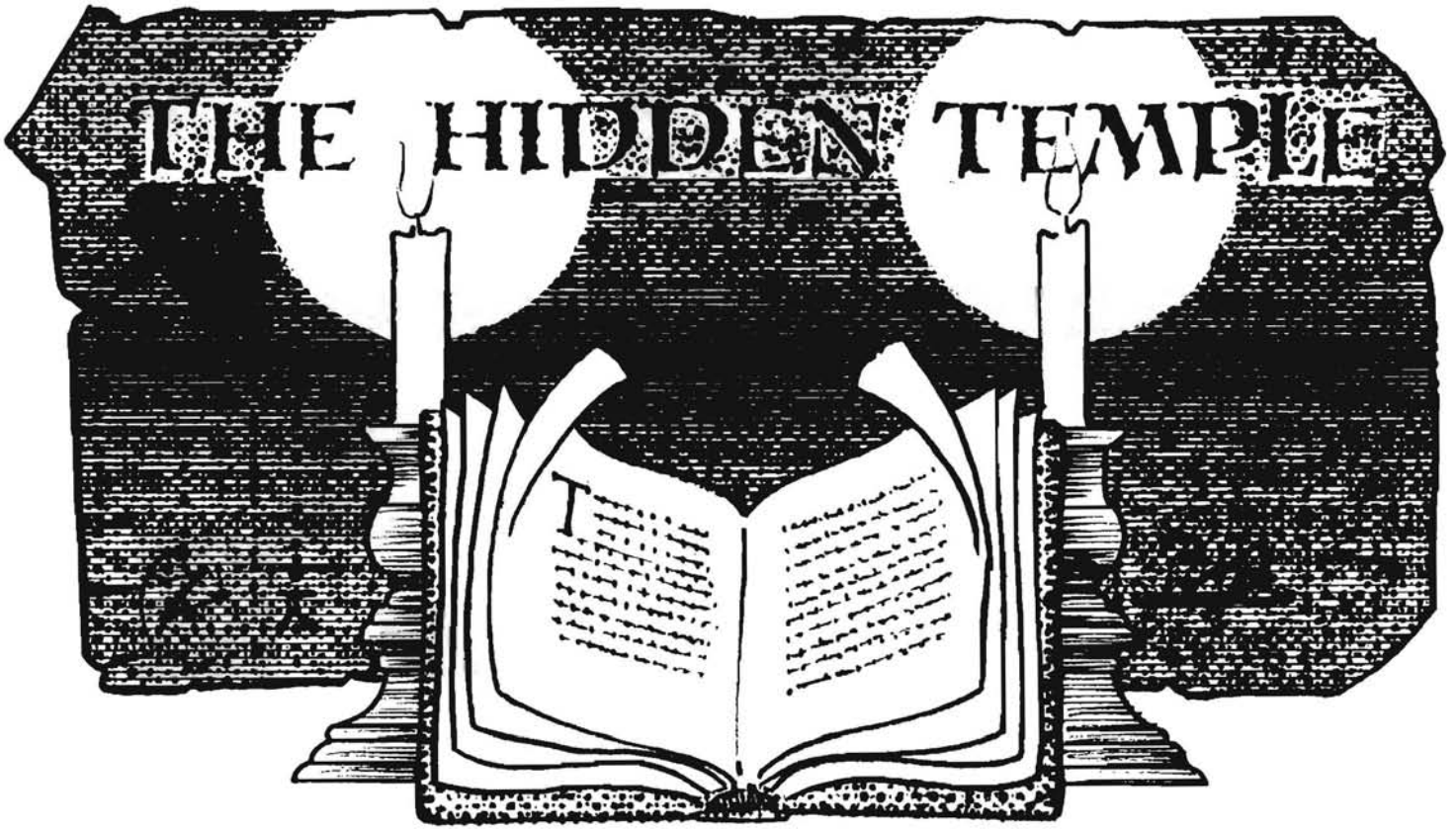
The ogres of Aberla Pass represent the southernmost edge of ogre dominance in the Old Kingdom mountains. Unlike their brothers to the North they have not fared will against the continuing onslaught of the Timiro cavalry. Should the Master Slayer be successful in their assault against Erat it is these ogres who will most likely feel the sting of the Kingdom's vengeful sword. A strong campaign could wipe them out completely.

The pass itself is an ancient road connecting the Old Kingdom and the Timiro Kingdom, both of which were once ruled by the Elven Lords.



BELGERPHON PASS

Belgerphon Pass is another ancient road connecting the Old Kingdom with Timiro. While occasional bands of brigands, ogres and orcs dwell there, it has never been a threat to the Kingdom.



THE ADVENTURE OF THE HIDDEN TEMPLE

The Legend of the Death-Song Tome

It is said that Thoth the seeker of knowledge, himself, is the author of the silver rune legacy of magic that men call the **Death-song Tome.** The original book pre-dates the dwarf/elf wars and some say it predates the birth of man. It is a treasure coveted by men and gods alike for within its timeless pages the secrets of magic are all unlocked. All spell incantations, including spells of legend, circles, symbols, and wards; all but the lost secrets of rune magic are explained and diagramed like a bakers recipe book. All waiting to be claimed and used by the one bold enough to make use of it.

The history of the Death-Song Tome is as long as it is bloody and varies greatly from story teller to story teller, however, most versions concur with the proceeding saga. The era of dwarven and elven dominion over the planet was at an end. The last of the dwarven guerrillas were being rousted from their strong-hold and put to the sword or slaves block; the 2000 year war was nearing its conclusion. It was during that melancholy time that the dwarves found the silver runed tome; perhaps the war was not yet lost. Ah, but fate is cruel and with a treacherous twist the book was stolen by a young human ally from the west.

It is said that the thief was a prince in the fledgling western kingdom, a prince who, like the dwarves he betrayed, fell prey to the false friendship and lust for power of his court vizier. Withing the next decade the vizier would rise as the greatest human wizard in history, Krel-thoth (not his true name), and lead the Western Kingdom to become an Empire. Then one day Krel-thoth was gone and with him the Death-song Tome. Without his great vision and greater power the mighty wheels of the Western Empire would grind to a halt and slowly roll back on itself, but that would be centuries later for Krel-thoth and his magic had truly created an Empire!

Five thousand years would pass and with its passing the glory of an empire. The pearl of the west was little more than a decadent gutter of bizarre cults and lost souls. Its lands plagued by invaders and pestilance; the empires core scarcely larger than the Kingdom of Lopan is today. It was at this time that the usurper emperor (actually a native of Timiro) miraculously breathed new life into the corpse of the Western Empire purging the decadence and building a new, strong body that would recall two thirds of its lost lands as well as its place as an Empire. Emperor **Andro el-Poltau** (not his true name) was a brilliant tactician but it was his incredible luck on the political field of battle that began the rumors circulating. Enemies leagues away suddenly falling ill or disappearing; it is whispered that entire armies would disappear with a passing fog. The very elements seemed to fight at his side besieging the enemy with unnatural weather and all manner of disaster. Eventually it was learned that Emperor Andro possessed a copy of the original Death-Song Tome. A copy, though incomplete, gave him the power to rebuild the Western Empire. The new Death-Song Tome certainly played a major roll in the pact between Emperor Andro and the giant Cyclops. A pact that provided his armies alone with the fabled lightning bolts of the Cyclops and assured the second golden age of "his" empire.

On a moonless night Emperor Andro's 62 year reign came to an end. His unnaturally youthful body lay unmolested on the bed; the only hint of foul play was the conspicuous absence of the Death-Song Tome. A jungle cult soon claimed responsibility for the emperor's death as well as possession of the tome. Shortly there after the book was said to have been seen in the hands of a priest of Set and lastly in the possession of a fanatical cult pledged to Amon, the Hidden One.

Legend says that the priests hid the tome in a secret sanctuary while they worked on a conspiracy to over-throw the Timiro Kingdom with the power of Amon. The priests themselves; soon died one after another through persecution, disease and misfortune. The location never revealed the Death-Song Tome

lays dormant in some secret place waiting as it has waited for over 300 years.
NOTE: Most stories say that the magic tome is in one of the many secret temples of Amon, the Hidden One, common in the Yin-Sloth jungles and the south.

THE SCENARIO

The group will encounter another group of rather badly mauled adventurers from the North. Although this encounter can take place almost anywhere in the Timiro Kingdom it is best suited for a secluded location away from the large towns and cities. Like the other adventures the Northern or North-western boundaries of Timiro are ideal.

The Northern Travelers

What was a small party of an elite team has been decimated by a large band of ogre warriors (part of the encroaching ogre invasion). Among the dead travelers are . . .
- Six wolfen soldiers (4th level)
- One wolfen diabolist (4th level)
- Two wolfen wizards (2nd level)
- One elf ranger (5th level)

Among the dead ogres are . . .
- Seventeen orcs (3rd to 5th level)
- Nine ogres (3rd level)

Spoils among the dead are:
Three small iron shields, four spears (all others broken), 19 long bow arrows (long bow is broken), 12 short swords, 9 knives, miscellaneous clothing (nothing special or valuable). All else, including leather armour, is damaged beyond repair. Total silver pieces: 57, total gold: 35.

The survivors of the battle are two of the Northern travelers. Both are near exhaustion and badly beaten, though ready to take on any new threats if they must. One is a broad, husky Wolfen clad in chain armour, obviously a soldier. The other is an elf whose occupation is considerably more dubious. Clad in what was once an expensive travel suit, cape and chain and leather armour he could be anything from a merchant, to a thief or even wizard. His manner and speach smacks of nobility.

Both the wolfen and elf will regard the group with the greatest of caution, sheathing their weapons only after all the characters have sheathed theirs. Either the elf or wolfen, whichever can speak the language understood by the greatest number of characters will explain that they were ambushed by the ogres and their minions. They will also warn that a few have gotten away and may bring back reinforcements so it is best to move on. The two Northern travelers will accept any kindness offered them, particularly medical attention.

The Deal

If the player characters are kind or appear to need money the elf or wolfen will explain that they are on a special mission to secure an ancient artifact and return it to the North. Obviously they have just suffered a severe set-back in this quest as two men are not enough to do the job. If the group is interested they would like to hire them to aid them on their quest. Both the elf and the wolfen will be up-front about the nature of the quest, the possible dangers and the splitting up of any spoils. An aura of truth or equivalent spell will reveal that both speak the truth and are in desperate need of aid.

It will be explained that they have been sent to retrieve an ancient book of magic that is allegedly hidden in an abandoned temple of Amon, the Hidden One. Because of the irrational behavior of the Amon cultist, they cannot be certain that the temple is actually abandoned. On a similar note, the location is crawling with hostile non-human races (orc, goblin, ogre) who may have taken over the hidden temple as their own secret out post. So the dangers are unknown, but the worst is anticipated.

To cast a dark shadow over the quest, the northern travelers don't know if the book is there. thus, everyone may be risking their lives for nothing. Unfortunately. It is a risk the elf and wolfen are obligated to take.

The deal is this; the northern travelers will pay the group a total of 1200 gold (six northern gold pieces worth 200 each), and split any treasure/items found during the expedition equally with the exception of the ancient book. It must be agreed, sworn on the group's leader's word of honor, that the book will automatically be given to them as it is the purpose of their quest. Once the two have the book, they will return with it to their northern homeland.
IMPORTANT NOTE: the ancient book will never be identified by name (the Death-Song Tome).

The Two Northern Travelers

Lin the elf

Lin is a handsome elf who appears to be about 35 or 40 by human standards. He has shoulder-length black hair with unusual (for an elf) grey streaks at the temples. If questioned about it he will explain that they are the result of his study of dark magic having briefly been an apprentice to a Summoner. The experience has left him permanently marked and caused him to forsake magic (even spell magic). Although he says he is a wizard (which he is) he no longer has any desire to pursue a career in the mystic arts (also true). These days he is no more than a simple adventurer with a wander-lust. (Not entirely true, for he craves power and position, something a career as an assassin and trouble shooter has helped to provide. Lin has not decided whether or not he will use the Death-Song Tome for his own purposes).

It is obvious that Lin is a son of nobility and accustomed to giving orders. It is a fair assumption that he was the leader of the wolfen group although he will deny it. In many ways Lin typifies the elves of old; arrogant, pushy, clever, cunning, quiet but alert, and absorbed in self importance. Lin is the master of his fate . . . or so he would believe.

LIN (true name: Lindeer Robolin)
Elf
2nd level Wizard
5th level Assassin (SEE Assassin in the Palladium RPG)
Alignment: Anarchist
Hit Points: 39
Armour: Chain & leather (magic: noiseless), A.R. 14, S.D.C. 60
Attacks Per Melee: 3 hand to hand or 1 magic.
Bonuses: +3 to strike, parry and dodge; +2 to damage; +1 on all savings throws, 70% likelihood to impress and charm (P.B. bonus).
Weapons: Small iron shield (+4 to parry with it), 2 knives 1-6 damage, mace 1-8 damage, glaive 2-12 damage and a rune dagger.
The Rune Dagger
Name: Darkling
Indestructable, blue grey blade
I.Q. 11, Alignment: Diabolic
Damage: 4-24
Abilities: Clerical, Healing touch (2-12), Remove curse 56% (does not apply to itself), turn the dead 55%, animate/command 2-12 dead 64%.
Spells: 6th level strength-
Cloud of Smoke, Fire Ball, Firey Touch, and Circle of Flame.
(SEE the Palladium RPG page 137 for details about



rune weapons).
Cursed: The dagger continually begs Lin to use it. 61% likelihood of using the blade when angry, or seriously injured or in extreme danger.

There is a 31% chance of Lin going into a death/berserker rage, committing atrocities and acts of cruelty (controlled by the dagger) each time it is drawn. The rage lasts for 3-12 melees (roll three 4-sided dice) or until he is slain or rendered unconscious.

Additional Equipment: Dark cape, quality leather gloves, boots, back pack, 3 small sacks, blank note book, chalk and pen and ink. In a pouch, with mystic symbols inscribed, are the 1200 in northern gold (6 coins). In a secret pocket in the right pant leg is another 400 gold (four 100 gold pieces).

Skills of Note: Scale Walls 65%, Prowl 62%, Pick Pockets 40%, Use Poison 55%, Recog. Poison 55%, Recog. Weapon Quality 60%, Disguise 48/18%, Swim 80%, W.P. Knives, W.P. Pole Arms, W.P. Blunt, W.P. Small Shield. Speaks and Reads Elven 100%, Speaks Southern, Wolfen, and Goblin 85%. Magic Studies, Study Symbols and Circles 45% to recognize.

Magic Abilities: Can cast 3 spells daily - (in addition to those of the rune dagger), Spells: Decipher Magic, Globe of Day Light, Tongues, Sense Magic, Cloud of Slumber, Fly, Chameleon and Carpet of Adhesion.

Attributes: I.Q. 12, P.P. 20, M.E. 9, P.E. 12, M.A. 11, P.B. 24, P.S. 12, Spd. 10.

Personality: Melancholy, quiet but forceful, arrogant, feels superior to all other races, trusts no-one, ruthless (but not cruel), very alert, sees everything. All of this is reflected in his dark ominous eyes and cool manner.

NOTE: Although he is an assassin he is a man of honor and will not back-stab, betray or desert the group unless they first betray him. He will destroy anyone who tries to prevent his acquisition of the Death-Song Tome. If the book should be destroyed Lin will have no reason to return to the north and may join the group as a regular member (game master's discretion.)

Grizzle-Bok the Wolfen

Grizzle-Bok is an imposing figure of muscle and teeth that towers nearly nine feet tall. He will identify himself as a ranger under the employ of the Wolfen Imperial Army on special assignment. Among his own people he is a respected fighter and huntsman. He is suspicious of all non-wolfen, having been the target of ignorance and prejudice throughout this assignment. This has made him extremely bitter and intolerant toward humans in particular. (**Remember**, wolfen are extremely rare in these parts and honestly believed to be cruel monsters who partake in the torturing of children and eating of human flesh. Consequently, Grizzle-Bok has been attacked on sight and treated with disgust, cruelty and treachery just because he is a wolfen).

Like Lin, he is a man of his word and will not betray, attack or desert the group unless they first betray him. However, he has little respect for humans or those who ally themselves with them. Thus, Grizzle-Bok aggravatingly points out their every blunder, mumbles loudly to himself about their stupidity and is likely to cheat and steal from the group until they have won his respect (as intelligent, compassionate people not as fighters). **NOTE:** After the adventure Grizzle-Bok is likely to leave the group (86% chance) returning to the north.

GRIZZLE-BOK (true name)
Wolfen, age: 24
4th level Ranger
Alignment: Unprincipled
Hit Points: 28
Armour: Chain mail, A.R. 13, S.D.C. 42
Attacks Per Melee: 2 hand to hand
Bonuses: +2 to damage, +1 to strike, +1 to parry and dodge (hand to hand and attribute bonuses included).
Weapons: Large throwing axe 1-8 damage, large spear 2-12 damage, broad sword 1-8 damage, and 3 knives 1-6 damage each, small iron shield (large by human standards).
Additional Equipment: Back pack, 2 torches, Bedroll, 8lbs of jerked beef, 100ft rope, 6 iron spikes, leather boots and gloves, chalk, and a prayer book to Hiem the Huntress and Algor the giant God (written in wolfen).
Skills of Note: Identify Tracks 54/56%, Track 62/27%, Identify Plants/fruits 54/56%, Prowl 40%, Trap/skin small animals 64/68%, W.P. Throwing Axe, W.P. Large Sword, W.P. Small Shield; Speaks Wolfen and Eastern 100%, Speaks Goblin and Southern 75%, and Recog. Poison 40%.
Attributes: I.Q. 14, M.E. 10, M.A. 8, P.S. 17, P.P. 13, P.E. 13, P.B. 11, Spd. 23.
Personality: The son of a soldier, he is fairly well disciplined though a head strong, tough guy, impudent, self-reliant, self-confident and extremely bitter toward humans. Can be a loyal and trustworthy friend.

THE HIDDEN TEMPLE SCENARIO

The elf Lin has an old map which shows the location of the Temple of Amon. The general location is whatever area the game master selects. The specific location must be out in the wilderness. A small door size opening, half buried by dirt and grass in the side of a mound or small hill is the only entrance. A cracked but firmly buried stone slab covers the entrance. One hour of digging will uncover it enough to be opened. NOTE: Goblin sized characters can squeeze through the crack. A dark, damp narrow **stairway** carved from

earth and clay descends approximately 25ft, opening into a . . .

1.) 15 X 10 Chamber; empty except for dirt, moss and bugs. The only tracks are those of a pair of weasels who have adopted this place as their home and several pair of goblin prints. **NOTE:** This chamber and ALL the following rooms/halls are pitch black. Torches are needed to see.

2.) Pit trap: Open pit 5ft wide, 15ft long, 30ft deep; there is no ledge. Unless characters have night vision or torches someone is likely to tumble into the pit. The fall does 2-12 damage with a 50% chance of being knocked out for 1-6 minutes. On the bottom of the pit lay several old and recent skeletons (mostly goblin, a few dwarf) along with a few small arrows. **(G.M. NOTE:** goblins live just beyond the pit and their favorite ploy is to force people into the pit and shoot them with arrows). On the opposite end of the pit are two sturdy 20ft long by 1ft wide planks (used by the goblins to cross the pit). Characters can cross the pit by climbing down then up but need rope; or one individual can span the pit and get the planks, or a variety of other similar methods. **NOTE:** Grizzle-Bok can probably leap the 15ft chasm, 62% chance of success.

Once across the pit the hall continues for five feet and opens up to reveal a larger area with two 15 X 10ft. rooms. **The Goblins Lair.**

3.) 15 X 10 foot room littered with rags and straw. Goblins live here . . .

3 females 12 hit points each, attack with club and dagger.

2 males: Kra, 16 hit points, no armour, short sword 1-6 damage, +2 to str/p/d.

Tilu, 14 hit points, no armour, knife and club do 1-6 damage each.

All are evil - all have one attack per melee.

Equipment: 13 gold, 37 silver, smoked rabbit, 10lbs of flour, 11lbs of grain, one gallon of poor wine and 2 gallons of water.

4.) 15 X 10ft room, cleaner, with a small wood table and six wooden stools, eight bed rolls.

Four male goblins are here:

Tra: 18 hit points, sh. sword and sh. bow do 1-6 damage each; +2 to strike/parry/dodge.

Grint: 16 hit points, sh. sword and sh. bow +1 to strike/parry/dodge.

Miil: 12 hit points, mace 1-8 damage, sh. bow +3 to strike/parry/dodge.

Larr: 15 hit points, sabre and sh. bow, +2 to strike/parry/dodge.

All are evil, all have one hand to hand attack or 2 attacks per melee with short bow; all have 20 gold each.

NOTE: None of the goblins will attack the group if they outnumber them or look too powerful. In this case the goblins will lock themselves in their rooms. They rarely venture much deeper into the temple.

Treasure: One bastard sword, one suit of chain mail (wolfen), 10 gallon keg of beer, 2 pints of good wine, 103 gold coins.

5.) Southern Passageways (N1 is Northern Passages)

The passage runs South-easternly. The walls are painted in bright luminous reds, yellow, and black depicting scenes of hell, torture, torment, crucifiction and all sorts of pain and ugliness. These grotesque scenes are sporadically interrupted by large painted mystic symbols of death, hate and suffering.

6.) Annex of the Gods: the walls of this section depicts the gods of light and gods of darkness engaged in battle.

7.) Chamber of Shadows: 35 X 15ft room with two iron doors in the west wall, one in the east wall. A sense magic will indicate great magic. All doors are unlocked.

Inside, the room is dimly lit by an unknown source. The walls and ceilings are painted in gold, red, black and ocher depicting an array of twisted silhouetted figures. Seven featureless statues writhe, stretching to the ceiling. Each is smooth, carved from marble, ebon, or cast from iron, and stand 12ft high (the ceiling is 15ft high). The room is littered with rags, debris, and the skeletal remains of at least five individuals (all died long ago). No valuables are present.

On closer inspection the characters will notice odd shadows of humanoid figures moving as if they had a life of their own. These are the tormented spirits of nearly two dozen ghosts forever trapped in this accursed room. **Anyone who dies in this room has his spirit forever trapped in it.** If characters linger inside the room for more than a minute or two a chorus of sobs and moans will fill the air. "We are the shadows of men lost to greed, slain by ambition. Lost, lost are we. Help us. Free us of our torment. You must help us for we are not all evil men" (true, some are of good alignment). At this point the statues will begin to tremble and small objects rise into the air. The plea for help is again repeated. The ghosts will ignore any questions and only repeat their cry for help (NOTE: there is no way to help these poor spirits). Then the voices will become louder and clearly agitated, the shadows darting about at a much quicker pace. Suddenly there will be silence broken by these words of anger; "You are the living, you have no cares for the dead. Your thoughts are of life and the dreaded tome! Your very presence offends us, begone! BEGONE!!!". With this all the small objects (dirt, rags, sticks, rocks, bones, etc.) floating in the air will be hurled at anyone in the room or doorway amidst a terrible din of shrieks. The objects do one point of damage per each hit.

Variation: If a priest of light is present, especially a priest of Isis, Thoth or Osiris, the assault is much more violent and deadly for the priest(s). "Oh priest of light," the ghosts will bellow, "scourge of darkness and the Hidden One, it is because of your god(s) that we are damned! Your refusal to free us (the priest can't, even if he wished to) has sealed your doom! DIE! and become one of us!!!". As mentioned previously all manner of debris are hurled, but this time the priest is the main target and the attack much more intense doing 1-4 points of damage for each strike (heavier objects are hurled, such as old rusty dagger, pots, pans, etc.).

It is important to note that the ghosts cannot leave the room so to escape attack all one must do is flee the chamber of shadows. The attack itself is the result of a limited telekinetic assault in which objects weighing under 3lbs are thrown about. Unfortunately, the ghosts caterwauling will alert any other creatures within a 120ft radius that intruders are in the area.

8.) The Pool of Blood: 10 X 15 X 6ft (deep). The pool seems to be filled with real blood, presumably elven, dwarven or human. an inscription written in both elven and dwarven reads: "The blood of my enemies I shall spill; I drink their blood and laugh."

If a character drinks even a few sips of the blood it will completely **heal** all his/her wounds instantly (does not cure insanity or curses) but also temporarily **changes** his/her alignment.

Roll on the following tables:

Good or Selfish Alignments change to . . .
1-60 Miscreant
61-85 Diabolic
86-00 Abberant

Evil Alignments change to . . .
1-60 Scrupulous
61-75 Unprincipled
76-00 Principled

The effects are usually temporary, lasting 24 hours (if an exceptionally large amount of blood was drank the effects last 72 hours), but take place instantly. There is also an 11% chance that the change is permanent. Those who drink will no longer feel any commaraderie toward their team mates and may steal, cheat, betray or even kill them.

9.) The Three Statues: Near the pool of blood are three

large statues . . .
Anubis: 12ft tall, carved of ebony.
Anhur: 12ft tall, carved of marble.
Bes (the dwarf): 6ft tall, carved of stone

Each is extremely life-like, weigh over a ton and are not magic or worth anything other than as religious icons.

10.) Shrine of Anhur: 20 X 15ft room.

The door is an iron double door, the interior walls are painted silver and gold. In the North corner are **4 circles**, all but one are missing components and inactive.

Summon (lesser) Demons
Summon Faeries
Protection from Demons
Protection from Faeries (still active; open so anyone can use it).

A 5ft long **marble altar** rests against the east wall. Atop the alter is a gold **statue of Set** (10 inches tall, 10lbs, worth 3000 gold or 10,000 gold as a religious relic). The statue is in a circle of protection from good; which means no one of a good alignment can penetrate the circle to touch the statue. On the statue's base is a **ward** of permanence and blind. This means every time anyone touches the statue they must roll to save vs. ward or become temporarily blind. Saving Throw: 15 or higher; Duration: 10-40 hours.

Behind the altar is a secret door that opens to a maze-like passage (which eventually leads to the Death-Song Tome). An inscription on the floor written in elven, southern and western reads: "Enter the place of your death."

11.) The Secret Passage runs east with passages branching off to the north and south. The walls are plain, the floor dusty and damp.

Three Giant Cave Spiders roam these passages (G.M.'s use your discretion as to when one is encountered). The spiders are extremely hostile as they are half starved.)
Spider #1) 20 hit points; #2) 20 hit points; #3) 23 hit points. See Palladium R.P.G., page 243 for description.

12.) Cave Spider's Nest: This south-westernly passage ends in a large spider web which covers the south end and an iron **door** in the east wall. **3 skeletons,** one human and two goblin, dangle from the web. A very large giant cave spider roosts near the ceiling waiting to drop upon anyone who gets caught in her web. Hit points 26. A cocoon of **20 eggs are attached to the wall near the door. The spider MUST** be slain to get to the door.

Although the cloth and leather armour on the skeletons are deteriorated beyond use the following are still good: 3 daggers, one broad sword, **23** gold pieces.

13.) Inside this **dead-end room** is a pouch of 50 gold, 2 short swords, a rusty battle axe head, rags, crushed and splintered bones and blood stains old and new smeared over the entire floor, parts of the wall, and if one is observant, the ceiling. This 5 by 10ft room is a dwarven trap, 50lbs or more triggers the pressure sensitive floor causing the heavy stone ceiling to suddenly smash down to the floor pummeling everyone in the room. Characters in plate or splint armour are somewhat protected; their armour taking half of the total damage, all others take the full **6-60** damage (roll six 10-sided dice).

Saving Throw: All characters get one chance to dodge, leap, or scramble out of the room; a roll of 12 or higher is successful. Men of arms get to roll a second time if their first roll is unsuccessful. There is no saving throw for any inanimate objects that may have been dropped and no time to retrieve them; they're crushed.

14.) The hall branches off to the north and seems to dead end about 25 feet down. This is another trap activated by the weight of 50lbs or more, causing a 5X5 foot section of the floor to drop open, dumping its victims into a 20ft deep pit whose floor is lined with old, rust corroded spikes. Falling on the spikes does 4-24+10 damage with a 40% chance of serious infection without the healing touch of the clergy or a healer. NOTE: Rangers, thieves, and assassins automatically have a 37% chance of spotting the trap for a discerning eye will notice that this section of the floor has sunken slightly over the years. Characters using their locate secret compartments skill may also make the discovery if they roll successfully.

In the pit are the dozen or so skeletons of the less fortunate along with rotted cloth, rusted worthless weapons and 67 gold scattered in the decay. The floor will automatically close in 6 melees; only someone from above can open it again.

The hall really does stop five feet beyond the pit trap.

15.) The corridor again turns North ending in an **iron door.** Opening the door will reveal a 15ft long extension of the hallway ending in yet another iron door. Near the second door are two, three foot tall mounds of rags encircled by 5 skulls each. Close inspection of the floor will reveal some splattering of dried blood especially around the skulls. A jug of stale water is hidden behind one mound and a five gallon jug of wine (nearly depleted) protrudes from behind the other.

A quick scan of the area will only uncover two large, three inch, spiders roosting on the ceiling above the second door. Probing the piles of rags will unearth a ruby worth 500 gold, 200 gold coins and a vial wrapped in rags (potion of flight) under one; and 300 gold coins, 72 silver, a clerical scroll of turn self to mist, a wizard scroll of sense traps (both equal to a 4th level spell) and an unopened pint of good ale under the other.

Defiling the two mounds will only invoke the wrath of the two bogies disguised as spiders. Summoned 300 years ago (remember the circles in room 10) as guards they have made their home in this wonderfully dreadful catacomb. These mounds and items are their homes and possessions.

They will first attack with spells but will NOT fight to the death. If the battle goes against them or the group is too large, the bogies will flee, hunting them down shortly later and attack them one by one from behind. The only way to avoid their revenge is to put everything back and leave a heap of gold coins (50 or more each) and/or liquor.

The Bogies

Trreeberr 26 Hit Points
Cahblee 42 Hit Points
Both are miscreant, cruel and vindictive; see the Palladium R.P.G., pg. 229 for exact description and powers.

Beyond the second iron door the hall continues, turns back west and branches off to the north.

16.) A small section of this corridor has its walls marked with **wards.** Four dwarven and two kobold skeletons lay on the floor as testimony to the wards' effectiveness. However, the wards have been triggered years ago and are nothing more than harmless symbols. The bogies have looted the bodies.

There is a 40% chance of encountering a giant cave spider in search of dinner; 16 hit points.

17.) The corridor turns east and then south ending in an **iron door** that can be bolted from the outside. Beyond the door the carved walls stop, opening into a large natural cave of some kind; the walls are rough and the ceiling tall. If the players do not leave someone to guard the door there is a 30% chance that mischievous bogies will bolt the door behind them. They will definitely lock the group in if they have dared to cross them. The door has an S.D.C. of 300.

Inside, the cave stretches to the southeast and channels out into a long, narrow natural tunnel. Fragments of bones litter the cave especially near the mouth of the tunnel. Noise or entering the tunnel will alert its occupants.

18.) The tunnel is about 9ft wide and 8ft tall and stinks of decay and bile. This is the lair of the Serpent Beast a strange, hideous monster with the body of a serpent, four stubby legs and an ugly, human head and measuring



a full 24ft long from head to tail. A rare and loathsome creature from another age, it is an evil animal predator near starvation. It will attack and slay everyone it can and afterward drag them back into the cave tunnel to be eaten.

The Serpent Beast

Alignment: animal, extremely hostile

Hit Points: 110

Attacks Per Melee: 2 bites doing 1-8 damage each time while injecting a poison that does an additional 2-12 damage and causes high fever almost immediately (1-6 melees). Victims of the poison are -3 to strike, parry and dodge for the next 16 hours. Saving Throw: a 10 or higher vs. poison; roll to save from poison damage and/or affects from each bite.

Bonuses: +1 to strike, +2 to save vs. magic.

The serpent's treasure horde are actually items dragged here by the bogies because they thought it would be safest here. 500 gold in coin, wizard scrolls of tongue, swim as a fish and fire ball, clerical scroll of healing (2-12 hit points) and expel demons (8th level) all but the last are equal to 3rd level spells. There are also 4 short swords, 2 silver daggers, 8 normal daggers, 1 mace, and a throwing axe.

19.) Back tracking to the west and down another northern corridor. . . the hall ends in a single iron door. Inside is a 15X10 foot room with another door connecting back with the northern corridor. Three life-like statues of gurgoyles line the wall facing the doors. Closer inspection will reveal that the last one is not stone at all but the genuine article. It will attack any small group without hesitation and always from behind as the last member exits the door.

The Gurgoyle

Alignment: Diabolic, Natural A.R. 12

Hit Points: 55

3 attacks per melee.

See sub-demons in the Palladium R.P.G., pg. 173.

The victim of the bogies, the creature's only valuable is his spear.

20.) The north bound corridor turns west and then north again. At each junction is a closed metal door. The last door opens into a 20ft tall, 20X50ft chamber. The construction of this and the subsequent chambers are different, better sculpted than the human sections. It also appears to be much older than the previous rooms.

Eight terribly life-like stone statues of giant warriors, weapons drawn, and battle ready line the chamber. What appears to be dried blood stains their weapons and floor near their feet. Fortunately, these are harmless statues of eight titans, the blood is the result of the bogie's mischief, to scare the unsuspecting.

The chamber ends in two huge bronze plated doors corroded to worthlessness.

21.) The room of bones is a T-like, shaped chamber with eight stone coffins at its cross section. The floor is covered with the bones (one foot deep) of those who have died here, both human and non-human. The crunch and clatter when walking on them makes prowling impossible. Anyone running through this chamber has a 32% chance of stumbling over the bones; roll twice.

The Coffins

A.) The lid lays at the side of the coffin, its insides charred and black from fire with ashes that are all that remains of its contents.

B.) The lid is on tight and requires a combined strength of 19 to lift it off. Inside is a mummy that will only attack if its sleep is distrubed (like by removing its lid). It will first rise from the coffin and begin to remove the lids from the other coffins to awaken the other mummies who still sleep. While he is doing this he will ignore all attacks. The mummies, however, will attack immediately.

The mummy has 42 hit points, P.S. 19 (+4 to damage), +2 on all saving throws vs. magic. See the Palladium R.P.G., pg. 233 for other abilities. NOTE: only magic can stop or destroy them.

C.) Lid is on tight, but appears to have been previously removed and replaced. The mummy has 40 hit points.

D.) Lid is loose and blood splattered. This mummy has 47 hit points.

E.) Lid is on tight. This mummy has 34 hit points.

F.) Lid is on tight. This mummy has only 28 hit points.

G.) Lid is on tight. This mummy has 32 hit points.

None of the mummies have any valuables on them, nor are there any valuables hidden in their coffins.

H.) This coffin is identical to the others but it is sealed with a thick crust of wax, two to four inches thick (it is not a sorcerer's seal) and bound with spikes and chains to hold the lid tight. Atop the lid is a ward of mystic drain and permanence both carved from bone. The wards affect only the coffin and its occupant, a **spectre.** The wards and chains hold him prisoner, but he can still telepathically plead to be released. It will lie, promising gold, magic or information to the people who free him. If he is released there is a 50% chance that he will slay his benefactors; otherwise he will simply run out the way that they came in shouting his thanks. Anyone who tries to stop him will be incapacitated and probably slain. There are no valuables in the coffin or on the spectre nor does he know of the location of any.

The Spectre

Alignment: Miscreant

Natural A.R.: 14

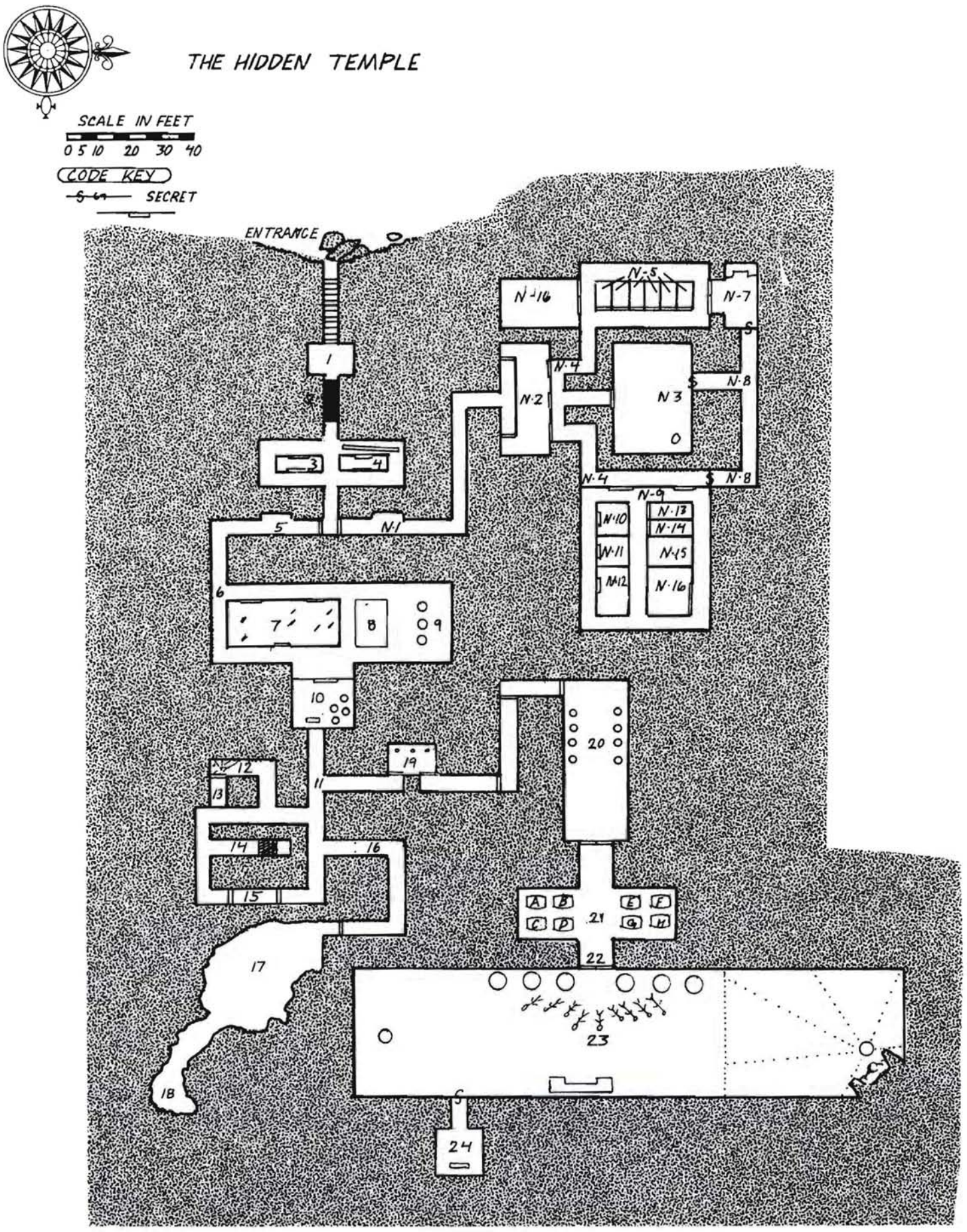
Hit Points: 31

Two psionic attacks, 90 I.S.P.

Has all psionic abilities level one through three. See the Palladium R.P.G., page 232.

22.) These are large **double doors** spanning 10ft across and 12ft tall. They too are sheeted in bronze that has been damaged beyond repair by the ravages of age. Even so a thickly carved relief of night devouring day

THE HIDDEN TEMPLE



can still be seen etched in both doors. The symbol is often associated with Amon the Hidden One. The doors are locked and rusted tight and cannot be picked. The characters will be forced to use force to gain entry. If the lock is the target of the assault it will give way after taking 120 points of damage. The doors themselves are thick and strong and will sustain 600 points of damage before they will yield.

23.) The **chamber** is terribly musty, dust covered and filled with cobwebs. The chamber's dimensions are 140ft by 40ft and the ceiling is 24ft tall. Standing in the doorway looking right and left will reveal three ominous, giant, 18ft tall, stone statues on either side (that's six in all). Closer inspection shows that each is extremely crude and oddly carved looking more like they were molded from clay or wax rather than the chisel of a sculptor. All of them are smooth and featureless except for two eyes of onyx (worth 150 gold each) and a faded spot on the forehead. All were originally intended to be stone golems, fortunately for the players, only the two middle ones are real "live" golems. The group is luckier still because both have suffered severe damage from a previous encounter centuries ago and have never been repaired. The two will remain motionless until commanded into action by the skeleton-thing.

The Golems

Two attacks per melee; hands or feet do 2-12 damage +10; they are +3 to parry and dodge, +2 vs. magic. See the Palladium R.P.G. for additional magic resistance and powers, page 90. Hit Points: #1. 19, #2. 33.

Directly across from the double doors, near the East wall is a large **stone altar**, 25ft long, with definite signs of human sacrifice.

Scattered between the door and the altar are hundreds of bones littering the floor. Atop these are the **Skeletal remains** of nine humans, bones whole, and wearing tattered rags or what might have been leather armour. A closer look (within six feet) will find a broad sword laying at its side, inspection of the others will reveal that they all have a broad sword at their sides.

Near the middle of the south wall is an **inactive circle of summon demons.**

However, the wierdest sight is the giant **skeleton-thing** in the northeast corner. A huge humanoid creature sits upon a giant throne that appears to have been carved from the very walls. The creature's skin is dried and much of it has cracked and crumbled away. Even still it is clearly reptilian and not of this world. It is dressed in red silks faded pink.

A large **circle of death** is inscribed in front of the beast and his throne. A permanence ward is affixed in its center and any sense magic will confirm that it is still active. Laying in the circle are dozens of dead insects that have fallen victim to the circle; and one must assume many of the bones are the bones of its victims as well. The circle has a radius of 40ft which means that the creature upon the throne is within protective confines. Every living creature that steps within its area of affect (indicated by the dotted line on the map) must make a saving throw vs. circle magic. A failed roll means that person will take **5-20 damage** each melee he is in the circle's area of affect (Roll five 4-sided dice). A person must roll a saving throw each time he enters the area of affect. Characters who make successful saving throws are not affected and can move around freely without damage. Saving Throw: 15 or higher (the circle was drawn by a 5th level summoner). NOTE: Even the golems and skeletons will take damage from the circle unless it saves vs. magic. The circle can't be erased or destroyed because of the permanence ward. The area effect nature of the circle means that even characters flying into its radius will take damage.

When it feels a sufficient number of people have been lured into the room, the skeleton thing's empty eye sockets will suddenly glow red with an eerie life. Its head will turn toward the intruders with a smile spreading across its face revealing a toothy smile of fangs. Then and only then will it speak, having ignored any previous questions directed to it. "Why have you invaded my home?" Ignoring any response, truthful or otherwise it will say "Now you must suffer for your crimes. Lay down your arms and all of your possessions and you may leave with your lives." Any argument or pleas will fall upon deaf ears. If they do strip down leaving everything, but their clothes, they will be allowed to leave unharmed. Should any one character refuse, attack or run away he will doom them all, initiating combat.

Immediately the two golems will be commanded to "destroy the intruders" and the nine skeletons will suddenly spring to life with murderous intent. If the skeletons' swords have been removed it will use a bone as a club (does 1-6 damage). Once battle has begun it will continue until one side or the other is destroyed (or escapes).

The Skeletons

Hit Points: 40 each, one attack per melee, weapons vary: broad sword or club. Slow: Spd. 6, See: Palladium R.P.G; animate/control dead, page 66.

NOTE: If the golems are incapacitated the skeleton-thing will begin to create more skeletons from the bones on the floor at a rate of one every four melees.

The Skeleton-Thing (16ft tall)

Alignment: Anarchist

Hit Points: 170

Speaks all languages

Impervious to all magic; even lightning and elemental magic is dispelled. Regenerates: 25 hit points every 20 hours. Able to create new skeletons at a rate of one per every four melees. Can also animate dead comrades of the group to fight against them. Only physical blows can do damage to it. Fire, cold, magic, psionics, are all totally ineffective.

However, the thing itself is immobile, unable to lift even a finger in its own defense. The power of this creature is to control and animate the dead/skeletons and the golems. Only its head and mouth can move, thus it can do nothing more than threaten any attackers pounding it into rubble. When it has been completely destroyed the skeletons will fall lifeless as will the golems.

Of course the circle of death provides awesome protection unless the person saves against its magic. Remember, even persons flying over the circle must save against its withering effect. Saving throw: 15 or higher.

The Throne

The throne is huge, 13ft wide by 16ft high (6ft to the top of the armrests), carved straight out of the rock of the walls. It is covered in runic symbols of silver. If anyone in the group can read runes there is an inscription that reads; "So sits a disciple of darkness and protector of its secrets. None shall defile the temple of Amon nor learn her secrets. These who defy he who sits upon the throne of power shall be layed in Anubis' hands (the god of death). Be warned, that if destroyed another will take his place". The inscription is followed by the symbols of eternity, darkness, and magic forces, as well as several ancient, unknown rune symbols.

The Powers of the Throne

Once the skeleton-thing is destroyed anyone sitting or climbing onto the throne will become enslaved by it and must somehow be forcibly removed or permanently become the new protector. Instantly, the enchanted person will take his/her place as the protector (NO saving throw!). Old friends and allies are automatically enemies to be destroyed. Again the golems and skele-



tons rise to life to continue the battle. The person is the life essence that sparks the chair's magic and even if killed his body will remain until it is destroyed like the skeleton-thing; 170 hit points. If the person is left there he will not eat or drink and will die within 60 days, but his corpse will remain to command his legion of the dead, even if there are no valuables to protect. The **abilities bestowed** to the throne's occupant include:
- Invulnerability to magic; all magic is negated so even a fireball or lightning bolt can't be used against the person.
- Invulnerability to fire and cold.
- Impervious to psionics.
- Hit Points 170
- Affected only by physical attacks.
- Animate and control up to 12 dead.
- Re-form bones into skeletons at a rate of one per every four melees.
- Commands the two golems (unless destroyed).
- The body with regenerate at a rate of 25 hit points per day. If completely destroyed it will regenerate, returning to life only when all of its 170 hit points are restored.

NOTE: When under the throne's influence the person loses his entire identity and cannot use any natural abilities or powers that he may have possessed before enslavement.

24.) There are no valuables in the large chamber other than the nine broad swords used by the skeletons. However, a thorough inspection of the East wall will reveal a secret door. The door opens to the short corridor that's 10ft wide and 20ft long opening into a larger room 20ft by 30ft.

This room is the true temple shrine of Amon, the Hidden One. The room is dust laden and filled with cob-webs. Against the far wall is a small altar. Wiping the dust away will show it to be carved from jade (150lbs, worth 4000 gold). Atop the altar is a dusty bronze tabernacle that has been corroded badly with age. Opening the tabernacle (which splits down the center will reveal the **Death-Song Tome.** The tome is opened to a section on magic. Blowing the light film of dust away will enable the characters to read the spell incantations for blind and create bread and milk. **G.M. Note:** If the character(s) takes the time to write down the incantations it can be studied (if a wizard) and used as a spell or sold repeatedly for as much as 10,000 gold for blind and 5000 for the bread milk. However, if the book is touched, closed or picked up the entire book will crumble to dust, for the Death-Song Tome has been setting here for hundreds of years becoming brittle and decayed.

So ends a difficult and deadly quest for that illusive knowledge called magic. However, the quest has not been entirely in vain, for under the dust and rags in another corner of the room are other, better preserved treasures:
- 1000 in gold coins and 350 in silver.
- 2 dwarven battle axes, +2 to damage.
- One silver sacrificial knife.
- 7 wizard scrolls preserved from deterioration by the silver rune symbol of magic forces which will forever preserve the paper. Fly as an Eagle; Mesmerism; Weightlessness; Sense Magic; Magic Net; Call Lightning; Swim as Fish. 3 clerical scrolls; Immobilize; Fire Ball; Stone Wall.

The Northern Corridor

Before the maze area and all the rest of the places accessible from the southern corridor, there was also a door that led to a S-like corridor running to the north. This is what was once the priests' living area. The whole area appears to be less dusty than the other section and free of cob-webs, indicating that it is inhabited.

N-1) The snaking S-corridor that leads to a T-shaped intersection. At either end of the T is an iron door. Both lead into the next room.

N-2) This is an odd shaped **vestibule** with three doors in the north wall. The first is a silver plated door with the symbol of evil, the middle door is iron with the symbol of duality and the last is a decaying wooden door painted red and has the symbol of the scorpion (betrayal) painted on it. Each is a symbol of Amon, the Hidden One; each opens into the same hallway.

N-3) The center door also faces a 30ft corridor that ends at a rotten wood door. Inside is a 25ft by 35ft room with an array of torn and moth eaten old tapestries hanging from the walls. There are three 15ft long tables, one of which has been knocked over. A marble statue of a beautiful woman stands in the Northeast corner (Amon before her disfigurement). A dozen candles are lit on the table in front of the statue,

obviously recently attended. There are no valuables. A secret door can be found in the north wall, which opens to a hallway running west and east (N-8).

N-4) Corridor that circles the priests' and acolytes' rooms. 79% chance of encountering the goblin named Krilo. Krilo has a pair of keys that will open all the doors in the northern section.

Krilo
3rd level thief, Hit Points: 22
Attributes: I.Q. 9, P.P. 20 (+3 to strike/parry/dodge), P.S. 18 (+3 to damage), all others average.
Carries only a dagger; dressed in grey robes. He is a priest of the dark gods of which Amon is one. He will tell the group nothing, even under torture.

N-5) Six rooms, all locked, clean, but empty other than with two or three simple cots, stools, and tables. Goblin size.

N-6) Large iron double door locked, S.D.C. 120; this is the kitchen. A large wood burning stove with exhaust vents rests in the west corner while shelves line the east wall. A variety of badly preserved meats, flour, grains, stale water, and other miscellaneous foods and cooking utensils can be found. A small pot of cold stew is on the stove. 50% chance of encountering Krilo if he hasn't been encountered yet.

N-7) Twin double door with silver inlay designs bar the entrance to this room. The doors are locked but can be opened with one of Krilo's keys or by force, 250 S.D.C. (or lock picking); inside is a small shrine to Amon. The floor is covered with old tattered carpeting and the walls are covered with tattered tapestries from the west. Along the west wall is a small gold shrine (weights 200lbs, worth 40,000 gold) on which a twelve inch tall statue of Amon sits with flowing cape and hooded head (worth 100 gold). The statue is magic and will cause trouble for any follower of the gods of light. -1 on all saving throws. A follower of one of the gods of Taut will be +1 on all saving throws. NOTE: characters of a good alignment or devoted followers of the gods of light are likely to vandalize the shrine but not take the statue or the gold. G.M.'s remember to include the encumbrance factor of the altar if it is taken. Secret door in the East wall opens up to a long narow corridor; N-8.

N-8) This corridor branches off to a secret door in the large statue room, N-3 or can be taken further east ending in a 5ft by 8ft room. There is another secret door in the room's south wall which opens into the main corridor, N-4.

N-9) Two doors open from the corridor N-4 to an area with several rooms. This was originally the priests' studies but it is now occupied by a band of goblins who by coincidence worship the gods of Taut. All the rooms are modestly furnished with crude, handmade furniture.

N-10) Clean, simple furnishings, otherwise empty, nothing of value.

N-11) Four goblins live here; all Diabolic:

Gak: Hit points: 18, 2nd level thief.
Blint: Hit points: 22, 2nd level thief.
Credii: Hit points: 13, 1st level merc.
Meltar: Hit points: 16, 2nd level merc.

All are armed with daggers and a short sword. Valuables consist of a total of 33 gold in coins and a pint of goblin moonshine.

N-12) This room is furnished nicer than the others with a small, battered couch, padded stool, rugs, table, 3 chairs and a lantern. This is the abode of the goblin's leader, Liber the Cobbler. As a cobbler he can naturally polymorph into a frog, toad, rat, mouse or weasel and cast a handful of spells. See the Palladium R.P.G., page 197 for details.

Liber, the Cobbler
Alignment: Miscreant
4th level Thief
Hit Points: 32
Armour: Studded leather, A.R. 12, S.D.C. 38
Weapons: Magic battle axe, returns when thrown, does 2-12 damage; also has two silver daggers.
Attributes: I.Q. 10, P.S. 15, P.P. 17 (+1 to strike/parry/dodge), Spd. 3, all others average.
Possessions: 88 gold and one potion of healing (2-12).

N-13) This is the room of a 1st level **priest of darkness/Amon**; his only spell is paralysis which can be cast twice per day.

Grindle-nose, Hit Points: 11, Diabolic, wears soft leather armour, A.R. 9, S.D.C. 20, P.P. 20, +3 to strike/parry/dodge, all other attributes average. He has 30 gold, a short sword and dagger.

N-14) This is the room of a **2nd level priest of darkness** and his acolyte.

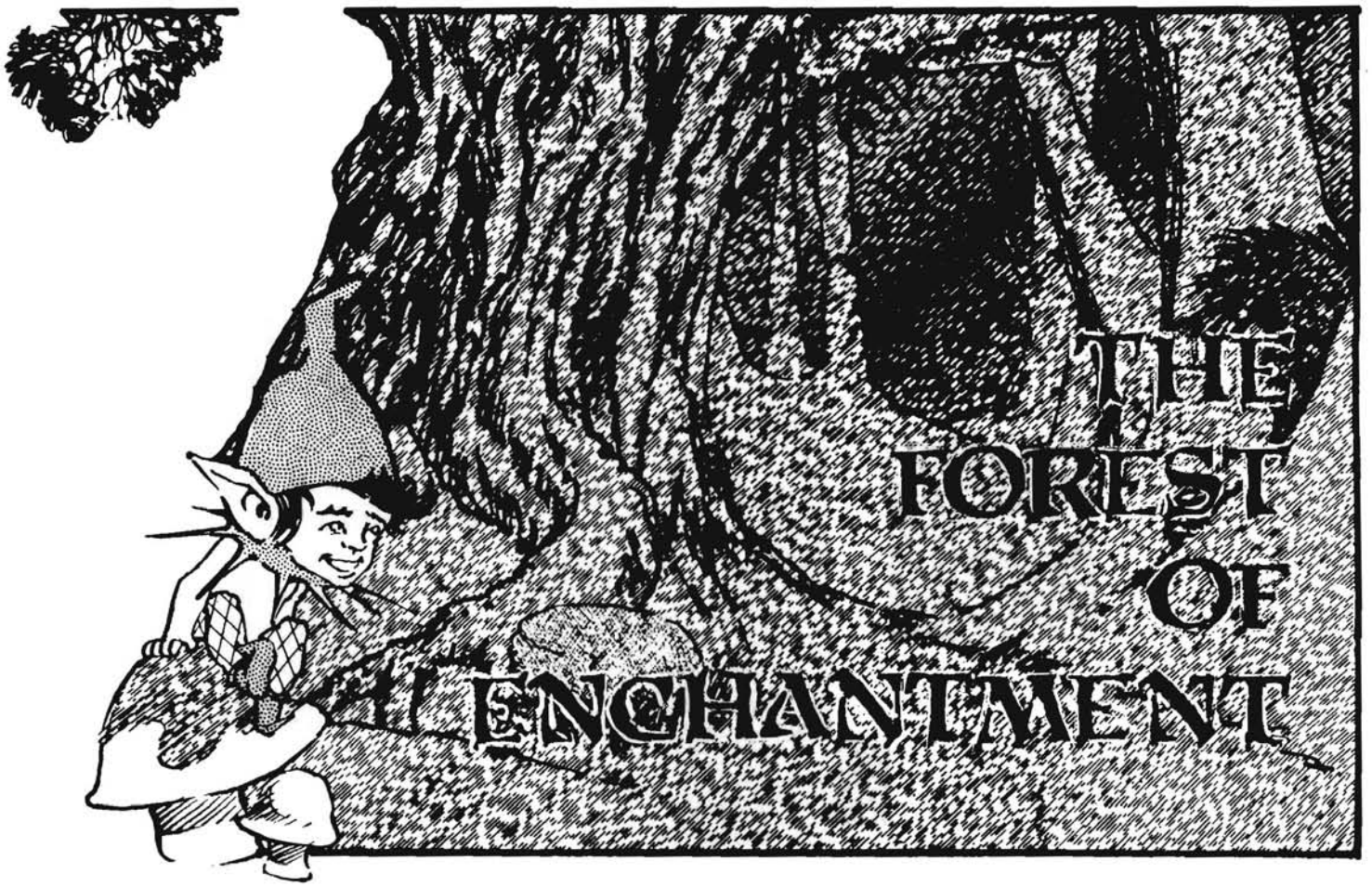
Mintuu (priest) Miscreant, Hit points: 17, spells: 3 daily, cloud of slumber, and wind rush. Attributes are average. Has 21 gold and a pint of goblin moonshine.

Tilla (acolyte) Miscreant, Hit points: 9, no spells, one attack per melee, but is +4 to strike/parry/dodge. Attributes: P.P. 23, all others average.

N-15) Empty except for a cot and an empty jug of goblin moonshine.

N-16) Large room with six goblins in an alcohol induced slumber. A still to make moonshine is in the west end of the room. Total valuables include 3 small spears, two short swords, 8 knives, 27 gold coins, and 4 pint bottles of moonshine. NOTE: The goblins are far too drunk to stand-up let alone engage in combat.





Along the Old Kingdom mountains, west of the Froud Grasslands, is a narrow sparkling river that snakes its way through a beautiful lush forest. At the river's end the forest thins, opening into a sea of wild flowers and fruit bearing plants. A place of natural beauty where the wind runs wild and butterflies dance from blossom to blossom. Man and his humanoid cousins are conspicuously absent from these woods and grasslands. There are no trails, no forts or villages or even a shabby hut, for few mortal creatures traverse the Forest of Enchantment.

Long before the Elven Kingdoms this land has belonged to the faerie folk. Countless are the tales of faerie mischief, weird noises, and murderous trees. So numerous are they that is is said they could blot out the sun if they all took wing at once. Why they have chosen this place for their home is a mystery, but it is a home they guard jealously from the destructive hands of man.

Game Master's Note: Horses and other animals can sense the incredible magic here and will refuse to enter unless forcibly led by the reigns and walked all the way through the area. They will continually whine and balk, bolting away if given the opportunity. Anyone foolish enough to attempt to ride the animal will be thrown to the ground and, in a daze, watch his mount vanish in a cloud of dust. Any animal that runs off will keep running until it is far from the Forest of Enchantment.

This wild fear of the area is not unfounded as horses are a favorite victim of faerie fun. Consequently, there are no wild ponies or horses anywhere near the Forest of Enchantment.

So strong are the emanations of magic that the entire forest and grassland registers as magic. Of course this is revealed only if a psionic or mystic "sense magic" is done. Unfortunately, the specific source(s) of the emanations cannot be pinpointed.

I strongly suggest that game masters review the section on faerie folk in the Palladium R.P.G., pp. 121-131.

The habitats of the Faerie Folk

The Deep Woods

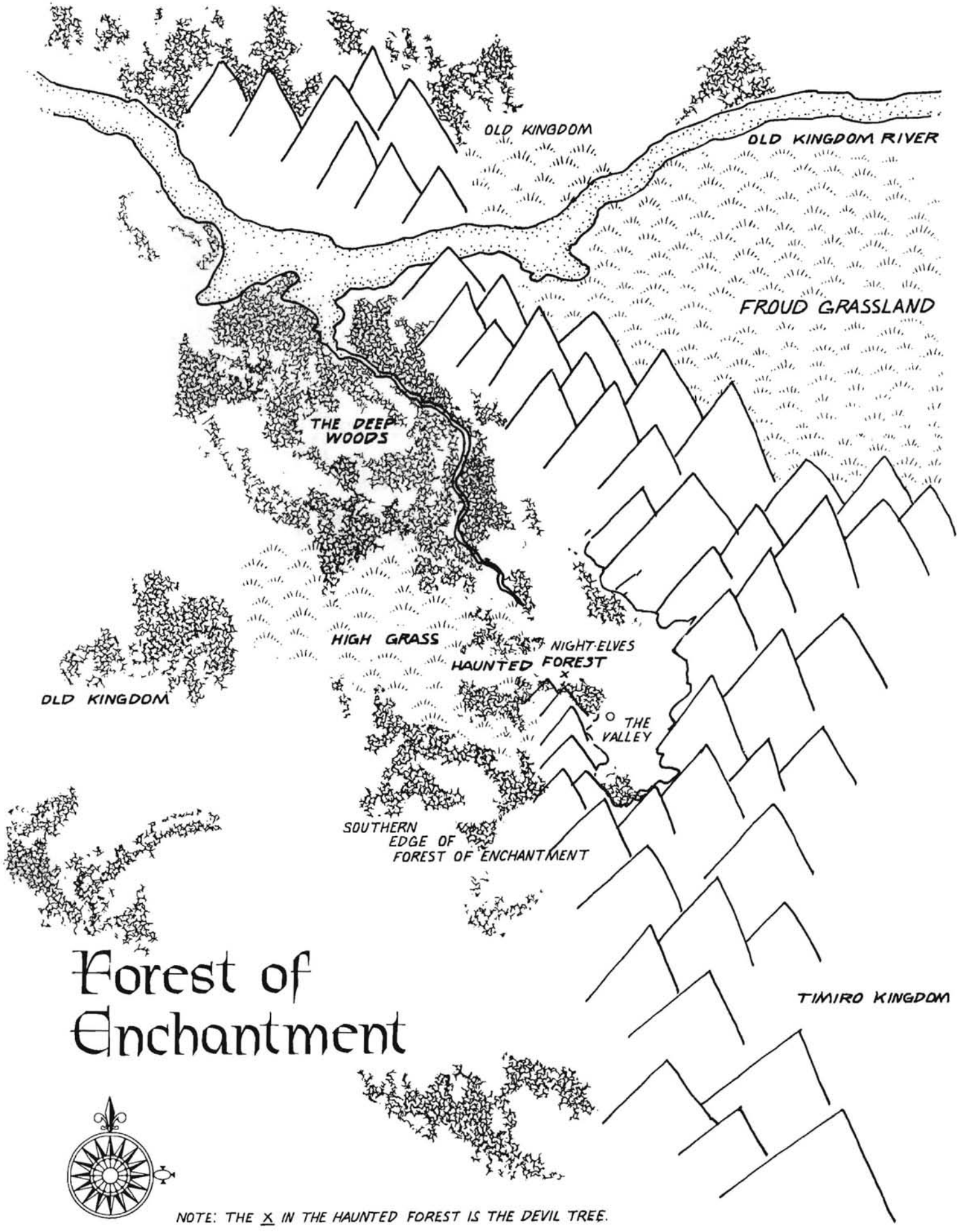
This is the heavily wooded area that runs along the little river. Hidden in its lacy weave of leaf and vine are a host of faeries, sprites and wandering saytrs, all of which will find any interlopers quite fascinating. After all, they get to play with big people oh so rarely.

Deep Woods Encounter Table
(Roll once for every 8 miles of travel)

1-8	1-4 Common faeries
9-14	1-6 Night elves (faeries); potentially hostile
15-22	One hostile toad-stool
23-38	Two Saytrs; timid but curious
39-47	1-4 Tree sprites
48-59	One wandering puck; hostile
60-69	1-4 Water sprites
70-81	2-8 Saytrs, will steal supplies to eat and play with.
82-90	1-6 Greenwood faeries
91-94	One nymph who will not tolerate the mistreating of her forest or forest friends.
95-98	One Unicorn
99-00	One slightly intoxicated, thieving leprechaun

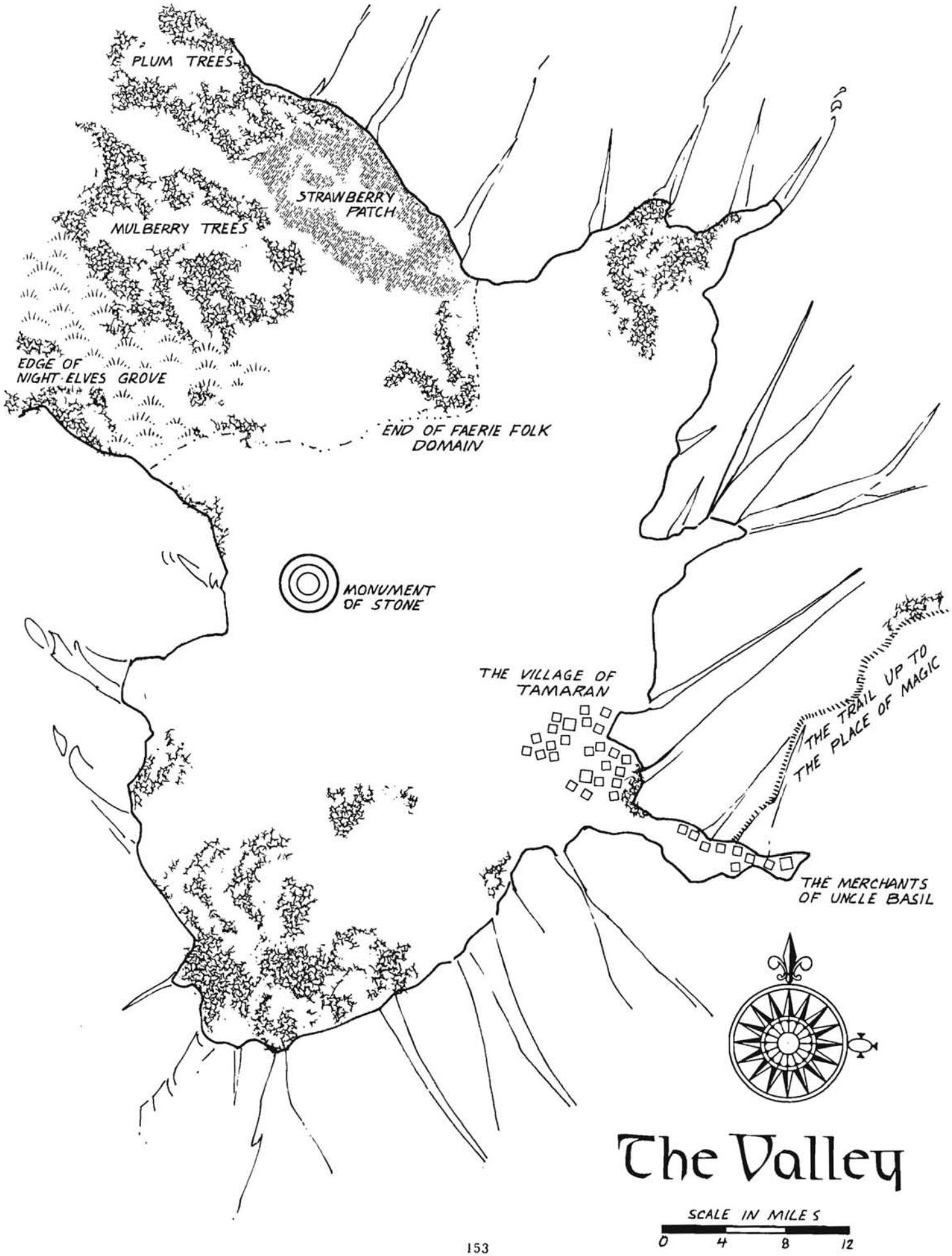
The High Grass

Wind-puff sprites frolic among the wild flowers while brownies abound in the tall grass usually near or amid a berry patch. An occasional pixie can also be found among the tangle of woods, grass and flowers.



Forest of Enchantment

NOTE: THE X IN THE HAUNTED FOREST IS THE DEVIL TREE.


PLUM TREES
STRAWBERRY PATCH
MULBERRY TREES
EDGE OF NIGHT ELVES GROVE
END OF FAERIE FOLK DOMAIN
MONUMENT OF STONE
THE VILLAGE OF TAMARAN
THE TRAIL UP TO THE PLACE OF MAGIC
THE MERCHANTS OF UNCLE BASIL
The Valley
SCALE IN MILES
0 4 8 12

The High Grass Encounter Table
(Roll once for every 6 miles of travel)

1-4	A hostile bogie
5-20	4-24 Brownies
21-32	1-6 Common faeries loking for some fun.
33-50	1-4 Pixies
51-60	2-8 Silverbell faeries
61-70	2-12 Wind-puff sprites on the rampage; let's party.
71-80	1-4 Brownies shy but very curious
81-85	One mischievous pixie looking for trouble.
86-90	One leprechaun who has been dry far too long; alcohol is the first target of theft.
91-95	1-4 Wandering saytr
96-00	A grumpy spriggan just passing through

The Mulberry Trees
(Roll once for every hour one lingers)

1-15	1-4 Brownies
16-20	2-8 Greenwood faeries
21-40	2-12 Pixies
41-60	1-6 Saytrs
61-70	1-4 bogies (hostile)
71-85	2-8 Night-elves faeries
86-00	1-6 Common faeries

There is a 51% chance of a particularly bold and exuberant young pixie, named Tyrod, joining the group of adventurers, whether they want him to or not. No line of logic will dissuade him once his mind is set. If they malign pixies as being ill suited for the rigors of adventure he will tag along to prove otherwise. If they try psychology, agreeing that pixies are great warriors, but that they are unworthy of his companionship he will join them anyway to provide them with his vast expertise.

In reality he has never been on any adventures nor has he ever left the Forest of Enchantment. Like a cocky little kid he will shoot his mouth off at the wrong time, panic under fire, wander off by himself and unintentionally get the group into all kinds of trouble. On the other hand he is well meaning and loyal to his new humanoid friends.

Tyrod: alignment: Anarchist, **Hit Points:** 16, **Attributes:** I.Q. 10, M.E. 5, M.A. 6, P.S. 1, P.P. 17, P.E. 4, P.B. 14, Spd. 13. He is a compulsive story teller, exaggerates everything especially his own importance and is addicted to honey and sweets.

The Plum Trees
(Roll once for every hour one lingers)

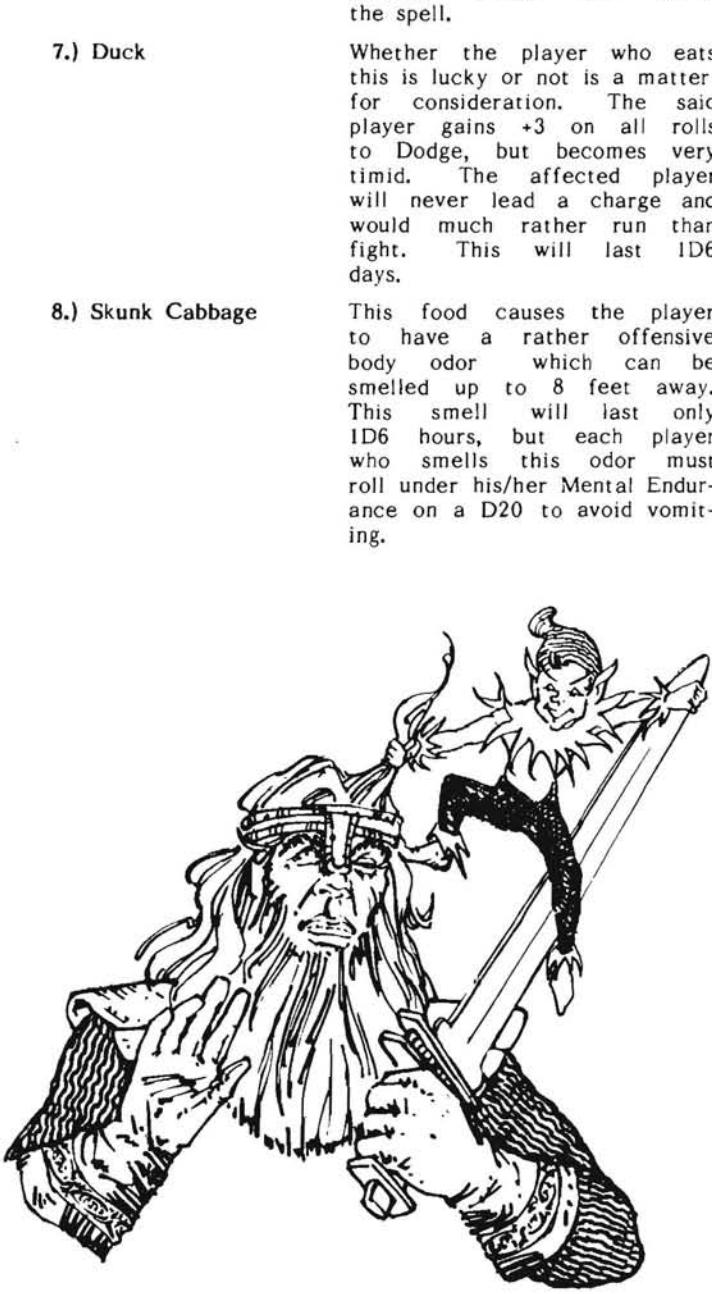
1-30	1-6 Greenwood faeries
31-60	2-16 Tree sprites
61-75	3-18 Greenwood faeries; let's have a parade everybody.
76-00	2-8 Bogies who don't appreciate trespassers.

The Strawberry Patch

Wild strawberries flourish around a small hill ringed with wild daisies and mushrooms. This is much more than a favorite haunt of faeries, but is actually a faerie mound. Any molesting of faeries, the strawberry patch or the hill will invoke the immediate wrath of two hundred angry common faeries. Should characters linger, without invoking the faeries' ire, they will quickly find themselves hip deep with the little buggers. They will try to entice the characters to join them in song and dance . . . the faeries dance. If words fail the faeries will offer a number of special treats all of which will magically intoxicate anyone who partakes of the morsels.

Faerie Food List

1.) Strawberry Tarts	Magical charm equal to a third level magic spell.
2.) Mushroom Tonic	Makes a new man out of you; reduces the drinker to 6 inches tall. Duration: 1-6 hours in addition to a terrible hangover.
3.) Wine	Extreme drunkeness for 2D12 hours. -5 to Strike, Parry and Dodge and -5 from Speed.
4.) Walnut Candy	A random phobia is picked up, lasting 1D6 days.
5.) Almond Candy	The player's skin will take on the look and texture of tree bark, temporarily reducing the player's *Physical* Beauty by 6. The effect lasts 1D8 days. No player can have a beauty of less than 1.
6.) Beef Cake	*Males* who eat this will immediately consider themselves to be of surpassing beauty and skill. Females who eat this will fall in love with the first male they see. Effects last 1D4 *months*, though Remove Curse will break the spell.
7.) Duck	Whether the player who eats this is lucky or not is a matter for consideration. The said player gains +3 on all rolls to Dodge, but becomes very timid. The affected player will never lead a charge and would much rather run than fight. This will last 1D6 days.
8.) Skunk Cabbage	This food causes the player to have a rather offensive body odor which can be smelled up to 8 feet away. This smell will last only 1D6 hours, but each player who smells this odor must roll under his/her Mental Endurance on a D20 to avoid vomiting.



9.) Green Beans — This vegetable simply causes the player to turn green. Unless a Remove Curse is cast on the player, the effects are permanent.

10.) Cauliflower — This amusing vegetable causes the eaters ears to grow four times larger than normal. This will last 1D6 months unless a Remove Curse is used.

Rasberry patch (covers a huge area, speed is reduced by 1/3 when walking through this area. Roll once for every hour in the patch).

1-15 2-12 Common faeries, playful
16-30 Silverbell faeries
31-50 Greenwood faeries
51-70 1-6 Night elves; potentially hostile
71-89 Bogies spoiling for a fight.
90-00 Brownies

The Haunted Forest

This area of the Forest of Enchantment is dominated by the more mischievous and meaner faerie folk creating the atmosphere of gloom and doom.

In the center of the haunted forest rests **the Devil Tree.** A massive dead hulk with twisted, gnarled branches barren of leaves. This is an evil tempered Will-O-the Wisp, who delights in terrifying and tormenting any poor soul who wanders into the grove. The shrubs and other trees within a 50 foot radius have been twisted by the Wisp to appear oddly mishapen instilling yet more dread.

Around him he has gathered a legion of black hearted creatures to prey upon the innocent. Pucks, toad stools, bogies and night elves lurk in the shadows plotting their evil. It is wise to avoid this area entirely. If a person should be captured by the Willow-O-the Wisp's minions he/she will be taken to the Devil Tree for interrogation and torture. Often the person is subjected to threats, harassment, mental torture, a variety of degradations but rarely slain. Most victims (85%) are allowed to crawl away after the evil faerie folk have had their fun. Captives are generally held for 2-8 days. A handful of pucks and toad stools are always near the devil tree.

Haunted Forest Encounter Tables
(Roll once for every hour one lingers)

1-20 1-4 Pucks of evil intent.
21-30 1-6 Toad stools waiting to strike.
31-42 1-6 Night elf faeries; potentially hostile.
43-56 Two bogies looking for a plaything to torment
57-70 1-4 Pucks and a toad stool out for blood.
71-85 Two pucks transformed as wild boars, they are more out to capture a purse than a body.
86-00 Two bogies using their powers to trick the character toward the Devil Tree.

The Night-Elve's Grove

Arching around the Devil Tree is the domain of the night-elve faeries. Like the rest of the Haunted Forest it is a dark eerie place alive with shadows and strange noises. The Night elves are the least blood thirsty of all those who live here. They love to scare people with strange noises (growls, screams, howls, moans, twigs snapping, leaves rustling, etc.). A favorite ploy is to create the illusion of ghosts by combining spheres of light, purple mist, fog of fear, ventriloquism and animate objects, all of which creates a most convincing and terrifying affect. The bogies are so practiced in this deception that a mere three of them can create effects that would equal anything Steve Spielberg might throw together.

In a small clearing about 600 feet south of the Devil Tree is the dreaded faerie ring of the Night-elves. Another 800 feet south of the ring is their faerie mound with over 500 night-elves looking for mischief.

The Monument of Stone

Beyond the Forest of Enchantment and its flower filled grassland is a mysterious monument of stone. The structure is a huge stone-henge like circle of stone, with pillars that span a five mile area. Within the first circle is a second smaller circle and within it another not yet completed circle 1½ miles in diameter. The stone pillars are 30 feet tall with arches across the tops of the outer circle. It is a mysterious, foreboding structure which falsely appears to have mystic significance.

Despite its appearance, this is the handy work of an ambitious Spriggan by the name of Malt. He is a tough, cantankerous fellow absorbed in the completion of his 63 years of labor. If encountered (40% chance) he will be toting a large stone slab and dragging a sack of tools behind him. Both a large hand pick and heavy iron mallet hang at his side. He will quickly survey the group and ask some general opinions about the stone monument without revealing that it's his work. He will be delighted with all comments of praise and wonder and will solicit comments if none are offered. However, he will never show his pleasure from this praise, maintaining his grumpy facade. He will accept any booze and sweets, but will also cast aspersions about their quality. If treated kindly he may answer general questions about the area, but doesn't honestly know much, being so absorbed in his work. Conversely, anyone who maligns the stone structure is liable to get bopped in the head by his mallet and get a verbal lashing of equal impact. Should anyone so much as scratch his pillars, he will go berserk beating that person(s) within an inch of his life.

Malt the Spriggan
Alignment: Unprincipled
Hit Points: 60
Attacks Per Melee: two or by magic
Weapons: Mallet does 2-12 damage, pick axe does 1-8.
Attributes: I.Q. 5, M.E. 6, M.A. 3, P.S. 28, P.P. 12, P.E. 20, P.B. 7, Spd. 4.
See: Spriggans, page 228 in the Palladium R.P.G.

The Village of Tamaran
Population: 204 humans
64 orcs
72 dwarves

In the mountain valley past the Forest of Enchantment is the humble village of Tamaran. Its people are the descendants of a long ago northern bound expedition of settlers. After much adversity, much of it at the hands of the faerie folk, they chanced upon this gently wind swept valley, and here they stayed. They have been untouched by the passing centuries; son following father in his craft and ethics.

A simple peasant people they have no dreams for adventuring or care about the affairs of the Timiro Kingdom. None of its people are educated in any formal sense, none can read nor write, but most are skilled herdsmen, weavers, craftsmen and farmers. Among them are their orc and dwarven allies who work and play side by side without hate or fear of superior weapons and combat skills (2nd to 4th level mercenaries) who act as the village protectors. A council of elders, five humans, three orcs and three dwarves keep the village running smoothly.

The people will be cautious and cool toward strangers, but polite and fairly helpful. They may allow

the characters to sleep on their porch or barn and trade or give food if treated with mutual respect. Roughhouse or abusive actions will get the entire group thrown out of the village.

There is no military, no armoury, no magic items, no taverns (though fine home brews are plentiful), no boarding houses or inns and no shops of any kind. However, characters will find many good wool products such as coats, cloth, gloves, hats, etc.; goats and goat dairy products; grains and breads; and an occasional weapon available for trade. The peasants of Tamaran have little use or desire for silver or gold so any transactions will have to rely on the old barter system. Should characters inquire about purchases the villagers will direct them to Uncle Basil's traveling market down the gorge.

Uncle Basil's Traveling Market

This second-rate traveling caravan had fallen upon hard times until it heard of the Place of Magic and discovered the lucrative location at the bottom of the Place of Magic. Here the human known only as Uncle Basil, can fully ply his skills as con-man supreme. Unsuspecting travelers fall victim to Uncle Basil and his battery of merchants like flies to a spider.

Basil and his band of merchants are all masters of the hard-sell. The main selling pitch is always that "this is your last opportunity to purchase any items before you begin your ascent to the barren Place of Magic." They will insist characters stock-up now because there are no shops or amenities at the Place. "Why even the mightiest of wizards find they must return to us for the acquisition of provisions"; is another stock line.

Unfortunately, this is not true, but most of the merchants have never been to the Place of Magic and only know what Uncle Basil tells them. Consequently, they believe what they're saying so even an aura of truth or a charm or words of truth spell will not detect any falsehoods. The few who have been to the Place of Magic know that there is a whole town up there, but their memory of this has been mind-wiped by Uncle Basil and filled with his standard line of tripe. You see, Uncle Basil also happens to be a mind mage who uses his powers most effectively, so he always has a mind block up whenever he talks about business. **G.M.'s NOTE:** There is absolutely no-way the players will be able to discern if Basil and his merchants are lying about the Place of Magic and will have no reason to doubt his words. They should play their characters as if this really was the last chance to buy supplies or enjoy the pleasure of semi-civilization.

The Shops and Merchants

Most of the merchants are dishonest, corrupt, and greedy in the extreme. Generally all the items sold are of poor quality although the merchants will lie endlessly about their products quality, usefulness and origin. A detection for lies now will clearly reveal them for the conniving crooks they really are. At least 40% are practicing thieves, 2nd to 5th level, prone to short changing customers, picking pockets and stealing from them. You can be sure that any items sold to these men will not be at fair prices, usually about 20% of its real market value.

The Shops

Unless otherwise stated ALL common items are 25% to 50% more expensive than standard list price (See the Palladium R.P.G., equipment list, pgs. 44-50). Exotic, unusual or rare items will sell for twice their standard price.

1.) **The Bakery;** a small clay building, that sells freshly baked breads and rolls.

2.) **The Tent of Fortune,** operated by a third level master psionic and con lady.

3.) **Jewelry Store,** the only stone building. The owner is a miscreant dwarf.

4.) **Leather Shop;** a tent that sells new and used items at the same prices; including riding gear.

5.) **Meat Market,** a clay building that specializes in smoked, jerked and salted, preserved meats. 12% chance of buying bad meat.

6.) **The Provision Master,** sells ropes, spikes, back packs, tents and other field equipment; but even his tent leaks.

7.) **Silk Shop,** a tent that alledgedly sells imported western silk.

8.) **Smith** and tool sharpener, clay building.

9.) **Spice Shop,** this tent sells a surprisingly good selection of herbs and spices.

10.) **Stable** for rent or lease, this honest man's shabby wood stables are almost always overlooked; fair prices.

11.) **The Tailor Tent,** three seamstresses and a two-bit tailor.

12.) **Sam's Traveling Armoury** is the largest tent in the place. Samoan Pletol, a retired dwarven soldier (5th level, 3 attacks, +7 to damage, +3 to parry and dodge; I.Q. 9, P.S. 20) is a well groomed dwarf clad in a suit of the finest dwarven chain mail, A.R. 13, S.D.C. 90.
Sam will always try to sell his crummiest items first, claiming that they are of excellent quality "just a might nicked an dirty is all." Although he has a large selection of items including human size weapons and armour, his prices are ridiculously high. The crummiest stuff sells for 10% more than standard, good quality at 1000% to 2000% more. He buys at 10% to 20% of the market value.

13.) **The Magic Shop;** a handsome clay building that is owned and operated by an elf merchant (really a changeling) named Morley, a 5th level wizard.
Scrolls
There's a 50% chance that he will have a particular first level spell scroll at third level potency/strength. Sorry, nothing higher.
Potions
Charm (2), chameleon (2), fleet feet (1), healing (5), impervious to fire (6), impervious to cold (5); at 25% higher than standard; and shrinking (2), strength of Utgard Loki (1), and turn self into mist (4) at double their standard price.
Powders
Sneezing (5), itching (7), fire dust (3), at double their standard price, but five pound sacks of goblin dust sell for a low, low price of 12 gold. No fumes.
Poisons
Has all, but at double normal prices, no acid.

14.) **Uncle Basil's Stables:** These are the largest buildings and corrals in the market; made of wood and canvas. Basils stables horses, buys and sells.
Stable Fees
- Stall, food and grooming (low quality): 20 gold per day or 130 per week or 450 per month.
- Stall, food and grooming (high quality): 30 gold per day or 180 per week or 675 per month.
- New horseshoes cost 12 gold each hoof.
- Medical and special care costs an extra 50 gold

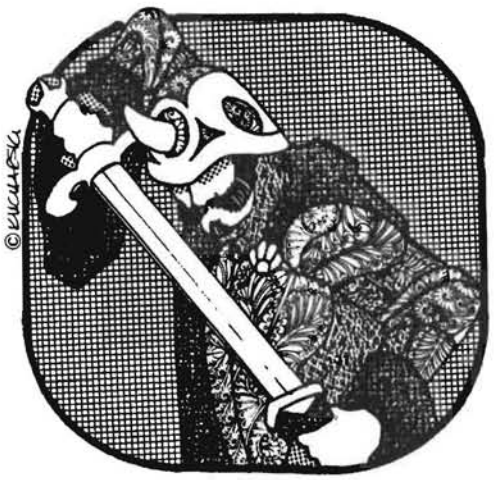
Uncle Basil will have the unfortunate pleasure of telling characters with mounts that the mountain trail to the Place of Magic gets so narrow at times that a man must carefully step along its edge with back or belly to the wall, all untrue. Thus, it is impossible to take the horse with you, again untrue. However, being the kind hearted man that he is he will gladly buy the animal for one third of its true market value. If the person sells he is targeted by one of Basil's associates, a 5th level thief, who will attempt to pick the characters pocket/purse as soon as possible, returning

it to Basil for 10% commission.

If the person won't sell but doesn't have enough money to stable the horse or is about to try the other stable, Basil will make an arrangement to stable the horse for half price until the character returns or six months passes, whichever comes first. After the character has been gone for a week Uncle Basil will sell the horse. If the person returns, Uncle Basil will have a sad tale of bandits or disease in which the horse was stolen or died. Yet despite his own personal losses he will give the character a replacement nag that's worth about one third of the original animal's value. If the character gets violent Uncle Basil will flee, turning invisible at the first opportunity and countering with a psionic attack. His ogre blacksmith and six stable hands will also come to his aid though none are ready to die for him. If he can't win the battle Basil will hide until trouble blows over. If the character(s) is defeated by Uncle Basil and his men he will be beaten, his valuables taken and be dumped in the gutter.

Uncle Basil (true name Basil Lehorton)
8th level Merchant
4th level Mind Mage
I.S.P. 63
Alignment: Miscreant
Hit Points: 59
Armour: Soft leather, A.R. 9, S.D.C. 20
Attacks Per Melee: 2 hand to hand or 2 psionic
Bonuses: +1 save vs. spell magic and psionics
Weapons: Silver dagger, staff or cross bow
Skills of Note: Forgery 74/34%, pick pockets 62%, math 93%, horsemanship: general, recognize weapon quality 70%, recognize precious metal/stones 71%, speaks all languages at 94%.
Attributes: I.Q. 16, M.E. 15, M.A. 10, P.S. 11, P.P. 11, P.E. 11, P.B. 8, Spd. 8
Personality: Cheerful, friendly, talkative; very cunning, selfish, and corrupt.
Note: Always has 500 gold and 2000 in jewelry on his person, and 1000-6000 gold in his office at the stables in an iron box bolted to the floor (S.D.C. 350).

The Blacksmith Tinthermin
Ogre
3rd level Thief
Alignment: Miscreant
Hit Points: 35
Armour: None
Two Attacks per melee.
Attributes: I.Q. 8, P.S. 24, +9 to damage, all others average.
Weapons: Giant claymore does 3-18 damage, or large iron hammer 2-12 damage.





SECRET COMPLEX

THE SECRET COMPLEX OF THE OLD ONES

This is an ancient Old One dwelling that predates elven history. Inside are many strange magics and other worldly creatures.

Mystic Spiders

These odd, featureless creatures are relatively harmless and are found throughout the complex and **in section 3, 6, and 24** in particular. The spiders feed on magic energies, thus they wander the complex in search of magic energy to drain; this includes wards, circles and people. The spiders can sense magic and will follow wizards, warlocks, priests and so on sucking up their magic energies. To do this the spider will shoot out a thin beam of light at its intended target. The light nor the draining of energy causes any pain or discomfort, not the slightest tingle, but each time the beam strikes a little more energy is absorbed.

Each time a beam hits a spell-caster it drains the equivalent of one spell. This means if the spell caster can cast eight spells per day, one hit from the spider's light will reduce him to seven spells, another reduces him to six spells, and so on until the spell caster is drained for the day. The affects are not premanent but the timing could be lethal.
Alignment: none, it's an insect after all.
Size: Body 3ft diameter, legs stand it at about 5ft tall.
Natural A.R.: 8
Hit Points: 30
Attacks Per Melee: 1 via light beam/drain.
Bonuses: +2 to strike, +3 to dodge.
Range: 60 ft
Natural Abilities: Sense magic, 120ft radius, nightvision 120ft, Speed 20, climb (even smooth surfaces) 90%.

The Monster Toad
Alignment: none/animal/hostile
Size: 6ft tall, 9ft long
Natural A.R.: 6
Hit Points: 20-80
Attacks Per Melee: 2 bites 2-12 damage each.
Bonuses: +1 to strike.
Range: 10ft
Natural Abilities: Actually this toad is very unlike a real toad, since it has huge teeth, spindly legs, and cannot hop more than a few feet. It is an extremely aggressive predator and will view any wingless humanoids as prey. Nightvision 60ft, see the invisible 30ft, track by smell 60%, speed 9.

The Serpent Men

Alignment: Any, but usually selfish
Size: 6 to 7ft tall standing; 16ft from tail tip to the nose; wing-spread 15ft.
Natural A.R.: 12
Hit Points: 6-36+6
Attacks Per Melee: 2 hand to hand doing 1-6 damage, plus one attack with tail doing 1-8 damage as whip or can be used to coil around something to grab or strangle.
Bonuses: +2 to strike, +4 to parry and dodge, +3 to save vs. magic.
Natural Abilities: Fly 25mph, nightvision 120ft, prowl 60%, very quick and dexterous, speed running 10, very keen hearing players are minus 10% to prowl up on these creatures and -3 on initiative.
Description: These tall, sleek creatures are the dominant life-form from the world linked by the dimensional rift circle in area #6. The Old One complex is a perfect spacious environment free of their usual preditors so a tribe of them have turned it into home. They are not evil, but will view the mammals of the Palladium world as prey. The serpent men are not ignorant but lack any guile or deciet. Any attempts to communicate will be futile, because they operate on a much more primeval level. Even their language is a very simple series of grunts, clicks, and whines. Among their own people they are very gentle, protective and loving.

The Secret Complex of the Old Ones

In the original play-test the group was momentarily lured off the main mountain path to the Place of Magic by a deranged and dying dwarf. The dwarf lay only 60 or so feet off the main trail moaning and mumbling. Characters of a good alignment are compelled to make sure somebody isn't in trouble and will have to investigate. The dwarf is frothing at the mouth and obviously dying (poisoned). He will die before any of the members can attempt to save him. "I found it . . . Held it . . . ha ha ha . . . cough. The Eternity Sword was mine . . . cough . . .. It's still there . . . up there in that place of magic (actually it is remotely linked to the Place of Magic although no one there knows of this place's existence). The most powerful rune sword ever created and I held It!" With a cough and a wheeze he is dead. A quick investigation will uncover a small opening, dwarf or kobold size, half hidden among the rocks. The terrain is far too steep and rocky for the horses (if any) so they will have to be secured and left behind.
NOTE: It is not a good idea to leave player character behind as their manpower is likely to be needed.

The Entrance

The opening is about 600 hundred feet off the trail and approximately 450 feet up the face of the mountain. The opening is so small that even a dwarf will find it a tight fit. Inside is a crude tunnel (possibly troglodyte) approximately 3ft wide and 3½ft tall requiring humans and other tall folk to crawl on all fours. The passage snakes and twists to the north east.

1.) The passage branches off, curling around and ends in a bottomless pit. Characters crawling carefully, feeling along, will discover it without falling into it. Likewise, characters with nightvision will see the pit several feet ahead of time. Anyone falling into the pit is certain to die unless the person can fly or is secured by a rope.
2.) The little passage finally opens into a large, oddly formed corridor. The walls are completely smooth and seamless as if melted from the mountain rocks. To the north the corridor is blocked by several tons of rock as the result of a cave in. To the south an entire complex of some sort unfolds. NOTE: If the characters are tracking the dwarves' foot prints, they lead to areas number 3, 4, 5, and 7 (but didn't past the double door) to 6 and down and around to the south and west.
3.) This is a huge, empty, doorless chamber with a dozen symbols painted on the floor. Anyone well versed in magic, especially a diabolist or summoner, will recognize them all as mystic symbols and an occasional circle. However, the symbols are being used in unusual ways. Ways that should not create any magic, but all of the circles and symbols definitely radiate magic. A diabolist or summoner will eventually realize that somehow all the circles and symbols are linked, an impossible feat by current standards.

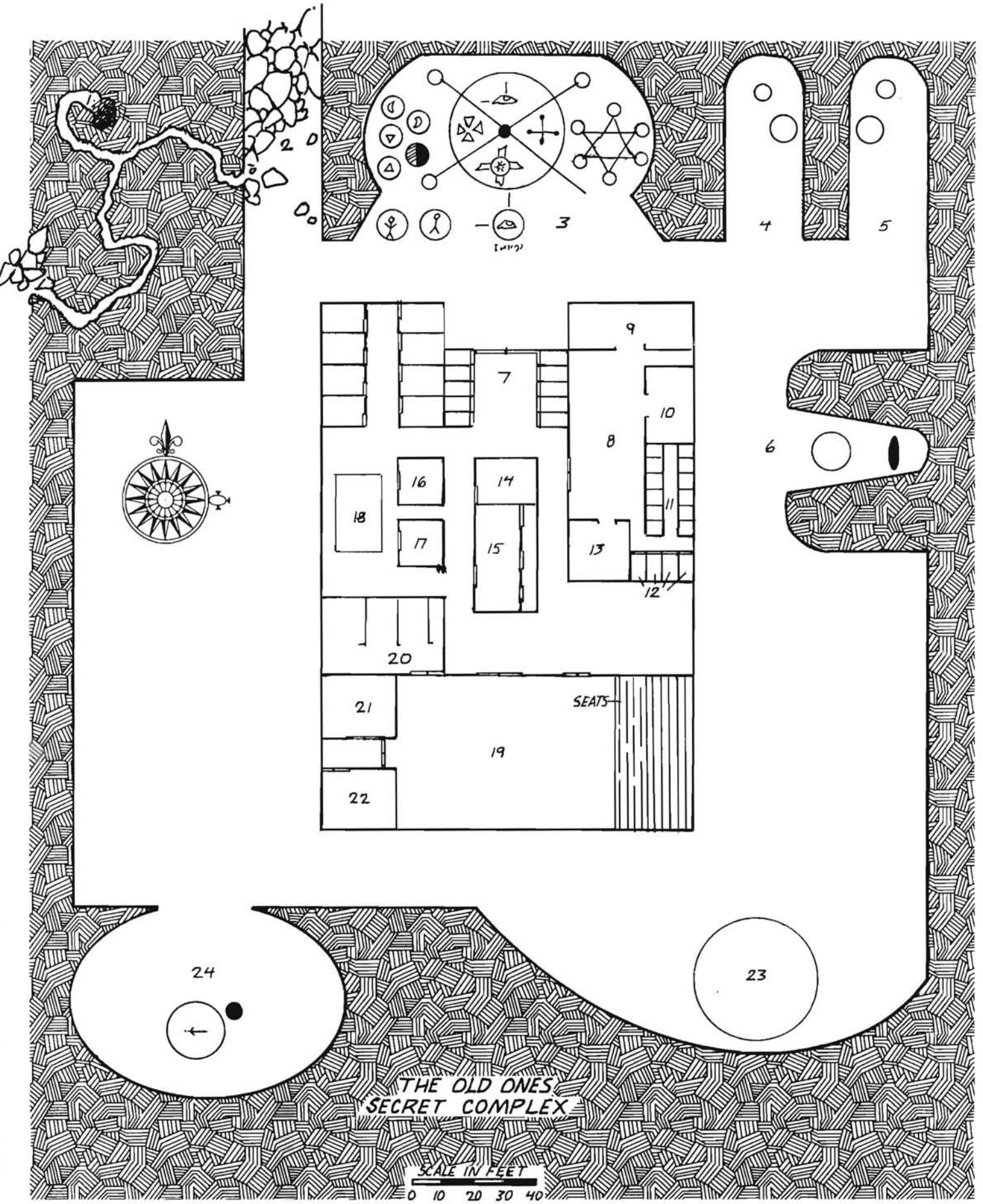
In the center, as one first enters, is the symbol of mystic knowledge inscribed in a yellow paint that has not faded over the eons. Underneath it are silver runes that simply read: Lokum. NOTE: Standing in the circle of mystic knowledge and saying the power word "Lokum" will activate the entire chamber, possibly changing anyone standing in a particular symbol. Each and every symbol glows in a silver blue light.

Directy in the center of the chamber is a giant unknown circle. The circle and all of its symbols are drawn in a strange black paint (actually Old Ones blood). The symbols are knowledge, dimensions, the runic symbol of magic forces, and directed power. The circle is open so any can enter. NOTE: This is the central power circle that summons and directs the flow of mystic energies. Anybody entering it while activated will be bathed in magic energy. The sensation is indescribably wonderful. Suddenly, the use of this chamber will be known to him. This chamber and the entire area is an entertainment center for Old Ones. One of the decadent pleasures of these hideous creatures was to change their physical form. This particular network of symbols would convert them into humanoid form, specifically elven. Once transformed they then step into one of the other symbols which would instill a specific emotion or alignment such as good, evil, hate, jealousy, etc. They then go into the chambers across the hall to enjoy the sensations, pains, and pleasures of the mortal body of flesh and blood. THIS TRANSFORMATION WILL AFFECT ALL CREATURES changing either mind or body or both. So be careful!

To the south of the chamber near the symbol of mystic knowledge are the symbols man and woman. These will determine the sex of the transformed creature by stepping into the one desired. If a character is standing in one when activated he/she will be instantly transformed into a male or female elf. Althought the gender can be altered the change to elf is permanent, because to reverse, a drop of Old One blood must be placed in the black center of the giant power circle.

To the west of the chamber are five large mystic symbols: the half moon of **hate** which instills a burning anger and contempt toward all life. This person will be very hostile, bitter, vengeful individual. The other half moon of **jealousy** instills a deep selfishness and loathing toward anyone who has something that individual doesn't (this will include friends, abilities, possessions, etc.). The jealousy will drive that person to hurt, abuse, steal from and possibly kill those whom he/she envies. The person's alignment can NEVER be any better than anarchist having been corrupted by jealousy. The inverted triangle of **evil** will change the person's alignment to miscreant or diabolic. If already evil, no change (aberrant evil alignments are also changed to miscreant or diabolic). The triangle of good will change the person's alignment to scrupulous or principled. This will affect both selfish alignments and all three evil. The black and grey circle of **duality** will convert the persons alignments including unprincipled. The anarchist person continually walks the tight rope between good and evil, sometimes swaying to one side or sometimes to the other.

To the east of the chamber is a giant symbol of unbridled power. At each point of the mystic star is a circle of color; each symbolizing an emotional state of mind. **White**, peace and happiness; **Blue**, trouble


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THE OLD ONES
SECRET COMPLEX
SCALE IN FEET
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defeat, negative, forlorn attitude; **black**, ignorance, stupidity, fear of the unknown; **red**. The thrill of challenge, specifically combat, flirting with death at every opportunity, taking chances; **green**, life, vitality, never given to despair, **brown**, strength of conviction.
NOTE: The circle network can be shut off by stepping back into the symbol of mystic knowledge and repeating "Lokum".
4.) Is a dead-end corridor that has two circles near its end; summon devils or demons and protection from devils or demons. Both inactive.
5.) This is a corridor identical to #4 except that the circles are summon angels and protection from angels.
6.) At the end of this somewhat triangular corridor is a large, black oval hanging in mid air. A stiff wind (15mph) seems to be blowing from it. Mid way down the dead-end corridor is a power circle. Characters who understand circles will recognize it as a dimensional rift circle. Apparently the circle maker never returned to close the gate way between the two worlds.

Looking inside will show a barren, twilight world of rock peaks and jutting mountains.
7.) This was originally the Old One's place for experimenting in their elf bodies, consequently the rooms and layout conform to human standards. However, the walls are still formed like the main corridors.

The double doors, made from some unknown metal, are incredibly light, opening with little effort. Five doors, of the same metal line both sides of the wall. Each opens to a 5ft by 10ft room thick with dust. The main hall is also thick with dust and impressions of three toed claw prints. The prints are everywhere and lead in every direction with the greatest number leading to the east and west. Whatever these creatures are they are not from this world and there's a lot of them. **NOTE:** These are the prints of the serpent men who have made this place their home. See individual description. If the characters are quiet and leave, the serpent men will never know they were there.
8.) This is the spacious main chamber of a large torture chamber where the Old Ones used to perform terrible experiments on their elf bodies. The serpent men have converted this area into a sort of dining hall and animal holding pen. Captives are brought here and placed into one of the adjoining rooms or cells until they are ready to eat them. 2-8 serpent men will be present at any time.
9.) 40ft by 15ft doorless room used by the serpent men.
10.) Another doorless room with no special purpose.
11.) 12 individual cells used as holding pens for captives/food. 50% chance of 1-4 prisoners, probably kobolds or goblins.
12.) Four 5ft by 10ft solitary confinement cells, now used for storage.
13.) Another doorless room with no special purpose.
14.) The original dining room, 20ft by 15ft, now occupied by a family of serpent men. 1-4 adults will defend the eight young till their death.
15.) The original kitchen, it is also occupied by a family of serpent men. 1-6 adults, 3-12 children. Extremely defensive.
16.) 15ft by 15ft room occupied by a family of six serpent men; empty.
17.) 15ft by 15ft room occupied by two male hunters. They are very aggressive and will stalk and capture any intruder. Hit points of the first is 30, the second is 36.
18.) This is a 15ft by 25ft by 8ft deep pool of clear fresh water. It is apparently supplied by an underground spring or river.
19.) This is a small gladiatorial arena where the Old Ones engaged in games of combat and other less civilized activities while in their elven form. Currently it is the main chamber lair of the serpent men. Three monster toads are chained here and used by the serpent men for sport, hunting and as a sort of watch dog. They are never tortured or mistreated and will attack only mammals. 30 serpent men occupy this area.
20.) originally animals pens, it too has been converted as a living quarters for the serpent men. 4-24 are present at any time.
21.) originally a weapons room, it is currently the hatchery and heavily guarded. 10 to 40 eggs are present at any given time, guarded by no less than six females.
22.) This is the chamber of the two elder leaders and their families. A total of seven serpent men live here with at least one of the two leaders and two others present at all times. Both leaders wield a rune sword that they found among the old weapons in the Old Ones' weapons room.
The Leader with the blue blade
The leader is of unprincipled alignment, 32 hit points, standard stats.
The blue blade:
I.Q. 10, indestructible, does 4-24, adds +1 to all saving throws, and possesses clerical abilities. See rune weapons, pg. 137, in the Palladium R.P.G. The alignment of the sword is good and will protect the serpent people and the eggs. The serpent-man really doesn't understand or command the sword, but instead the two work together in a strange friendship.
The Leader of the red sword
This leader is of unprincipled alignment; 39 hit points, standard stats.
The red blade
I.Q. 14, indestructable, does 4-24 damage, adds +1 to all saving throws and possesses air elemental magic. See the Palladium R.P.G., pg. 137. The sword's alignment is miscreant and although it helps the serpent man it also causes mischief. It would enjoy the opportunity to become the possession of a far less honorable and more adventurous owner, and might even manipulate circumstances to fall into anothers hands, even if it means the death of the serpent leader.
NOTE: The serpent people have no need or use for gold or gems, so they have very little. The few baubles they possess are kept becuase they are pretty and sparkle. Maximum value is 1000 gold.

23.) A large permanent teleport circle, still active. This circle is directly linked to the circle in the deepest recesses of the Place of Magic (M-84). If the players get their characters teleported to the last section in the Place of Magic they can either teleport up to the surface or fight their way up to the surface past the Old One and all the other evils. Not an easy task.
24.) A large oval chamber occupied by many of the magic draining spiders. Near the rear of the chamber are two circles. The smallest is a solid black circle that simply registers as magic. The second is a large, simple circle (the symbol of magic) with the **Eternity sword** at the center.

When anybody enters the circle with the sword a telepathic link is established with everybody in the chamber. A voice of unknown origin will say something along the following: "There it is the most powerful rune sword ever created. The Old Ones crafted this blade, not some second rate dwarven magic. It can make one of you powerful beyond your dreams. Pick it up, feel it. Feel the power. Even just holding it you can feel the magic, the power coursing through your veins." The voice sounds excited just talking about the sword as if it has experienced its power personally. The voice will go on to entice the characters to take the sword (G.M.'s ad lib). The moment a person picks up the sword he/she will sense the incredible power of its magic; a very temptimg and desirable power. It is at this time that the voice will proclaim: "Yes, take it and rule the world for it possesses the power to tame a world, unfortunately, I am compelled to warn you that the blade is cursed. You are not the first to hold this blade, many before you have caressed its power; but all have died and the blade returned. The voice will continue, "but perhaps you are strong enough, clever or lucky enough to beat the curse. Perhaps you are destined to have this fabled

rune sword. Perhaps, but as surely as this sword exists death will make claim of you. Can you defy death and win? It's a gamble but isn't it worth the risk?"

The Curse (G.M.'s Only)

Death will indeed stalk anyone who should lay claim to the sword. The curse is unique and likely to catch the sword wielder completely off his guard. Unlike most curses the sword does not bring bad luck or reduce bonuses, but rather, the taking of the eternity sword will summon forth the hunter to stalk, slay and return the sword. There is no way or reason the character should suspect he is being stalked.

The hunter is the first being to steal and use the Eternity Sword. An ambitious and cocky assassin is only free to enter the world of flesh and blood when someone else wields the blade. His curse, is that he must hunt and slay that person and return the blade as soon as possible; returning him to his limbo. If the person should defeat the hunter, he will finally find peace in death. However, the hunter will never throw a fight so that he will lose. In a crazy way he longs to slay the person so that he can again hold the Eternity Sword even if it's only to return it to the circle. The hunter is compelled to return as soon as the sword is recovered.

When stalking his target he will always wait until the person is alone or with as few people as possible. If the sword bearer is extremely powerful, especially if a man of magic, he will be slain in his sleep or attacked from behind.

G.M.'s Note: The chances of the bearer of the Eternity sword surviving is very unlikely and this is as it should be. DO NOT ADJUST THESE CONDITIONS OR STATS. The sword is evil and shouldn't be taken in the first place. If the sword is sold, stolen or given away each owner will die in succession.

The Hunter
10th level Assassin
4th level Healer
Alignment: Miscreant
Hit Points: 70
Armour: Hard leather, A.R. 10, S.D.C. 30
Attacks Per Melee: 4 hand to hand
Bonuses: +2 to damage, +5 to strike, parry, and dodge, +4 to save vs. psionics/insanity.
Weapons: 4 daggers doing 1-6 damage, hippe pole arm 3-18 damage, morning star 1-8 damage, goupillon flail 3-18 damage. Dragon's breath poison.
Skills of Note: Disguise 73/38%, Prowl 92%, pick locks 77%, track 83/27%, use poison 95% and several W.P. skills to match his use of weapons.
Attributes: All above average.
Personality: Clever, cunning and cautious. A true professional. He will not fight to the death, but retreat to recuperate and strike again.
NOTE: Having used the eternity sword for the greatest period of time he is linked to it and can sense its location as well as command it to not use its spells against him.

The Eternity Sword

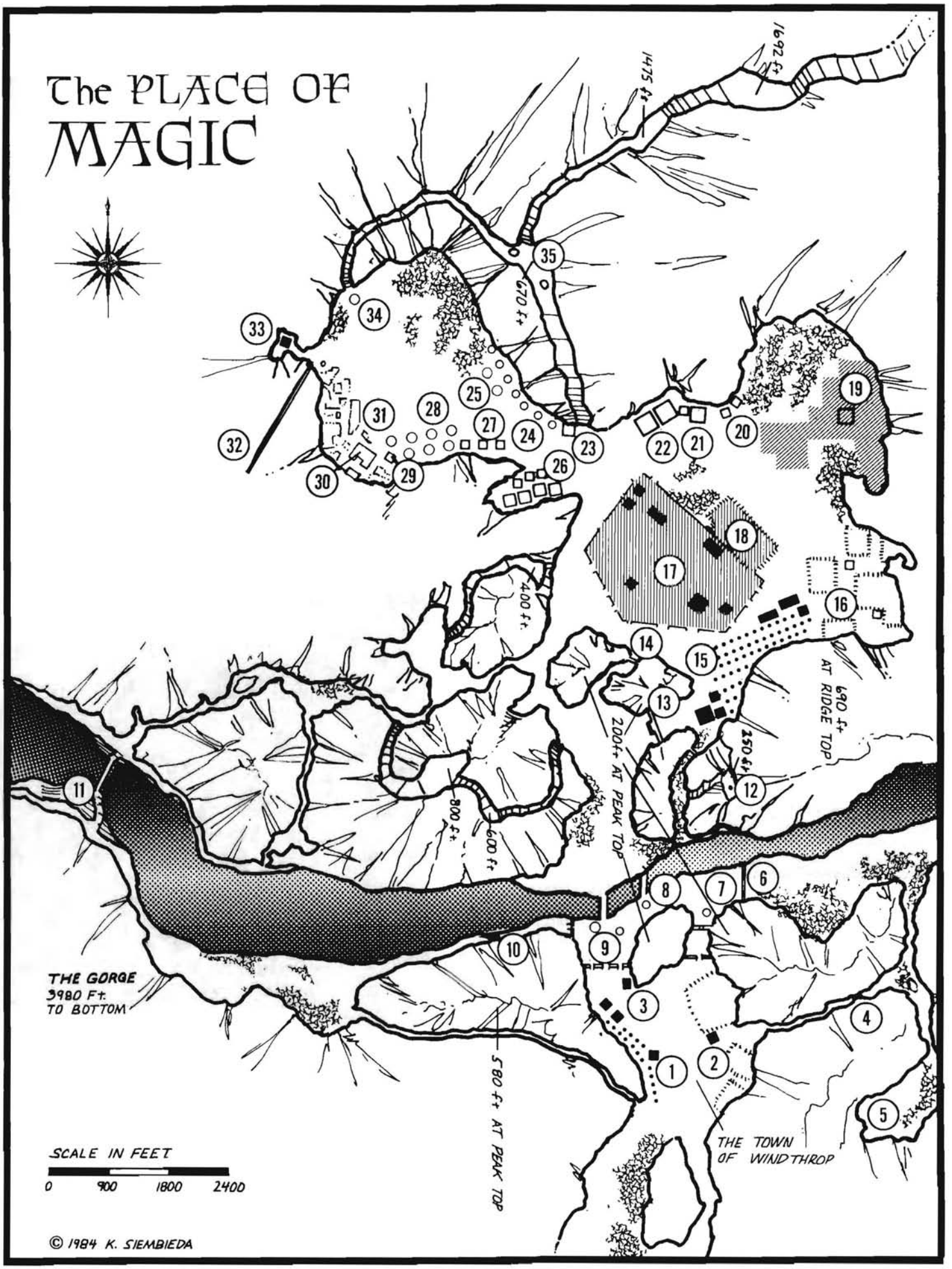
The sword is inscribed with the rune symbols of eternity, magic forces and darkness, and the ward symbol of power.
The sword bestows the following:
+10 vs. all magic (including psionics)
Impervious to fire, cold, and poison.
-4 to save vs. insanity.
The blade itself pulsates with power and possesses the following: I.Q. 13, indestructible, does 6-36 damage, possesses all clerical abilities, fire elemental magic and drinks souls. See Palladium R.P.G., pg. 137.

It is extremely evil, diabolic, and will corrupt its user, encouraging him to do cruel, selfish and evil acts. It will also convince him that he can trust nobody but the sword.



THE PLACE OF MAGIC

The mountain pass to the Place of Magic is long and winding, about a quarter of days ride or a full days walk. Not only does the trail not narrow as proclaimed by Uncle Basil, but it is wide enough to ride two horses abrest.


The PLACE OF MAGIC
1692 ft
1475 ft
670 ft
400 ft
800 ft
600 ft
200ft AT PEAK TOP
690 ft AT RIDGE TOP
250 ft
580 ft AT PEAK TOP
THE GORGE
3980 Ft.
TO BOTTOM
THE TOWN OF WINDTHROP
SCALE IN FEET
0 900 1800 2400
© 1984 K. SIEMBIEDA

INTRODUCTION

The Place of Magic, few have heard of it and fewer still really know what's taking place there. Rumors claim that a legion of wizards and other students of magic have assembled there to plan for global conquest. Others say that an ancient ruin of demonic origin yields unknown magic knowledge and that the wizards and warlocks conspire to keep it all to themselves. Still others say that it is all a front for an invading army from the Western Empire, and so it goes. Rumors flying of ancient ruins that harbor great secrets of magic, some say even the lost art of Rune Magic. Tall tales of zombies, eternal monsters, crazed dwarves, haunted catacombs, demon worship, magic plagues, conspiracy, glory and evil of every description.

Many have grown suspicious and worried about the place including the rulers of the Timiro Kingdom. The Kingdom doesn't worry without cause, for indeed, the largest gathering in the world of warlocks, wizards and mystics of all kinds are conducting studies, and the gods only know what else, in the mountains along their border. It is the fear of the unknown that eats away at the ruling body, because there is no way to confirm the claims that this is an educational, archaeological research project and nothing more. After all none can deny that it is the abundance of magic, ancient and forgotten magic, that has attracted the studiers of the mystic arts. None can deny that demonic forces may be at work in the depths of the ruin. Forces that could threaten the security of the Timiro Kingdom. Furthermore, the enemies of Timiro especially the Western Empire and the Lands of the South Winds, have questions about whether this is not really some secret military project on the part of the Timiro Kingdom. Both have become increasingly hostile and suspicious toward the Kingdom and have sent spies and their own mystics to survey the situation.

Rumors and fears aside, the ultimate purpose of the majority of the men of magic, scholars and monks is to study and explore the ruins.

About a decade ago a monk and a handful of warlocks and adventurers discovered what at first appeared to be just another of the hundreds of dwarven outposts and towns that honey-comb these mountains. However, even initial investigations suggested it was more, much more. The ruins were apparently some sort of special complex, but more than that, it harbored dwarven magic forbidden by the Elven Lords and long since forsaken by all of dwarven-kind. One of the first big finds was a vast library of books written in runes. Colleagues were sent for to help decipher the books and explore the ruins, but the more that was learned the greater the mystery deepened. More colleagues were called upon to help unraval its mysteries. Unfortunately word began to leak out attracting the curious and the greedy. New wizards and scholars began to appear with increasing frequency and with them mercenaries, merchants, and adventurers. Within a few years the Place of Magic, as the ruins and encampment of mages came to be known grew into a town. Strict rules, laws and orders were needed to be established. Thus, it was decided that the original discoverers and their warlock brethren would manage the town. The warlocks because, while men of magic, they could not profit directly from the knowledge since their powers are derived from elemental forces and not mystic knowledge. Consequently, they could be much more fair and impartial, yet still able to counter magic assaults and defiance with their own considerable powers. The original discoverers were elected because their pursuits were entirely scholastic and honorable. So it was that the ground work for the current community was established.

To minimize confrontations the various classes of researchers have been given their own areas to live and work. Except for invitation or choice most of these areas are segregated from one another; many conducting independent investigations even among their own.

Admittance to the place is also restricted usually requiring a long wait. Men of Magic are always given preference over others. Some of the mercenaries have found employment securing the area as guards.

So far a dwarven mining complex, royal palace and four levels of living areas have been completely explored, mapped and studied. There are no dangers or mysteries on these levels, consequently there are no maps or adventures for them. The truly dangerous and unexplored levels begin with the canals.

The Town of Windthrop

This tiny town has grown as a direct result of the activities in the Place of Magic. In all practicality it is a holding station for the hundreds of people seeking to enter the Place of Magic with dreams of striking it big. The towns' permanent residents barely number 300, but the number of transients awaiting entry exceed 1000.

1.) **This is the residential part of town** with a handful of shops that sell food and common items at standard prices. Much of the food and items are imported for them by the warlocks that oversee the Place of Magic.

Three large boarding houses with a combined total of 450 rooms falls incredibly short of satisfying the needs of all the people. Consequently a person can pitch a tent or bed roll in the streets or behind the houses for five gold per night or beyond the towns' border for free.

2.) Likewise the **Stables** are also over filled. Carbo Felinsci, who owns and operates the stables and livestock corrals tries to accommodate everyone the best he can. Felinsci, his wife, four sons and eight stable hands are good and honorable people, but must charge according to demand. Stable space costs 50 gold per day, food and/or grooming will cost another 20 gold for poor and 40 gold for high quality food or care. Furthermore, Felinsci regrets, that he can't guarantee the safety of any animal left in his charge, because of the great many transients in the town. There is a 32% chance that the animal will be stolen.

3.) **The Dead-End Tavern** is a large tavern and brothel open around the clock and constantly crowded. The food, drink and services are of fair quality and reasonably priced. Most of the occupants are travelers waiting to be granted entry to the Place of Magic. It is not a safe place to frequent.

NOTE: The terrible over-crowded and poor conditions are intentional on the part of the warlocks who control the area. This is to dissuade people from entering the dangerous Place of Magic. Furthermore, the waiting list is quite lengthy with a few people who have been waiting for almost two years. The player's characters will be told that it will be at least several months before they can enter. All men of magic are given preference over all other O.C.C.'s, but even they will be forced to wait for at least six months.

The winds above the gorge are treacherous and unnatural with a storm raging almost constantly preventing individuals from flying over. Anyone penetrating the preliminary defenses will be stopped and gently expelled. Resistance will be greeted with equal force while extreme violence or deadly force will be subdued resulting in that person being permanently black-listed from the Place of Magic.

4.) **A Stone Stronghold** bars this mountain pass to prevent travelers from unwittingly stumbling into the ogre tribe just beyond their walls. Four, 3rd level mercenaries trained with the crossbow and a 3rd level earth warlock man

the stronghold. The little fort is constructed with arrow slits and slits for boiling water. The iron portcullis/gate has an S.D.C. of 800, and can only be raised from inside. The strongholds walls are S.D.C. 600. Up to 48 people/soldiers can be housed here.

5.) This is the camp of the **ogre tribe** although they wander throughout the area between number 4 and 6. Occasionally they climb around the stronghold to way-lay travelers. The ogres are about 100 strong with another 150 orcs living in tents and clay huts. They view the warlocks and the Place of Magic as an intrusion of their territory and resent it. Unable to do anything about it, they grudgingly accept their present situation. The ogres and orcs should be considered to be second level mercenaries or thieves; average hit points: 24.

6.) **Fortified Wall**; 12ft thick and 30ft tall, no gate, patrolled by two, second level mercenaries. Both are totally loyal to the authorities at the Place of Magic.

7.) **A Small Military Fort** that houses 36 foot soldiers, 24 light cavalry men, and 24 short bowmen, all fourth level mercenaries. Their leader is a 5th level knight, Sir Ivon Taper, H.P.: 38, scrupulous alignment.

8.) **Bridge Fort**, manned by four, 3rd level mercenaries and a 4th level fire warlock. They check the passes of all people entering or leaving by the route of their bridge.

9.) **Main Bridge** and type three fort. Accommodates 48 foot soldiers (2nd to 5th level). 36 archers (short bow, levels 2-4) and their families. Kirg, the wizard is fort commander, 5th level; Micheal Leancrot a 6th level earth warlock and Rapheal Alfonz a 6th level water warlock are his seconds in command. All are of good alignment, honorable, and loyal to the authorities in the Place of Magic. It is these mens' job to stop any unauthorized personnel from entering the area.

10.) **A Stone Stronghold** identical to number 4.

11.) **The Secret Troll Bridge:**

This is a narrow bridge of rope and wood that crosses the gorge about a mile west of the main entrance and about 300 feet lower. It is allegedly needed by the local non-humans for a variety of reasons. However, it is often used by an unscrupulous handful to sneak people across to the Place of Magic. It is common knowledge that any person who can reach the actual compound across the gorge, even though unauthorized, is allowed to stay. It's some kind of strange code of ethics or law among the warlocks who have established the place.

The crooks that run the bridge occasionally and carefully approach travelers with the news that they can provide immediate passage across the gorge; . . . if they can pay the price of passage. Game Masters, this is the way to get the players into the Place of Magic, but the cost will be high. The crooks will take gold, gems, magic items, weapons, armour, or horses as payment. G.M.'s will have to use their discretion as to what the group can afford and pay accordingly; but remember these are greedy men who will try to get as much as possible (1/3 of the character's valuables). Of course players can try to cheat or trick them but will have to suffer the consequences.

As part of the agreement with the warlocks, the frail little bridge is free of turbulent winds which sweep the entire length of the gorge. Even so it is a narrow, rickety rope bridge which should be crossed slowly with great caution and impossible to take a horse across (a little fact that the crooks will fail to mention until the characters reach the bridge. "Oh, I thought you just wanted to ride the horse over to the bridge. Gee, well, you can't take him with you, so why not just give him to us as payment"?

The head of this extortion racket is the biggest, meanest, toughest "looking" troll you're ever likely to see. Although tough he is not nearly as tough as he looks (makes Mr. T look like a wimp!). His four assistants also appear to be tough trolls, but are actually four changeling thieves. If the characters don't give them any trouble they will be able to cross for the agreed price. If someone should renig, there *will* be a conflict. However, the trolls will never fight to the death.

Prodo the Troll
3rd level mercenary
Alignment: Miscreant
Hit Points: 47
Armour: Studded leather, A.R. 12, S.D.C. 38
Attacks Per Melee: 2 hand to hand
Bonuses: +9 to damage, +2 to parry and dodge.
Weapons: Giant flamberge 4-24 damage, battle axe 3-18 damage, dagger 1-8.
Attributes: I.Q. 10, P.S. 23, P.P. 14, P.E. 15, Spd. 4, all others average.
Personality: Arrogant, cocky, wise cracks constantly. Has 150 gold on person.

The Four Changelings

All appear to be trolls unless some other form is more appropriate under the circumstances. All are 3rd level thieves, have 2 attacks and are +2 to parry and dodge.
Alignment: Miscreant
Armour: None or hard leather
Weapons: Short sword, battle axe, spear.
Hit Points: 30, 24, 29, 36

12.) **The peak of the Guardian:** A 14th level air warlock stands guard over the gorge, the bridges, and Place of Magic, as well as maintaining and manipulating the atmospheric conditions over the gorge.

13.) **Fortified Wall,** 25ft thick, 50ft tall with a barbican and gate. This is to protect the visitors and secure the area. No one is allowed to enter or exit except under emergencies, and must use the central pass.

14.) **Fortified Wall,** 25ft thich, 60ft tall.

15.) **The Visitor Area;** this is where all the adventurers who are not men of magic reside. It is a comfortable mass of tents, and clay and wood buildings indicated as small circles on the map. The large blocks are stables. Other than saloons, restaruants and street vendors there are no merchants (see the Carnival). Any wizards and their ilk live here by choice.

16.) **The Animal Pens and Corrals:** A few of the small corrals are used to hold the visiting adventurers' horses, but most of them are used for cattle and other livestock needed for the community.

17.) # THE CARNIVAL

A.) **The Open Market** is a large circular market plaza where traveling merchants and adventurers alike can set up shop to sell all types of items from imported goods to used equipment. The cost is 10% of the total sales. NOTE: Most of the goods sold here are of poor to average quality, but good buys are common.

B.) **Farmers' Market** sells a surprising variety of produce imported special by the wizards and warlocks via teleportation circles.

C.) **Latimur's Tavern** serves "only" the finest liquor

and steaks in town, at prices 25% higher than average. The tavern is an extremely popular and friendly establishment operated by a pudgy little human named Latimur Karlye and his daughter LuCinda. Latimur is a connoisseur of fine drink and food and addicted to tales of adventure. The cheery little man with a prominent beer belly is always soliciting tales of adventure and loves nothing more than to unraval a mystery (which he is quite good at). Latimur has always longed to become an adventurer, but circumstances had always prevented it. Now 50 years old, he lives vicariously through the adventures of others, speculating and trying to outguess each peril. Extremely clever, he loves a mystery almost as dearly as a rare vintage wine. This has made him quite an excellent amateur slueth. A good tale will get the teller a free meal and all the booze he can drink.

This fascination with adventure will lead him to secretly help anyone who presents a challenging mystery even if it endangers his life. He is extremely reliable, trustworthy and close-mouthed, rarely sharing his secrets even with his daughter. After all, this is as close to an adventure as he is ever going to get.

Do not take Latimur for any man's fool. He can spot a crook and a con artist with a mere glimpse and NEVER aids scoundrels. Likewise he has his ears open to every rumor from the most reliable of sources. His incredible congeniality and sincerity has proved him with many powerful and influential characters perhaps more reliable of sources. His incredible congeniality and sincerity has proved him with many powerful and influential characters perhaps more than even he realizes, making him privy to information few others would have. These men are also likely to destroy anyone who should care to harm the most loved person in the community. Even Raven Darkhold watches his place in regard to Latimur. (Raven Darkhold, see number 35)

Latimur Karlye
12th level Merchant
6th level Scholar
Alignment: Unprincipled
Hit Points: 63
Armour: Special studded leather, A.R. 12, S.D.C. 48 never wears it.
Weapons: Dwarven short sword +2 to strike, parry, and damage; magic dagger spits lightning 3X daily, does 3-18+4 damage, mace and dwarven battle axe +4 to damage. Only uses the knife. Also has magic talisman +3 vs. circles and wards.
Attacks Per Melee: 2 hand to hand
Bonuses: W.P. knife +5 to strike, +4 to parry, +6 to strike, 80% chance of people trusting him.
Skills of Note: Speaks all languages except wolfen, troll and faerie at 100%, Read and Write southern, western, elven and dwarven 90%, Math 98%, Forgery 90/46%, Demon, Devil, Faerie Lore 94%.
Attributes: I.Q. 14, M.A. 24, M.E. 9, Spd. 4, all others average.
Personality: Friendly, helpful, happy, generous, kind.
NOTE: His daughter LuCinda is a 5th level merchant of scrupulous alignment. The bartender is a loyal ex-4th level mercenary of scrupulous alignment. Latimur always has 200 to 800 gold on his person, 3000-12,000 gold on the premises and a fortune in imported liquor.

D.) **The House of Traveler's Haven,** is a high class brothel.

E.) **The Potter** produces the highest quality ceramic items from jugs and jars to dishware and mugs.

F.) **Cobbler and Leather Shop** operated by a grouchy dwarf.

G.) **Percival's Tailor and Fabric Shop;** high quality fabric and silks sold by the yard or clothes tailor made of the finest precision. High prices.

H.) **Weaver** and spinner of wool, has a nice variety of wool clothing available.

I.) **House of Statuary** specializes in portraits and religious depictions. High quality.

J.) **Jeweler,** gold and silversmith; produces a wide range of quality jewelry at fair prices. Will also buy precious stones and metals for 50% of their real market value.

K.) **Carpenter and Wagonsmith**

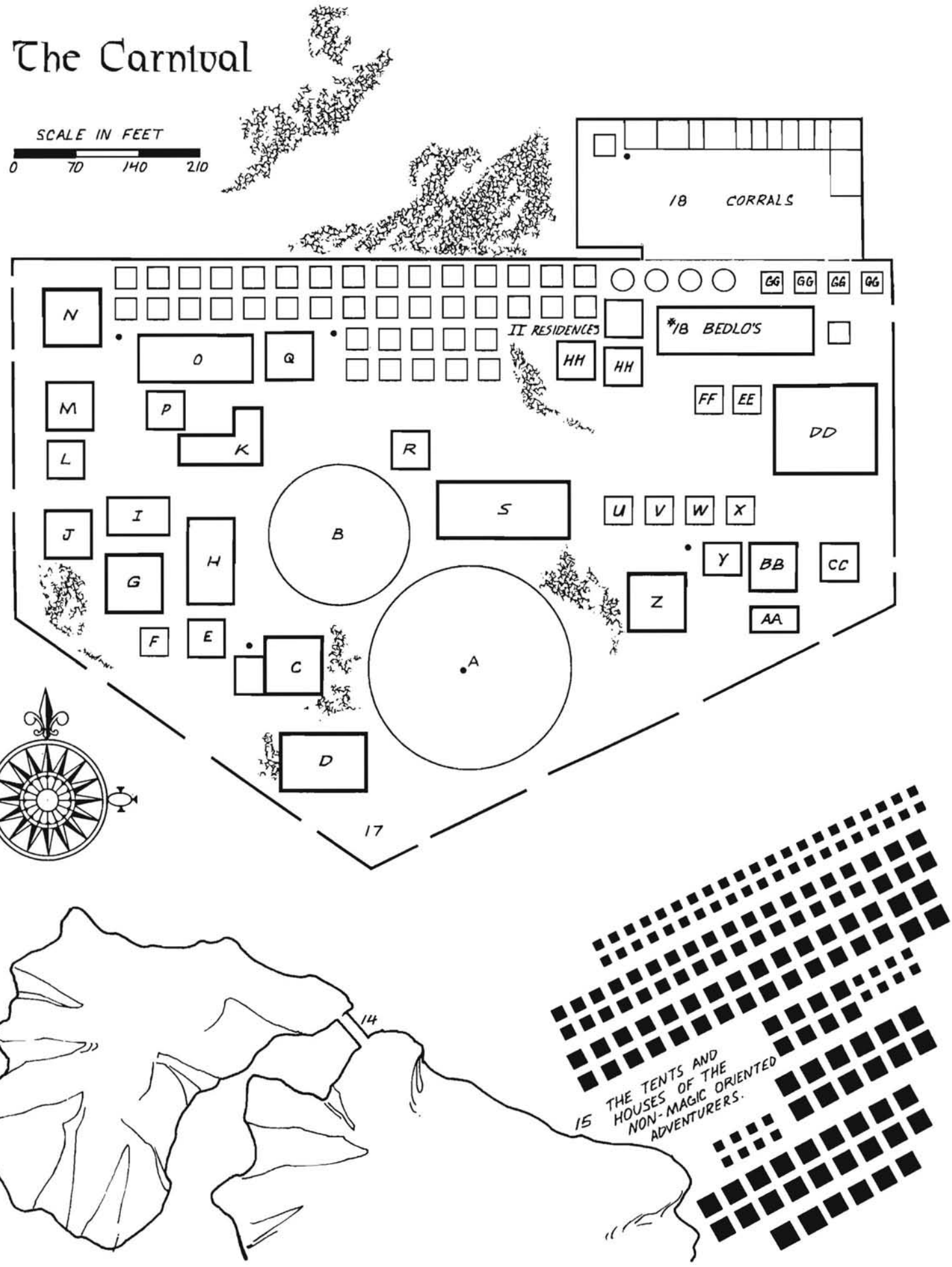
L) **Candle Shop;** sells all kinds of candles, holders and lanterns at standard prices.

M.) **The Parchment Shop;** operated by an unprincipled elf who despises dwarves. Sells notebooks, paper, parchment, scroll cases, inks, pigments, glues, wax, pens, brushes, gold and silver leaf, etching tools, and other related paraphernalia. Can also bind books and provides a scrivener service all at standard prices.

N.) **Counselors and Money Lenders,** 10% interest, will advise on purchases, investments and selling of information.

O.) **The Alchemist Shop,** is operated by a very frail looking middle age (400) elf, known only as The Mystic. He is not a particularly friendly or nice person but his shop is the best in the entire Timiro Kingdom. Unfortunately prices are high.
Scrolls and Conversions: Level 1-3 spells, 900 gold plus 100 for each level of strength, plus an extra 100-400 gold for particularly powerful spells such as the Armour of Ithan. Level 4 spells cost 1600 gold plus 200 gold per level of strength; Level 5 scrolls cost 2000 gold plus 200 gold per level of strength; Level 6 cost 2400 gold plus 200 gold per level of strength plus 500 gold for a powerful or offensive spell. HE WILL NEVER SELL BEYOND 6th LEVEL.
Unstable Scrolls (See Palladium R.P.G., pg. 54) costs a mere 200 gold per level of the spell up to a level six, with a 5th level spell strength/duration. Less 25% for bulk orders of ten or more.
Ward Placement is also a service offered but the person's true name MUST be known.
Alarms: silent costs 500 gold, sound 300 gold, magic 400 gold and trigger 500 gold.
Protection Wards: Fire or cold 400 gold; from magic 900 gold, energy (½ damage) 1000 gold, Undead 800 gold.
Ward of Protection by Infliction: confusion costs 1000 gold, burning pain (4th level) 800 gold, blind 1600 gold, sleep 900 gold, death (4th level) 2000 gold.
NOTE: All wards are placed on an inamiate object. If the person doesn't provide his real "true" name he will take damage or be affected by the ward as soon as he touches the item.
Circle Knowledge that he is willing to teach.
Protection From: magic (superior), undead, were-beasts, witches, elementals, elemental forces and angels at a cost of 80,000 gold each.
Protection from Old Ones, 150,000 gold.
Summoning Circles: undead, pawn, elementals, elemental forces, and angels cost 16,000 gold each. While the others are also available at a mere 9000 gold each.
Power Circles are NOT for sale, but the Mystic is very interested in buying others. Already knows invisibility and knowledge.
Magic Armour
There is a 40% chance of having a specific item in stock although it will cost 15% more than standard.
Magic Weapons
There's a 32% likelihood of having a specific weapon in stock, but cost 20% more than standard.

The Carnival



NO holy or rune weapons, although he is always in the market for such items.
ALL potions are available at 20% above standard prices; double strength potions cost 50% more.
ALL poisons, powders and fumes are also stocked at 10% more than standard.
Magic Charms and Talismans
ALL are available at 30% above standard prices.
Other Articles of Magic
- Cloak of Protection (3) 25,000 gold
- Cloak of Shadows (2) 10,000 gold
- Dragon Dust, per ounce 20,000 gold
- Dragon Bones/Teeth, per ounce 10,000 gold (not hydra teeth)
- Dragon Blood, per ounce 9,000 gold
- Faerie Wings, per pair 30,000 gold
- Lotus Petals, 100 gold each
- An alleged unicorn's horn; the Mystic will tell any interested buyers that he is unable to test the authenticity so he can't sell it anywhere near its true value. Costs 50,000 gold and is a real unicorn horn. The Mystic will not be talked down on the price because he is fairly certain it is real, but the only way to find out is to use it. The horn does register magic.

Common Items
Papers, parchment, paints, carving tools, powdered silver and gold, clear wax, bees wax, rabbit skin glue, and other materials commonly used by diabolists, summoners and wizards are also sold. All are at standard prices.

The shop is constantly patrolled by the Mystic's familiar, a weasel; 13 hit points, prowl 80%, +6 to dodge. There is also a 60% probability that the shop is being protected by an invisible guardian or two, usually an air elemental or devil or demon. If the shop is ripped-off the Mystic will summon one to hunt the perpetrator down and slay him.

Special, expensive or exotic items are all under ward, lock and key. Scrolls and potions are especially protected as they are the most common targets of theft. Consequently the storage area is protected by wards of alarm (sound and silent), and a long sequence of blind and death wards. The shop's protectors often check to be certain all is right.

The Mystic is a cantankerous, cruel and greedy elf known for his shrewd business sense, but he is also a quality merchant never lying or deceiving his clients about the quality or effectiveness of an item. **He is always interested in buying new stock**, but never pays more than 25% of the market value for scrolls, component materials, etc. However, for truly unusual or rare items, circles or spells, he will pay as much as 50% of the market value. The Mystic will never short change anyone or way-lay him in an alley later, but one should pay great heed to his words and their exact meaning.

The Mystic (true name: Ki-rel)
10th level Scholar
10th level Alchemist
3rd level Wizard
6th level Diabolist
Minor Psionic
I.S.P.: 43
Alignment: Anarchist
Hit Points: 67
Armour: Magic cloak of protection with invisibility, A.R. 12, S.D.C. 50, impervious to fire.
Attacks Per Melee: 2 hand to hand or 1 spell
Bonuses: +6 to save vs. all magic, psionics (includes bonuses from a magic medallion), +3 to strike, parry and dodge with staff or knives.
Weapons: Thunder rod, a gnarled wood staff with mystic symbols carved in it, does 1-8+2-12 damage, the staff can also teleport 2X daily; pouch of powders: pixie, sneezing, and fire dust, plus four smoke bombs and one fume of weakness; two normal daggers in boot and belt.
Spells: can cast 5 per day -
The five common knowledge spells plus, Sense Evil, Globe of Silence, Ventriloquism, Phantom, Magic Net, Magic Pigeon, Fire Ball, Call Lightning, Darkness, Turn Self Into Mist, Fly as an Eagle.
Additional Equipment: Usually wears his boots of fleet feet, and a medallion of protection from magic (+3), 200-800 gold on person and 100,000 to 400,000 in gold and gems available when needed.
Attributes: I.Q. 16, M.E. 12, P.S. 14, P.P. 13, P.B. 18, Spd. 12, all others average.
Skills of Note: Speaks all languages 100%, reads and writes runes, mystic symbols, elven, dwarven, southern and western 100%, recognizes precious metals, stones, poisons, plants 100%, use poison 100%. Also an authority on demon lore, racial histories and religious doctrine.
Personality: Cunning, clever, extremely selfish; 400 year old elf. He will work with good or evil to get what he wants.

P.) **The Wizard's Retreat,** an exclusive tavern that caters only to wizards and their guests. Serves high quality food and drink at standard prices. Operated by a retired human mage, 64 years old (9th level wizard) named Thomas. Thomas is an authority on the history of the Place of Magic since he was one of the first people to explore the ruins. He is unprincipled in alignment but a total snob and only associates with fellow wizards and honorary mage Latimur Kyle.

Q.) **The Fallen Star Jeweler** specializes in gems, high quality and high prices, buys at 25-30% of the real market value.

R.) **Ala Banshi's Bakery,** specializes in western pastry; very popular shop, fair prices.

S.) **The Artist's Plaza,** includes potters, painters, weavers, glass blowers, ceramic makers, basket weavers, silversmiths, candle makers; all standard prices.

T.) **Emilia's,** this is a huge shop that sells tobacco, snuff, perfumes, spices, herbs and candy.

U.) **Tailor Shop,** good quality, standard prices, works well with silks.

V.) **Fur Shop,** specializes in quality jackets and coats. 25% higher than standard, but is reflected in the superb craftsmanship.

W.) **Silk Shop,** imported western silks available by the yard. Will recommend the tailor shop (U) down the way for custom tailoring.

X.) **Jeweler and Goldsmith;** fair prices, quality work.

Y.) **Boot-Maker and Leather Goods,** specializes in sturdy yet fashionable boots and shoes. Also sells belts, gloves, hats, vests, and so on. Good quality, standard prices, add 30% for custom made items.

Z.) **Armour of the Exotic;** is the establishment of Tanash Lo Quel a dwarf weaponsmith of impeccable quality. Even his standard nothing special weapons are of an uncommon quality. There is a 38% chance that he will have any particular weapon of superior quality with bonuses to strike, parry or damage. If he doesn't have it in stock he can make one to order within 10 days at an additional cost of 200% added to the weapon. Rush orders will increase the weapon's cost by 500% but will produce the item within six days. Anything sooner must be negotiated and extremely expensive (three days is as quick as possible).

Special characteristics are also available and include the following:
Special color, 600 gold extra.
Continual soft glow, 1200 gold extra.
Fire resistant (takes ½ damage) 2000 gold extra.
Impervious to fire, 4000 gold extra.

Special items include an indestructible sabre

1-6+2 to damage, 25,000 gold; demon slaying broad swords (4), 9000 gold each, devil slaying broad sword (1), 8000 gold; and a flaming short sword does 4-24 damage, 44,000 gold.

Superior dwarven weapons with bonuses are limited to a maximum bonus of +4 and cost the standard rates. **See the Palladium RPG, page 47.**

Special Armour includes, special color extra 600 gold, continual glow 1400 gold extra, half normal weight 2500 gold extra, fire resistant 2500 gold extra, impervious to fire 5500 gold extra. Additional S.D.C. costs an extra 100 gold per 20 S.D.C. for light armour, an extra 120 gold per 10 S.D.C. for heavy armour. See the Palladium R.P.G. pg. 47. 60% likelihood of having a specific type of armour in stock.

Tanash LoQuel
6th level Assassin
Alignment: Miscreant
Attacks Per Melee: 3 hand to hand.
Bonuses: +2 to damage, +2 to save vs. magic and poison, W.P. bonuses not included, but average about +3 to strike and parry.
Hit Points: 63
Armour: Magic leather, A.R. 14, S.D.C. 180
Weapons: Flail 2-12+4, short sword 1-6+4 (glows), 3 silver coated daggers, sling and a ring of fire imperviousness.
Skills of Note: W.P. short sword, W.P. ball and chain, W.P. knives, W.P. sling, use poison 70%, prowl, and speaks and reads dwarven 100%, speaks goblin and southern 100%.
Attributes: I.Q. 12, P.E. 18, P.S. 15, P.P. 14, all others average.
Personality: Hates elves and refuses to do business with them; he is a tough, fairly friendly entrepreneur who has used his assassin skills to earn enough to start his own business. Although semi-retired Tanash can be coaxed out to do "one last job", again, if the price is right (it also helps if the target is elf). Will buy weapons only at 30% of the true market value, always has 2000-8000 cash on hand.
NOTE: Three 4th level dwarven soldiers are also under his employ and are completely loyal. Mithc: anarchist, 50 hit points; Khand: miscreant, 31 hit points; and Gunth: diabolic, 34 hit points.

AA.) **Tent Shop:** Sells a variety of sizes of tents which can be pitched in areas 15 and 19, at a cost of one gold per night, to avoid room and board. 10% less than standard.

BB.) **Meat and Poultry** sold here at standard prices, dairy products as well.

CC.) **The Bottle-Neck;** this orc and human owned shop makes and sells all types of bottles, jars, and glassware. Also has a small selection of pots and pans. Standard prices.

DD.) **Slave Market;** 6 to 24 orc and goblin slaves are always available. Average price 600 gold.

EE.) **Rope and Supply Shop,** a variety of common field equipment, rope, snares, manacles and so on. Standard prices.

FF.) **Saddle Shop;** quality riding equipment, standard prices.

GG.) **The Stable Hand's Bunk House** for Bedlo's livery.

HH.) **Several Warehouses and Grainery**

II.) **Merchant Residences**

18.) **Bedlo's Livery** is the largest livestock merchant; always has 2-8 work horses, 4-24 ponies, 3-12 riding horses, 1-4 jumping horses, 1-6 race horses, 1-4 war horses. All are good quality animals that sell for average prices on the highish side. Bedlo rents his stables at a fee of 5 gold per day, plus food.

Bedlo is a jolly fat man who stands an imposing six feet tall. He is a 10th level merchant of noble birth and an excellent rider (horsemanship: knight). He is of anarchist alignment and has 49 hit points. Bedlo will never pay more than 15% of a horse's real value unless it's a war or race horse.

19.) **This is the area for the studiers of magic.** It is a larger, more attractive area than the one for fighters and adventurers of non-magic area (area 15). ALL men of magic, monks and scholars are welcome here; all others are kept out and not even allowed by invitation. It looks similar to area 15 with its many tents and wooden shacks, except that many are larger and some are made from stone and clay.
NOTE: the square depicted on the map is the library which contains several donated books, notes and observations about the Place of Magic as well as dwarven history, architecture, language, etc.

20.) **The residences of the air warlock administrators** of the Place of Magic.

21.) **Temple of Air**

22.) **Housing for Air Warlocks**

23.) **Guard Post** of the upper pass; guarded by two 5th level air warlocks.

24.) **The area of residence** for water and fire warlocks.

25.) **Temple of Water and Temple of Fire**

26.) **Wizard area of residence;** these are primarily serious researchers who have been here for a while.

27.) **Residence of the elite wizards;** this small area is occupied by one of the original discoverers of the Place of Magic, Benjamin Hinn, a 12th level wizard, and his 8 colleagues. Most of these wizards have been here for several years now. Average level of experience 5th.

28.) **Community of Earth Warlocks.**

29.) **Kintol-kal,** an ancient elf (15th level), keeps to himself. He is one of the original founders of the Place of Magic.

30.) **Ancient Temple of the Earth Elementals** that has been completely restored.

31.) **Ancient Surface Ruins;** completely researched.

32.) **The Dead-End Tunnel;** this unusual tunnel is perfectly smooth and seamless almost as if it were melted out of the very stone (Yes, this is of Old One construction). The tunnel is 30 X 30 X 30ft and runs approximately 2100ft ending in a solid wall of stone (the mountain). There are no secret doors, traps or passages.

At the very end is an old, faded and scarred circle (inactive) of protection from Old Ones which was obviously created long after the tunnels creation. This area radiates magic if a sense magic is done. A see the invisible with spell or natural ability will reveal a giant **circle of teleportation** 30ft in diameter. It is a one way ride limited to one location which is inscribed in silver runes. The words are meaningless; Agu-Itkre-Marrst. The circle itself is drawn in some unknown substance (Old One blood).
The circle is made invisible and indestructible by a ward of invisibility and permanence. The burning of a pair of faerie wings will instantly activate the circle teleporting everything in the circle's radius into the deepest depths of the Old One complex (M-84).

33.) **The Residence of Raven Darkhold.**

Raven Darkhold is perhaps the most infamous individual in the Place of Magic. His name, powers and position have earned him his own private residence secluded from the others (as well as to keep him out of trouble). Here he conducts his own investigations into the Place of Magic. It was Darkhold who discovered the victims of the contagion and has gone as far as to speculate that it is the result of an improper combination of magic; most likely a power circle

variant gone awry. Of course, no circle has been found to substantiate this outlandish speculation and this and other flamboyant statements and attitudes have won him the reputation of being an eccentric maverick.

In many ways this is true, for Raven Darkhold is given to his many passions, indulging himself in excesses as is typical of Western Nobility. He has been rumored to partake in many unusual and sometimes cruel pleasures. He is prone to sudden outbursts and intolerance of anyone who impedes his goals or acts in fear or ignorance. He is an interesting paradox for while his emotions seethe and swell like a bubbling volcano, he always appears calm and cool even when he lets go with one of his frequent outbursts of anger.

Raven Darkhold is a prince of the Western Empire and rumored to be heir of one of the old families of nobility. It is also rumored that he is one of the prime movers in the political arena who are trying to get the Western Empire to again take up arms and continuing its quest for global conquest. Many believe that Darkhold is here to unravel ancient mysteries to aid that movement. A goal of conquest that would surely include the Timiro Kingdom as one of its early targets. His arrogant and elitish disregard for others not of Western heritage would seem to support these rumors.

A secretive man, he rarely shares his knowledge with his fellow researchers unless it is of no value to him. A loner, he consorts only with those things he summons with his circles. However, when he first arrived at the place he was accompanied by another ambitious student of magic, an elven diabolist from the east. Both were said to have explored regions of the ruins that few other men have ever glimpsed. A year ago his associate disappeared as do all of Darkhold's enemies. Accused of murder by the missing elf's friends, no evidence could be found to support their claims of foul play allowing Darkhold to continue on with his work. Oddly enough it's around this time that Darkhold stopped entering the ruins. A new seriousness has also seemed to have befallen him as he appears to be preoccupied with some great disturbance.

G.M.'s NOTE: Darkhold is responsible for his associates demise, but this particular time it was not an act of vengeance or self servitude. Darkhold and his fellow adventurer discovered the Old One nearly four years ago, a bit of knowledge they kept to themselves. But while selfish and evil, Darkhold's plans are to rule a world through the Western Empire, not see his world destroyed. Consequently, they agreed to avoid the Old One for fear of awakening it. Somewhere in the ruins his associate unraveled the secrets of several unknown circles, circles he didn't share with Darkhold, circles that could awaken the Old One. Too late the Western prince learned that his associate had already taken steps to awaken the foul monster. So it was that Darkhold slew his friend with his usual tools of deceit and poison. Unfortunately, while he was successful in slaying his associate it was a little too late; the elf diabolist has set a number of lethal ward traps designed to slay or prevent access into the ruins by Darkhold. A number of wards attuned only to Darkhold (the elf is one of the few people who knew his real name) are strategically placed throughout the ruins of the dwarven complex. For example: there are some hidden along the passages leading to the armoury, above the teleport circle and similar key locations. Since Darkhold knows not where, he cannot enter the complex with safety and he will not risk catching the contagion by entering through the tunnels. He is increasingly perplexed by information sent to him by yet another associate, Caliph Alsto Stone, for it leads him to believe that the Old One has awakened (true).

Raven Darkhold (true name: Sharagar Darkhold)
7th level Summoner
5th level Wizard
7th level Pseudo Mind Mage
I.S.P.: 66
Alignment: Diabolic
Hit Points: 96
Armour: Cloak of protection, A.R. 12, S.D.C. 50, impervious to fire or soft leather armour (magic), A.R. 15, S.D.C. 210, looks battered and worthless, always wears it when adventuring.
Attacks Per Melee: 2 hand to hand or 2 psionic, or 2 spell attacks.
Bonuses: +2 vs. all magic, +2 to strike, parry or dodge.
Weapons: Twin silver plated daggers (magic 1-6+3 damage each), falchion 1-8 damage, crossbow 1-8 damage, trident 1-8 damage, three daggers 1-6 damage.
Additional Equipment: Potions: healing (4), youthful appearance (2), mute (1); Scrolls: immobolize (1), multiple image (2), charm (1), strength of Utgard Loki (2), stone to flesh (1); Money: 1 Old Kingdom Dragon Coin worth 5000 gold, 20 Western 100 gold pieces and 80,000 in coin and gems hidden and guarded in his residence. Other items include a selection of books on dwarven history, personal items, and a pegasus medallion (fly 4X daily).
Spells: Can cast 8 spells daily, +2 spell strength. Common knowledge spells plus, reduce self, see the invisible, chameleon, armour of Ithan, turn self into mist, call lightning, mask of deceit, death trance, familiar link.
Circles: +2 circle strength. All protection and summoning, power circles: healing, knowledge, pain.
Psionics: Limited to 1-3 levels (major psionic). Aura of truth, detect psionics, meditate, object read, presence sense, resist cold and fatigue, see aura, bio-regenerate, levitate, limited telekinesis mind block, nightvision, mental bolt of force, turn invisible, precognition, evil eye (all).
Skills of Note: Horsemanship: knight, pick locks 80%, forgery 90/46%, prowl 60%, read and write western, elven, dwarven 100%, speaks western, southern, eastern, elven, dwarven, and goblin 100%, recognize and use poison 100%.
Personality: 40 year old prince of high Western nobility a handsome 6ft 4in. tall human aristocrat who views himself and all westerners superior to all others. He can be extremely mean, ruthless, and vengeful; suspicious of everyone and dislikes soldiers and the military in particular, they are pawns to be used and nothing more. He is clever, cunning and the master of deception.

Demon Servants

Darkhold calls upon (summons) three demons in particular to do much of his dirty work and/or aid and assist him. All three have come to now Darkhold well and are suprisingly loyal to him.

Polt the Baal-Rog
Alignment: anarchist, Hit Points: 74; See Palladium R.P.G., page 177.

Ingus and Sucram the Incubus and Succubus
Ingus: Miscreant, Hit Points: 44
Sucram: Miscreant, Hit Points 39.

G.M. NOTE: You may or may not wish to include Darkhold in the game. If you do he should rarely be directly involved and will NEVER enter the ruins. However, he may assist characters with infromation, money or man power (one of his demons) if he thinks they can stop the Old One. Darkhold will demand the true name of the group leader and anyone who personally seeks his aid. He himself will never give his true name for any reason.



THE BAAL-ROG, POLT, AND RAVEN DARKHOLD

34.) **Guards** of the upper passage; a 6th level earth warlock and two assistants guard this post.

35.) **Guard Outpost,** one 4th level fire and 4th level air warlock guard this point assisted by six 3rd level mercenaries.
NOTE: The guard outposts are to protect the Place of Magic from brigands, outcasts, and non-human raiders.

IN THE HEART OF THE RUINS

Indeed, this is an ancient Dwarven dwelling. Not a city or town, but a dwelling place for dwarves engaged in archaic quarters and locked underneath are laboratories, armouries, magic and other dark secrets.

All the mysteries remain hidden because of the active and deadly magic that remains. The bones of the greedy and careless lie among the ruins along with those guilty of poor judgement, or misfortune. And next to them are the bones of those who simply hestitated a moment too long . . .

Said to be deserted; The Place of Magic is alive with enchantment and danger. Repopulated by the slaves of incomprehensible forces, a population of the deranged and the damned. And there are tales that some of the inhabitants have never died; they only wait patiently to be released into a new and unsuspecting world.

FACTUAL HISTORICAL DATA

The Place of Magic. The original dwarven name is unknown. There is no record of any city, town or habitation in this location.

Only the Tristine Chronicles make a vague reference to what might have been The Place of Magic. A passage describing the ancient dwarven/elven wars said " . . . and the warrior King of the Titans proclaimed to Kinto-Asalow that no longer could the Titans; Champions of Justice, endure the degradation of non-elven races. Lo the Titans did banish themselves from the side of Elvinkind forevermore as they could not find it in their hearts the will to smite their elven brothers. In passing the warrior king did say, "Change thy ways brothers. Change thy ways for unless you do the dwarves will surely topple thee. Even now the dwarves build their secret instrument of vengeance in the Eastern Mountains."

Certainly the Place of Magic has extensive facilities for creating rune weapons. And almost certainly many features of the complex are perfect for developing circles and wards. Since this kind of research was forbidden by the elven overlords, secrecy is understandable. It may even explain the absence of mention in the otherwise comprehensive records of the elves and dwarves.

THE DWARVEN RUINS:

The Upper Levels: Work community, housing, entertainment halls, parks and nobles chambers. All thoroughly ransacked and mapped.
The Canals
The Tunnels
The Armoury
The Place of Magic

THE CANALS

Outside the canals there is a large open area filled with guards. They are quietly talking, sitting or just watching alertly. Anyone entering this area from above will be directed over to the table where Ornaly, Captain of the Guard and his Scribe, Thomaska are seated.

Captain Ornaly will ask if the group intends to enter the Place of Magic. If they agree then he will pick up a piece of parchment and read the following speech.

> "In the name of Belgerphon, ancient King of Timiro, hear this proclamation. The Place of Magic, being an ancient place of dwarven mysteries, is declared to be unclean. Those who leave this unclean place are often possessed of a dread Contagion that causes a terrible madness. Enter at your peril.
>
> Further, to avoid the spread of this Contagion among the general populace it is hereby decreed that all who contract the disease will be kept in royal custody. All those so taken will be cared for with royal monies until their death or until a cure is discovered.
>
> By signing this proclamation you are subjecting yourself to immediate arrest and transport to custody should you contract the Contagion. All those entering and departing the Place of Magic will allow themselves to be magically checked for signs of the Contagion."

He will then ask each person to sign the papers offered to them by the Scribe. If the character cannot write then the Scribe will write the name and the character will make his mark.

Standing behind the Scribe is a mysterious figure dressed totally in black. His face is cloaked and his piercing green eyes are barely visible. He is Ralta, the Mind Mage. As each person passes he will read their aura and transmit the information to the Scribe with extended telepathy. The Scribe will mark it down in a large ledger along with the character's name. The Contagion is immediately obvious in a person's aura.

Persons coming from below will send the guards into full combat readiness and they will have their bows and other weapons ready. Again all characters will have to pass by the Scribe and Ralta. Any pseudo-demons or contagion affected characters will be escorted into a side chamber. They will be kept there until their comrades have left. Then they will be mercilessly and quickly executed. NO EXCEPTIONS!!

Captain Ornaly is a 9th level Knight with full plate armour and a dwarven long sword. Under the table he has a loaded crossbow with a silver-tipped bolt.

Ralta Dan-Forarin is an 11th level Mind Mage. He has 134 I.S.P. and knows all psionics through level eight.

Tomaska is a 2nd level Mind Mage. He has 41 I.S.P. and knows frist and second level psionics. He has a loaded crossbow under the table.

8 Guard Sergeants are all 5th level Soldiers armoured with dwarven chain and armed with short swords. Each has a loaded crossbow with a silver-tipped bolt.

40-50 Guards are 2nd level Soldiers and are armoured with studded leather and armed with short bows and maces. All their arrows are silver-tipped.

THE CONTAGION

NOTE: There are rumors about the contagion in the ruins. It is said that it is a strange, mind crippling disease. But characters will NEVER hear that it turns people into monsters.

The Contagion (also know as the Dwarven Curse) will affect all intelligent creatures except dragons, changelings and deities; including angels, devils, demons and elementals. There is no protection against it, ANYONE passing through the room with the Circle of Contagion will be affected.

Saving Throw:

All life forms get a saving throw against the Contagion. Those who roll **under** their Physical Endurance (P.E.) on twenty-sided dice will suffer NO effects. Once someone has saved they will NEVER be affected no matter how often they visit the Circle of Contagion.

The Symptoms of the CONTAGION of Pseudo-Demons

Food: Anyone contracting the Contagion will remain steadily hungry throughout the 30 days of the disease's gestation period. Each victim needs to eat at least

2 pounds of food every day. A victim eating less than 2 pounds will take 1 Hit Point of damage, less than 1 pound will cause 2 Hit Points of damage, and eating nothing will cause 3 Hit Points of damage. Normal Healing, Bio-Regeneration and Healing Touch will NOT cure this damage. Each of these Hit Points can be recovered by eating 1 pound of edible meat.

Day One: Victims contract chills and fever.

Day Two: Headaches and nausea cause a -2 to any rolls to strike, parry or dodge.

Day Three: Headaches and nausea continue with -2 on strike, parry and dodge rolls.

Day Four: Tired with muscle soreness which lasts two days and reduces speed by 40%.

Day Five: Muscle soreness continues. Speed stays reduced.

Day Six: Skin itches and burns all day.

Day Seven: Skin slowly changes color according to the following chart:

1-15 Red
16-36 Extremely Pale White
37-53 Greenish Pallor
54-74 Grey
75-00 Jet Black

Day Eight: 60% chance that all the victim's head hair will fall out.

Day Nine: 60% chance that all the victim's body hair will fall out.

Day Ten: 80% chance that the victim will crave raw meat and blood (44% chance of cannibalism).

Day Eleven: Vision blurs and the eyes burn. Sight reduced 40% and -1 on all rolls to strike, parry or dodge for a 24 hour period. At the end of the day they will have Nightvision (60 feet range). If the victim already has Nightvision then add 60 feet to their range. The eyes are now orange and glow in the dark with a yellowish red color.

Day Twelve: On the 12th day the skin starts feeling crawly, as if thousands of spiders were walking on it. By the end of the day the skin will change according to the following table:

1-37 Lumpy with odd bumps and growths. A.R. 10, add 40 pounds.
38-59 Thick leathery skin. A.R. 12, add 30 pounds.
60-88 Fine scales, A.R. 12, add 30 pounds.
89-00 Roll for Insanity. Plate-like exoskeleton, A.R. 15, S.D.C. 75, add 60 pounds.

Day Thirteen: The victim's teeth fall out. The replacements will start growing in immediately. All new teeth will grow in as pointy canines. 36% of the victims will grow a set of fangs (two upper and two lower) that can bite attack for 1-6 damage.

Day Fourteen: The victim must roll for phobia.

Day Fifteen: Fingernails loosen and fall out of hands. Over the day claws grow in. Claws do 1-6 damage.

Day Sixteen: Muscles feel extremely heavy with a continuous dull ache. There is a -1 attack per melee, -2 to damage, -2 on parry and dodge. The next day victims will have a physical strength (P.S.) of 18 with +3 to damage. Those with P.S. of 17 or greater will add 2 to their P.S.

Day Seventeen: From this point on there is a +2 (two) on all saving throws. NOT to be used when rolling against the Contagion itself.

Day Eighteen: A spurt of growth. Roll on Table:

1-5 Add 150 pounds to weight. Add 2 to P.E.
6-10 Add 3 inches and 10 pounds.
11-15 Add 6 inches and 20 pounds.
16-20 Add 8 inches and 30 pounds.
21-25 Add 10 inches and 40 pounds.
26-35 Add a foot to height and 50 pounds.
36-45 Add 1 foot, 3 inches and 60 pounds.
46-60 Add 1 foot, 6 inches and 75 pounds.
61-70 Add 1 foot, 9 inches and 90 pounds.
71-75 Add 2 feet and 100 pounds. Add 1 to P.S.
76-80 Add 2 feet, 6 inches and 120 pounds. Add 1 to P.S. and 1 to P.E.
81-85 Add 3 feet and 150 pounds. Add 2 to P.S. and 1 to P.E.
86-90 Add 4 feet and 200 pounds. Add 3 to P.S. and 1 to P.E.
91-95 Add 5 feet and 250 pounds. Add 4 to P.S. and 2 to P.E.
96-00 Add 6 feet and 300 pounds. Add 6 to P.S. and 3 to P.E.

NOTE: All armour and clothing will have to be modified or replaced. Characters with 3 feet or more added to height will not be able to use normal sized bows or weapons with standard hand grips.

Day Nineteen: Victims become resistant to fire, fire attacks will do only half damage.

Day Twenty: Victims become resistant to cold. Cold attacks do only half damage.

Day Twenty-One: Roll insanity as follows:

1-26 None
27-55 Roll a phobia
56-80 Roll a neurosis
81-90 -1 on M.E., Roll 2 phobias
91-00 Roll active disorder

Day Twenty-Two: Increase speed by 4.

Day Twenty-Three: Roll on extra ability table.

Day Twenty-Four: Develop repulsion to any religious symbols of Light or Good. Can't approach symbols and take 1 hit point every time hit or touched, even through cloth, leather or armour. Physical beauty (P.B.) changes, 1-79 means -2 on P.B., 80-100 means +2 on physical beauty.

Day Twenty-Five: Roll under M.E. on twenty-sided. Failure results in -1 on I.Q. and reroll of disposition Palladium R.P.G. page 9.

Day Twenty-Six: Roll for personal hatred. Victim will be disgusted with that kind of being and will suddenly believe that they are part of a great conspiracy that has caused all the victim's problems.

1-30 Elves
31-35 Children
36-40 Palladins
41-50 Magic Practitioners
51-55 Opposite Sex
56-60 Wolfen
61-75 Anyone not of victim's race
76-80 Clergy
81-85 Merchants
86-95 Thieves
96-00 The Supernatural (gods, ghosts, demons, etc.)

Day Twenty-Seven: Roll on extra ability table.

Day Twenty-Eight: Roll on the following table:

1-30 Grow small horns on forehead. Do 1-6 damage from ramming.
31-60 Grow 8 foot long tail. Extra attack, 1-8 damage.
61-99 Grow extra large claws (3 inches). Do 1-8 damage.

Day Twenty- Nine: 30% chance of growing cloven hoof feet. Speed will be one half normal for 3 days. After that increase speed +4.

Day Thirty: Roll once on random insanity table.

Day Thirty-One: Life span of victim is now 1,000 years without aging. Still vulnerable to normal death from injury or disease.

EXTRA ABILITIES

1-4 Dimensional Teleport 50%. Can try once per hour.
5-10 Can Metamorph into insect at will. Will change into a large insect (6 inches long). Will always be the same type (roll on the following table). All are non-poisonous.
1-25 Spider
26-40 Centipede
41-60 Scorpion

61-75 Beetle
76-90 Cockroach
91-00 Housefly

11-16 Metamorph into rodent at will. Can choose to change into either a rat (16") or mouse (4").
17-25 See the Invisible
26-35 Turn Invisible at Will.
36-45 Impervious to Fire
46-50 Spit Flame. 4-24 damage, Range 25 feet, normal roll to strike.
51-54 Animate and control dead. Up to 12 bodies can be controlled, 60% chance of animating each body.
55-60 Turn Undead, 60% chance of turning each individual creature.
61-65 Prowl 76%
66-72 Identify Tracks 80%
73-81 Control up to 6 animals (must be non-intelligent), 80% chance each.
82-89 Bio-regeneration, allowed to heal self for 1-8 hit points every other melee.
90-95 Flying ability. Can fly at speed of up to 30 miles per hour.
96-00 Healing Touch, can heal 1-6 hit points every other melee. Usable ONLY on others.

All changes/abilities are premanent. There is no known cure for the curse of pseudo-demon. In the outside world people will flee, scream, throw stones, pray and/or attack and call a priest to drive this strange demon away. Few will accept any explanation. They will believe that the demon is simply trying to lure them into some hell-spawned treachery.

People treat the victims as evil demons, the pawn of a witch or summoner and will accuse them of everything from sprained ankles to warts, spoiled milk to bad crops, and pestilence and death. Even the recent dead will be called the victims of the demons. The punishment will usually be a painful, slow death with the executioner "making sure" that the demon is exterminated.

Victims must roll for a new phobia every 6 months, for a new random insanity every year. Holy symbols of Light and Good will continue to cause pain and injury.

PSEUDO-DEMONS

THE PSEUDO-DEMON SOCIETY

This is the main tribal community of the canal people (otherwise known as pseudo-demons). It is comprised of the mean, cruel, evil and insane. Generally most (87%) hate normal non-affected people.

Alignments: Selfish, evil, insane
Total Number: 213

This is a tough society of non-human misfits. Their organization is a finely developed caste system with the strongest and most powerful holding the highest positions. Power is determined by combat. If someone new can beat one of the more powerful figures then they take his/her place. The defeated may now be challanged mercilessly until he can finally hold a position of status within the group. The core are the undisputed champions and leaders. To them the only challenge is to the DEATH!

THE ORDER OF RULE

Black Death: Undisputed Leader
Kyl-Lebansh: 2nd in command who wants Black Death's and protector.
Banderdash: 3rd, and Black Death's right hand man, friend and protector.
Benilli: 4th
Kragg: 5th, holds this position simply because he is not interested in ruling anything. He is counsel to Black Death and loyal; however, he would accept a new leader and serve just as faithfully. Kragg's only concern is his freedom within the community and his own space.
Brabdock: 6th, and upwardly mobile.

INDIVIDUAL PSEUDO-DEMONS

Black Death
6th level Mind Mage
Alignment: Diabolic
Attributes: I.Q. 11, M.E. 12, P.S. 20, P.B. 6, & P.P. 9
Hit Points: 33
Armour: Ogre double mail, A.R. 14, S.D.C. 52, also has skin with A.R. 12.
Attacks Per Melee: 2 attacks per melee +1 with tail
Bonuses: +5 to damage, +2 on all saves, ½ damage from cold and fire.
Abilities: See the Invisible, Turn Dead
Spells: All psionics level 1-6, I.S.P.87
Weapon Proficiencies:
Knife: +2 to strike - +2 parry/dodge - +2 throw
Staff: +2 to strike - +3 parry/dodge
Weapons: Thunder rod/metal staff; does 3-18 damage, 3 knives, bastard sword 1-8+2
Possessions: Pixie dust (2), pg. 138 Palladium R.P.G., gem studded Old Kingdom Dragon coin in necklace with wards of sleep, alarm (sound), and death all at 4th level.
Personality: Phobias about reptiles and open spaces. Satyr, sexual deviate who will make women his slaves.
Description: Black Death is 11 feet tall with scaly black skin, and blazing red eyes. He has pointed teeth (1-6) and a tail (1-6).

Kyl-Lebash
5th level Assassin
Alignment: Diabolic
Attribute: I.Q. 12, P.P. 23, P.S. 20, Spd. 16.
Hit Points: 39
Armour: Leathery skin, A.R. 12
Attacks Per Melee: 3
Bonuses: +7 to damage, +4 on all strike/parry/dodge, critical attack from behind, kick attack, ½ damage from cold and fire, +2 on all saves.
Abilities: Animate and Control Dead, Turn Invisible
Spells: None
Weapon Proficiencies:
Knife: +6 to Strike - +5 parry/dodge - +6 throw
Blunt: +7 to Strike - +5 parry/dodge - +5 throw
Spear/Fork: +6 Strike - +7 parry/dodge - +6 throw
Ball & Chain: +7 to Strike - +5 to parry/dodge
Weapons: Mace & Chain (2-12), Trident (1-8), 3 knives (1-6), Mace (1-8).
Possessions: None
Personality: Appears friendly and talkative. Has phobias about dogs, water and worms. Hates wolfen.
Description: Former elf, 8ft tall, dark red leathery skin, yellow eyes. Has pointed teeth and claws.

Banderdash
3rd level Mercenary
Alignment: Miscreant
Attributes: I.Q. 13, P.S. 22, P.E. 20, Spd. 19.
Hit Points: 44
Armour: Exo-skeleton has A.R. 15
Attacks Per Melee: 2 normal + 1 tail
Bonuses: +7 to damage, +3 against magic or poison, ½ damage from cold or fire, +2 on all saves.
Abilities: Impervious to fire, Fly
Spells: None
Weapon Proficiencies:
Knife: +1 to strike - +1 throw
Large Sword: +1 to strike - +1 parry/dodge

Blunt: +1 to strike - +1 parry/dodge
Weapons: 2 Invisible magic daggers (1-8) that return when thrown, invisible claymore (3-18), giant size war hammer (2-16), 2 normal daggers (1-6)
Possessions: None
Personality: Hates anything supernatural, especially gods, demons and powerful entities. Has phobias about females and reptiles. When frustrated or angry there is a 72% chance he will go into a semi-functional berserker rage.
Description: An ex-ogre who is an impressive 14 feet tall, he has a black armoured exo-skeleton, large fangs (1-8), huge claws (1-8), a tail (1-8), and yellow glowing eyes.

Benilli
4th level Mercenary
Alignment: Miscreant
Attributes: I.Q. 8, P.S. 20, P.P. 15, P.B. 4
Hit Points: 50
Armour: Scaly skin, A.R. 12
Attacks Per Melee: 2
Bonuses: +7 to damage, +2 on all parry/dodge. ½ damage from cold or fire, +2 on all saves.
Abilities: See the Invisible, Fly
Spells: None
Weapon Proficiencies:
Short sword: +2 to strike - +2 parry/dodge +1 throw
Battle axe: +2 to strike - +1 parry/dodge - +2 throw
Crossbow: +3 to strike - rate of fire is 4
Weapons: Battle axe (3-18), short sword (1-6), crossbow (1-8) and 24 bolts.
Possessions: None
Personality: Has phobias about clergy and undead. Is obsessed with cleanliness to an incredible degree.
Description: An ex-dwarf who is now 10 feet tall, he has pale white scaly skin, red eyes, pointed teeth (1-6), and large claws (1-8).

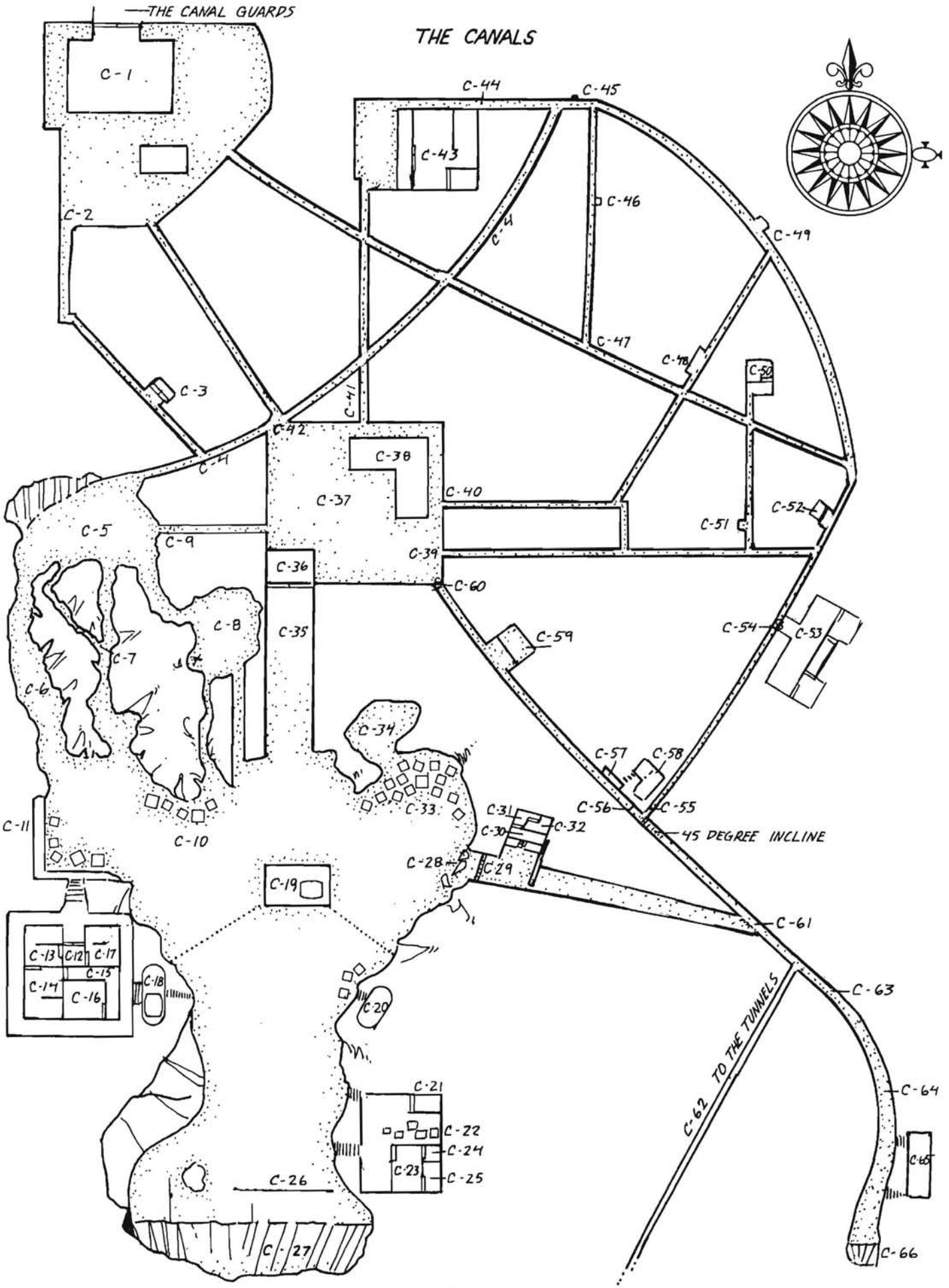
Kragg
5th level Wizard
Alignment: Anarchist
Attributes: Average
Hit Points 46
Armour: Lumpy skin has A.R. 10
Attacks Per Melee: 2 hand to hand and 2 magic
Bonuses: ½ damage from fire or cold, +2 on all saves, +2 spell strength.
Abilities: Rodent Metamorph, Animate and Control Dead
Spells: Slumber, Daylight, Tongues, Decipher Magic, Sense Magic, Reduce Self, Weightlessness, Swim as Fish, Mask of Deceit, Cloud of Smoke, Fireball.
Weapon Proficiencies:
Knife: +1 to strike - +1 throw
Weapons: 4 silver daggers (1-6)
Possessions: see room descriptions
Personality: Has uncontrollable fear of enclosures, can't even go into a closed room. Also has phobias about cats and dogs.
Description: A 10 foot tall ex-human with pale white, lumpy skin, orange eyes, pointy teeth (1-6), and small horns (1-6). Will always be well dressed in very clean clothes.

Brabdock Silkplow
4th level Diabolist
Alignment: Diabolic
Hit Points: 37
Armour: Scaly skin, A.R. 12
Attacks Per Melee: 2 +1 for tail
Bonuses: +9 to damage, +1 to strike/parry/dodge, +1 on all saves, +2 against circles, +3 against wards, ½ damage from fire or cold, claws, horns, cloven hooves.
Abilities: See the Invisible, Healing Touch, Recognize Enchantment 40%.
Spells: None
Weapon Proficiencies:
Knives: +2 to strike, +1 parry/dodge, +2 thrown
Ball and Chain: +2 to strike, +1 parry/dodge
Weapons: 2 Giant sized daggers (1-8), giant sized ball and chain (3-18)
Possessions: See C-21
Personality: Cunning and cruel
Description: He is an 11½ foot tall ex-human.

Typical Pseudo-Demon Guard
3rd level Mercenary
Alignment: Selfish or Evil (any)
Attributes: P.S. 20, Spd. 17
Hit Points: 3- 18 +10
Armour: A.R. 12
Attacks Per Melee: 2 (those with a tail will have an extra attack)
Bonuses: +6 to damage, +2 on all saves, ½ damage from fire or cold.
Abilities: Extra large claws or fangs (1-8), pointed teeth (1-6), claws (1-6), roll 2 on the extra abilities table.
Spells: None
Weapon Proficiencies:
Short sword: +2 to strike, +2 parry/dodge, +1 throw
Large sword: +2 to strike, +3 parry/dodge
Spear: +2 to strike, +3 parry/dodge, +1 throw
Knives: +2 to strike, +2 parry/dodge, +1 throw
Weapons: One dagger (1-6), roll six-sided for one of the following:
1. Short Sword (1-6)
2. Cutlass (1-6)
3. Bastard Sword (1-8+2)
4. Long Sword (1-8+2)
5. Short Spear (1-6)
6. Long Spear (1-8)

Possessions: Set of clothes, boots, large sack, bottle of low quality wine, 2-12 silver pieces.
Personality: These guards are mostly sullen and disagreeable. They look forward to fighting as a way of relieving the boredom of their job. Their idea of a good joke is torturing helpless travelers.
Description: Either scaly or leathery skin, blazing yellow/orange or red eyes, demonic features and from 1-6 feet over the standard height for their race.

Typical Low Caste Pseudo-Demon
No special skills, former serf or slave.
Alignment: Varies, but often anarchist.
Attributes: P.S. 18, all others average.
Hit Points: 3-18
Armour: A.R. 10
Attacks Per Melee: 1
Bonuses: +3 to damage, +2 on all saves.
Abilities: Pointed teeth (1-6), claws (1-6), horns (1-6), nightvision 60ft and 2 rolls on the extra abilities table.
Spells: None
Weapon Proficiencies:
Knives: +1 to strike, +1 parry/dodge, +1 throw
Weapons: Dagger
Possessions: Ragged clothing, belt, large empty sack, low quality dagger and/or spear.
Personality: Usually dejected or depressed. They tend to be afraid of just about anything. They will reluctantly follow the orders of anyone powerful enough to threaten them.
Description: Blazing yellow/orange or red eyes, no body hair and green or grey lumpy skin. They are grossly tall or fat versions of their races.


THE CANAL GUARDS
THE CANALS
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THE CANALS

C-1 This is a large chamber with 2 raised platforms. The ceiling towers 120 feet above the floor. The larger raised platform is stone, 160ft by 80ft and 40ft high. Iron rail ladders lead down to the water covered floor on the east, west and south edges. The second platform is 30ft by 20ft and 10ft high. It can be used as a dock during the lower water level season.

In this area, as with all the canals, the water depth rarely exceeds 8 feet. During the fall and winter the water is 3 or 4 feet deep. Add 3 feet to all water levels in the summer. There are an additional 4-10 feet in all areas during the spring.

The Circle of Contagion (see special section) is buried under several inches of muck and slime in the eastern section of the chamber. This causes the contagion. It is a semi-functional experimental circle (summon demonic powers/energy). It cannot be seen, even an active search in the mud would only cloud the water. Excavating all the mud and water (a tremendous task) would only reveal what would appear to be a mark or stain on the floor. The circle fills a 40 foot area.

There are three canal openings along the curved southeast wall.

C-2 This canal is 10ft wide and 20ft tall. It runs south before angling to the east. The water is 3 feet deep, pitch black and covered with slime.

C-3 This is an 8ft by 20ft storage room. Light can be seen beneath the rusty iron door. It is not locked or bolted.

Inside there is an odd looking man with a demonic appearance. He has jet black skin, glowing yellow eyes, two tiny horns growing on his forehead and clawed hands. He is dressed in torn cloth and has obviously been badly beaten.

When he speaks he will be scared and timid. With a trembling voice he says,

> "No you mustn't be here. The others, the others will hurt you. Go back before it's too late. Perhaps you can save yourselves. It may not be too late.
>
> Yes, you are not yet contaminated, you can still leave this place. They won't stop you. Go before you are discovered.

As he speaks he will reveal pointed teeth and fangs. He will be cryptic about the others, saying only that they are evil, twisted creatures and roam through all the canal tunnels. He will refuse any aid and will not help or join any group.

Olac: 13 hit points, 3rd level priest of Light, Impervious to fire, 7 feet 6 inch tall, former human.

C-4 Water depth 4 feet. This is a canal running southwest to northwest. The canal is 20ft wide and approximately 400ft long. There is light coming in that increases toward the southwest. A continuous roar (from the waterfall) can be heard to the southwest.

At the junction of C-2 and C-4 ther is an old rusty metal grill that has been broken down by force.

C-5 This is a large natural chamber 320ft by 200ft and 80ft high. At the north water pours down from the roof of the chamber. During the spring it is a thundering waterfall and the chamber water depth is 18 to 36 feet. During all other seasons it is a mild blanket of continuously running water with a chamber depth of 5ft. The current has a strong pull to the south.

There are 4 natural tunnels to the south, each leading to the same larger chamber. One dwarven made in the east 1-50%. Far off to the south it's possible to see 1-4 demonic looking figures. These pseudo-demons will be heading south through the western tunnel.

C-6 This is the largest canal, water depth is 5½ feet.

C-7 The two narrowest canals connect here. Joerway, a pseudo-demon is hiding in a niche at 30ft up the east wall. The water depth is 5-6 feet.

Joerway: 24 hit points, rodent metamorph, turn dead. 5ft tall, former gnome. He has a small barrel that he uses as a drum. He will start banging on it as soon as any intruders are out of sight.

C-8 This natural canal opens into a larger natural cavern approximately 80ft by 100ft by 34ft tall. The water depth is 5 feet. There is a niche in the west wall used by the pseudo-demons to spy on and ambush intruders. Gemster, is the speudo-demon on duty. both openings in the south wall lead to the main chamber. The east branch is dwarven construction, the west is natural.

Gemster: 18 hit points, spit fire, healing touch, armed with a short sword (1-6) and spear (1-6). 7ft tall, former human.

C-9 This is the end of a dwarven constructed drain tunnel. The end is blocked with an 8ft wide by 8ft tall grill that is still intact. Even though rust corroded the grill has an S.D.C. of 15.

The Giant Central Chamber of the Canal People

C-10 There is an expanse of crude rafts and boats strung together into a floating village. Many huts and make-shift tents have been built by the pseudo-demons. Yenorio, Wextim, and Oppors are the pseudo-demons in charge of those of the sick who have the initial phases of the contagion. There are always 10-20 sick patients undergoing the change.

Yenorlo: 13 hit points, identify tracks, healing touch, horns. 8ft tall, former human.

Wextim: 4 hit points, control animals, turn dead, tail. 6ft tall, former human.

Oppors: 14 hit points, control animals, prowl, tail. 7ft 6 inches tall, former elf.

C-11 The water level is usually 8ft but can rise much higher in the spring. There is a raised dock that's 32 feet above the floor (24ft above water level). A set of steps leads 16ft upward to the houses of the pseudo-demon leaders. There are 14 low caste pseudo-demons living on rafts and boats moored to this dock. Semerin is the strongest among these outcasts and will warn others away. None of these low caste pseudo-demons will fight unless ordered to do so by the leaders.

Semerin: 9 hit points, P.S. 21, animate dead, bio-regeneration, armed with battle axe. 11ft tall, former human.

NOTE: C-12 through C-17 are all 48 feet above water level.

C-12 This is the 40ft by 40ft waiting area for those wishing audience with one of the pseudo-demon leaders. There are 4 guards, Ulast, Remder, Storsh and Creble. Two of the guards will always be outside the closed, unlocked double doors. The room has 12ft ceilings, 2 large tables, and 4 stone benches. There will be from 0-5 low caste pseudo-demons waiting in the room.

Ulast: 20 hit points, animate dead, fly, horns, 3rd level mercenary. 6ft tall, former human who hates females and has a water phobia.

Remder: 21 hit points, spit flame, impervious to fire, tail. 8ft tall, former human.

Storsh: 18 hit points, identify tracks, see the invisible. 7ft tall, former human.

Creble: 26 hit points, P.S. 23, +8 to damage, identify tracks, bio-regeneration, extra large claws. 14ft tall, former human.

C-13 This locked, 40ft by 60ft room is the living quarters of **Kyl-Lebansh** (see separate write-up). The room is divided into a 20ft by 40ft bedroom area and a 40ft by 40ft main room. In the main room there is a large

stone table, six stone chairs with pillows, some floor cushions and stand-up oil lamp. There is also a small wood table in the southeast corner with 2 wooden chairs.

The bedroom has a bed of stuffed pillows and silk sheets. Plush fur rugs line the floor. There is also a locked wood trunk (the trunk walls are S.D.C. 100 and the lock has 80 S.D.C.). Inside there are 3 diamonds (worth 600 gold each), 200 gold, 70 silver, one vial of healing (2-12), and 2 books of elven racial history.

C-14 The quarters of **Banderdash** (see separate write-up). This 40ft by 80ft room is divided by a wall of 23 large humanoid skulls on poles. There is a large stone table and 4 large wood chairs in the northern section of the room. Mounted on the wall is a pole arm (3-18) and a large shield.

The southern section is a bedroom with a bed of pillows forming a pile on the floor. There is a smell of raw meat in the room. Hidden in the pile of pillows are bones of humanoids (late night snacks) and an unlocked metal box. Inside the box are 800 gold coins and a ruby worth 2000 gold.

C-15 This is a 10ft wide L-shaped hallway.

C-16 These are the quarters of **Black Death,** supreme leader of the pseudo-demons. He has divided the room into two 30ft by 60ft areas. In the east half there are his 5 concubines; Kareela, Orna, and Wenda are pseudo-demons; Imbena and Hellena are human female slaves. The room has a carpeted floor and contains lamps, candles, incense, a small wood table, 8 sleeping rolls, many pillows, wash basin and a cabinet. The wash basin has a compartment with towels and soap. The cabinet contains perfume, eating utensils, cloth, and 12 scented candles.

The normal human females are shackled to the wall with 10ft chains. Black Death forces himself upon these slave women and abuses them whenever he so desires. When they become sick or too ugly from beatings they are discarded. Then they are either put to work as slaves or eaten by the other pseudo-demons. In the case of an assault upon Black Death the slave women may shout warnings to their potential rescuers or may actually help fight if Black Death looks to be losing the battle.

The west half of the room is filled with Black Death's personal possessions. There is a trunk, a 4-drawer dresser, a large bed, a large table with 6 giant sized chairs, 2 lanterns, a large brazier with hot coals, 6 bed rolls and 2 spears.

The trunk is made from hard wood and is locked (A.R. 6, S.D.C. 120). Inside is a suit of human chain mail (A.R. 13, S.D.C. 60), a human cape that's blue with silver underlining, a pair of high quality boots, soft leather (deer) gloves. 2 daggers (human size), a wedding band (worth 150 gold) inscribed "to my darling Franklin forever", a nap sack, and a worn sling. These were all Black Death's possessions when he was a human.

The dresser; top drawer has 8 shirts and a silver dagger; 2nd drawer has undergarments, male and female nightgowns, a blue snuff box with 2 ounces of firedust (4 uses) woth 3000 gold; 3rd drawer has 3 pairs of pants and a small wood box filled with pearls and cheap jewelry (worth 200 gold altogether); bottom drawer has pillow cases, sheets, blankets, a scroll of invisibility, a short sword and a locked metal box (S.D.C. 100) with 3 gemless Old Kingdom Dragon Coins (worth 1000 gold each).

The large table is set with 2 silver candelabras (worth 75 gold each) that hold 5 candles each.

In the southwest corner stands the bed made of stuffed pillows. Hidden between the bed and the west wall are a mace (3-18 giant) and a 3ft by 4ft by 2ft wood chest. The name Franklin Tobar is inscribed on the lid. This chest is unlocked but the lid has wards on it; alarm (silent), fear, blind, death, death, sleep, and alarm. All these wards are 4th level and have an area effect on anyone within 40ft. All the wards will go off in sequence (not simultaneously) each time the chest is disturbed. Inside the chest are 48 normal candles, 4 silver snuff boxes (worth 30 gold), 2 jars of lightly scented yellow and silver powder (this is really sneezing powder: 5 ounces worth 1200 gold, 12 uses) and 2 candles. These "candles" are actually magic smoke bombs. The first creates smoke and the second raises strange shapes (See the Palladium R.P.G. pg. 138, Fumes).

Also inside the chest is a small orange wood box. The little box is unlocked (S.D.C. 40) and cushioned, it holds 6 vials of liquid; 2 of a yellow/green fluid (scorpion blood, works as a poison when injected for 4-32 damage), 2 of clear fluid (organic acid that does 2-16 damage per melee), and 2 of blue-tinted fluid (metal dissolving acid that does 3-18 damage per melee to metal or armour and 1-8 damage to flesh)

Hidden under the bed, in easy reach, is a smallish (18 inch by 12 inch) metal box. It is locked and has 2 wards of 4th level on it; alarm (sound) and death (2-12x4). It is difficult to break (S.D.C. 300 and A.R. 10) and is very heavy (50 pounds). It contains a variety of currency. In Old Kingdom coins it has 10 Sphinx coins and 5 Lord Krills. Western currency includes 100 Quarters (25 gold piece coins), 70 Smalls (5 gold piece coins), and 11 Small Silvers. 2 Wolfen Imperials are all the Northern coins. Standard Eastern gold includes 50 gold pieces and 30 silvers. There are 2 daggers (1-6+1) of dwarven quality hidden under the coins.

C-17 This is a 40ft by 50ft kitchen. There are two pseudo-demons present, Krim the cook and Odbi the cook's helper. Several dead bodies in the north storage bin as well as flour, grain, sugar, jerked meat (60 lbs) make up the foodstuffs of the leaders. Beverages are found in a neat stack of wine jugs in the northeast corner. Next to them there is a heap of empty 10 gallon jugs. Other furnishings include a stove, pots, pans, and cooking utensils. There is a 50% chance that some live humanoid is chained to the north wall. The prisoner is fresh meat for any upcoming important dinner.

Krim: 38 hit points, control animals, animate dead, horns, +5 to strike/throw meat cleaver (2-12). 8ft tall, former human with hatred of clergy.

Odbi: 14 hit points, turn invisible, tail, I.Q. 5. 7ft tall, former human.

C-18 This is the observation platform 40ft above the leader's building. There are steps down on both the east and west. Four pseudo-demons of high rank live and keep watch here. They live in a 20ft by 20ft stone hut. Inside are pillows, a table, 6 chairs, 4 bed rolls, 6 spears (giant 2-12), 2 bastard swords (1-8+2), and 6 knives (1-6). Hidden in one bed roll is 400 in gold and one healing potion. 2 female (normal) orc slaves serve the guards.

At the bottom of the stairs on the east side there are 2 canoes, each capable of holding 3 normal sized people. Down here the water level is 12 feet.

Querdo: 32 hit points, bio-regeneration, healing touch, tail, 2 attacks per melee + tail, second level warlock of the air with spells of slumber, steam, levitate, and wind rush. 6ft tall, 400 pound former human.

Bordermore: 27 hit points, +8 to damage, housefly metamorph, bio-regeneration, 2 attacks per melee. 8ft tall, former human.

Latteri: 24 hit points, see invisible, inpervious to fire, 3 attacks per melee. 7ft tall former goblin.

Amzor: 19 hit points, spit fire, fly, long sword (2-12), 2 attacks per melee. 9ft tall, former human. human.

C-19 This raised dock is 40ft above the floor. **Kragg** (see seperate write-up) resides here and rarely leaves this lofty perch in the center of the chamber. Kragg will never leave the underground area to enter any of the narrow passages for he suffers form a phobia about enclosures. Even the huge underground chambers seems too confining to him. But he can't escape because it means entering tiny, suffocating tunnels. There is a roofed, open-walled hut atop the platform where he lives. 16 skeletons line the northern edge of the

platform (Kragg can control 2-12 dead).

Inside hut is a large bed roll, a pillow, 6 blankets, a normal size battle axe (2-12), 24 silver tipped crossbow bolts (1-8), 2 silver daggers, a spear (1-8), 2 tables, and 8 chairs. There is also a locked metal trunk (A.R. 10, S.D.C. 250) that contains 3 potions of healing (2-12), a truth serum, a potion of fleet feet, and scrolls of diminishing, call lightning, dispel magic barriers and 2 scrolls of wall of stone. Hidden at the bottom of the chest are 2 rubies (worth 350 gold each) and 1 gemless Old Kingdom Dragon coin (worth 1,000 gold).

C-20 This raised dock is 28ft above the floor and 16ft above the strongly moving water level. Eight high ranking pseudo-demons live here. Each is armed with large sword (1-8+2). There are four huts built on the dock with various items scattered around. There are bed rolls, tables, utensils, candles, chalk, a suit of human/elf sized plate armour (A.R. 17, S.D.C. 120), 900 in gold, a scroll with wall of clay, 3 short swords, and 4 spears (large 1-8).

At the bottom are a few rafts with huts where more lower caste pseudo-demons live. 16 members present. They average 8 to 14 hit points each, and have meager weapons and no valuables.

Normmink: 28 hit points, impervious to fire, beetle metamorph, extra large claws. 7ft 6in. tall, former human.

Erlek: 27 hit points, dimensional teleport, imperviousto fire. 7ft tall, former human.

Osler: 30 hit points, turn invisible, animate dead. 7ft tall, former human.

Lorbes: 23 hit points, turn invisible, identify tracks, +7 to damage. 10ft tall, former human.

Samuels: 25 hit points, turn dead, healing touch. 7ft tall, former human.

Gortwolt: 19 hit points, healing touch, turn invisible, 3rd level longbowman, armed with longbow, 28 arrows, 6ft 10in. tall, former human.

Ulskerz: 24 hit points, dimensional teleport, animate dead. 7ft tall, former human.

Thomas: 28 hit points, control animals, impervious to fire. 8ft tall, former human. He is loyally followed by Sparky, a large (60 pound) mongrel dog with a 1-6 bite and 20 hit points.



NOTE: **C-21 through C-25 is a raised platform cut into the rock 40ft above the floor. 4 boats are tied near the steps.**

C-21 This is Brabdock's Lair (see separate write-up). The doorway to the new wooden house is locked (S.D.C. 35) and barred with wards of alarm (trigger), despair (40ft area effect - 16 melee duration), cold (40ft area effect - 1 point of damage per melee for 24 melees). All these wards will go off at once. There is a 40% chance that Brabdock will be home. Sheela, his pseudo-demon mate, will be here at all times. In the northeast corner there is a Circle of Protection from Good.

Inside the dock house there are 2 bed rolls, pillows, a table, 4 chairs, 8 candles, a half empty gallon of fine brandy, 5 perfume bottles, pots, and a water basin. All the valuables are locked into a wood chest hidden in the southwest corner.

The chest is guarded with two sets of wards. The first simultaneously triggers area effects of blind and death, then sleep, confusion, and invisibility would happen in a second wave of magic. Inside there is a human-sized suit of magical leather armour (A.R. 14, S.D.C. 80) that looks worn and patched. The invisibility ward worked onto a little wood box hidden under the armour.

The little wood chest has 2 scrolls of stone to flesh. An 8inches long, 2 pound hydra tooth and an even smaller wood box. The smallest wood box is locked and has an S.D.C. of 40. Inside it there are 2 Old Kingdom Sphinx coins, a small emerald (worth 200 gold), chalk, charcoal, 12 sheets of parchment, black, red and brown ink in small bottles, 2 pounds of clear wax, 1 pound of rabbit skin glue, and 4 ounces of quicksilver.

Sheela: 24 hit points, A.R. 12, identify tracks, see invisible, horns. She is a 10ft miscreant, former elf with grey skin.

C-22 This area has five stone huts for upper caste pseudo-demons. There are four present at any time. Each hut has tables, chairs, bed rolls, and dishes. One hut has 1300 in gold and gems hidden behind a false stone block. 4 canoes are stored on the ground near them.

Curgem: 21 hit points, healing touch, dimensional teleport, horns. 10ft tall, former orc, carries 535 gold on his person.

Vorley: 24 hit points, turn dead, turn invisible. 11ft tall former human.

Nemgorm: 28 hit points, control animals, healing touch, spd. 20. 5ft tall, 320 pound former orc.

Morleg: 40 hit points, rodent metamorph, control animals, 4th level warlock of earth. Morleg is a 14ft tall former human, who hates all magic practitioners. He has spells of chameleon, fools gold, create dirt/clay, green plants, crumble stone, wall of stone, quicksand, animate object. He also has 873 gold on his person.

C-23 This is a middle caste community of pseudo-demons. The 16 of them (8 male and 8 female) have an average of 22 hit points each. There will be four individuals present at all times. They will not fight unless threatened and prefer letting the guards and high caste pseudo-demons do the dirty work. Inside there are bed rolls, candles, tables and cooking tools. Total wealth of the household is 280 gold.

C-24 This is an empty family room.

C-25 This is the room of Grandma Uwaylo, an old pseudo-demon. She and 6 other elderly pseudo-demons share the room and she watches it while they are away. 400 gold pieces are hidden among the shabby furnishings and ragged clothing of these people.

Uwaylo: 34 hit points, centipede metamorph, turn dead, horns. She is a 9ft tall, mean and bitter woman with an anarchist alignment.

C-26 This is a 120ft long iron bar fixed to the roof of the cavern. Hanging from the bar down to the water are 30ft long chains spaced about 5ft apart. These are a safety measure. They can be dragged to keep from going over the fall.

C-27 This is a huge waterfall where the water drops 900 feet to an underground river. Anyone falling in receives 4-24+20 damage and must roll 2 times for physical damage. Once in the river they must save 12 times against drowning before being swept out of a cliff wall into the gorge 18 miles to the east.

C-28 Large rocky walls hide this secret passage.

C-29 Metal portcullis (A.R. 12, S.D.C. 600) runs 28ft from ceiling to floor blocking passage of anything larger than a rat. The lower foot and a half of the gate is very old and rusty, S.D.C. 20 per 5 square feet. The water depth here is 12 feet.

NOTE: **C-30 through C-32 is a guard complex occupied by middle caste pseudo-demons. A total of 26 pseudo-demons live in this area. Humanoid bones and remains are scattered about.**

C-30 Raised dock and guard outpost 36ft above the main chamber floor. 6 small row boats and 4 canoes are on the deck. 26 pseudo-demons reside here. Four will be present at any time.

Ziffer: 27 hit points, bio-regeneration, identify tracks, horns. 7ft tall, former human.

Troust: 22 hit points, bio-regeneration, control animals, horns. 8ft tall, former human.

Big Carp: 21 hit points, prowl, impervious to fire, horns, 7ft 4in. tall, former human.

Helian: 25 hit points, impervious to fire, turn invisible, horns. 7ft 7in. tall, former human.

C-31 Hallway leads to what was the main guard post in ancient dwarven times. It is usually vacant.

C-32 Once the central control station for the giant sliding wall which could seal off this entire secret passageway to the tunnels. The wall mechanism is completely corroded after 6,000 years and cannot be budged. It is permanently open allowing a 10 foot opening to the secret passage. The controls for the portcullis at C-29 are also in this room.

The room is now used as the living quarters of the resident pseudo-demons. Valuables in the room include 12 knives, 24 candles, 6 short swords, 6 large spears, 1 flamberge, and 400 gold. Bed rolls, blankets, clothing and cooking utensils for the pseudo-demons are scattered around the room. In addition to the fighters below there are also 12 women and children who will not fight except in dire circumstances.

Peltark: 21 hit points, bio-regeneration, see invisible, tail. 6ft 8in. tall, former human.

Ostergan: 17 hit points, see invisible, dimensional teleport, extra large claws. 5ft 4in. tall, former human.

Ilgi: 23 hit points, see invisible, prowl, horns. 5ft 11in. tall, former hob-goblin who hates any users of magic.

Manoarch: 17 hit points, +9 to damage, impervious to fire, spit flame, extra large claws, large fangs. 9ft tall, 650 pound former ogre with P.S. 24 and a blind hatred of Palladins.

Urthag: 24 hit points, animate dead, impervious to fire, extra large claws. 6ft 4in. tall, former human.

Bresgren: 17 hit points, +8 to damage, bio-regeneration, fly, extra large claws, bone armour (A.R. 15, S.D.C. 75). 10ft tall, 550 pounds, Western barbarian former human with a P.S. 23. He has +6 to strike with his oversized 24 pound Morning Star (3-24).

Anserg: 21 hit points, fly, control animals, horns. 6ft 6in. tall, former human.

Dwargenblo: 21 hit points, identify tracks, impervious to fire, extra large claws. 8ft tall, former human with +3 to strike and +4 to parry/dodge using Polearm (4-24). He hated Wolfen before he was a pseudo-demon, now he's dedicated his life to exterminating them.

Forgerout: 16 hit points, animate dead, turn invisible, tail, 7ft tall. former human.

Surgham: 22 hit points, prowl, dimensional teleport, tail. 6ft 10in. tall, former human.

C-33 Here is a floating town of the pseudo-demons. 15 small boats and rafts form the homes where 23 lower caste pseudo-demons live. They are all the subjects of Benilli (see seperate write-up). The water depth is 10 feet.

The largest and most handsome wood structure afloat is Benilli's abode. It is conspicuously clean and well maintained with 3 rooms. The first is a large 10ft by 15ft room with a 16ft ceiling. It holds a wood table, 4 chairs, 2 lanterns, fur rugs, and a tapestry with a mountain scene on the wall. The second is small 5ft by 10ft kitchen where a shelf holds the pots, pans, plates and utensils, a large iron brazier with hot coals is used for cooking. The third, narrow 5ft by 10ft room is his bedroom; it has a hammock hanging from the ceiling. Five shelves hold blankets, sheets, towels and clothes, all neatly folded and stacked. The 3rd shelf from bottom has a dagger hidden under the towels. Hanging on the wall are a large battle axe (giant size 3-18) above a small metal shield. There is a broom and mop in the southeast corner.

A fresh basin of water, soap and clean towels set atop a hand-made desk. The top drawer of the desk holds 6 bars of scented soap, 2 towels and a dagger. The second drawer has a large pipe with a pouch of fine western tabacco, 2 pouches of fair quality, tinder box, flint, small box of snuff, 2 candles and undergarments. The third drawer is locked (S.D.C. 32) and contains a half gallon jug of good rum, dwarven size chain armour (A.R. 13, S.D.C. 60), war hammer, sandals, blue silk scarf, boots and gloves of fine western leather, belt with scabbard. There is also an object wrapped in cloth, it is a gold pendant of the Rurga warrior goddess (worth 200 gold). The fourth drawer is also locked (S.D.C. 45) and has a fine silk robe, a sack of 10 pounds of(3200 gold) gold dust, and a locked wood box (S.D.C. 50). Inside the box's padded interior there are potions of flying, healing, negate magic potion, and truth serum (all 6th level).

The rest of the community's residents live in poverty. None of the other crude dwellings will have more than bed rolls and cooking tools. Knives and spears are the only weapons. The people here are not likely to fight unless there is the prospect of getting food or booty easily. Ten to one odds will be irresistable.

C-34 This natural cavern is being used as a pen for prisoners, slaves, and humans destined for the dinner table. The cavern is 22ft high and there is 8ft of water filling it. A set of huge wooden bars blocks the entire entrance. The bars are S.D.C. 60 above water and S.D.C. 40 below water where there's been water damage.

6-36 very weak prisoners will be present. All of them will be stripped of all goods including clothes; 10% will have the contagion. They are in a constant battle to keep their makeshift rafts from submerging. Two guards on a rowboat are constantly on watch, armed with 18ft long pikes (1-10).

Yufors: 23 hit points, impervious to fire, healing touch, tail. 7ft tall, former human.

Netquem: 30 hit points, control animals, bio-regeneration, tail. 5ft tall, 350 pound former human.

C-35 This is a raised incline that starts in the north 30ft above the cavern floor. At the top there are unlocked metal double doors warded with alarm (sound), confusion, sleep, and blind.

C-36 This is a raised dock 30ft above the floor of the cavern and 15ft above the floor of the central chamber (C-37). Four pseudo-demons are on this dock guarding the double doors. Each is a 3rd level ex-mercenary with A.R. 12.

Clem: 30 hit points, metamorph insect, see invisible, extra long claws. 7ft tall, former human.

Zocko: 36 hit points, rodent metamorph, identify tracks, extra large claws, P.E. 24. 6ft 6in. tall, former elf. He is armed with a long sword (1-8) and does +8 to strike, +7 to parry/dodge, +5 to throw. Has two silver daggers (1-6) and has +7 to strike, +7 to parry/dodge, and +7 to throw.

Alby: 35 hit points, I.Q. 3, +11 to damage, turn invisible, impervious to fire, extra large claws, 4 attacks per melee. 14ft tall, 730 pound former human. Uses a giant sized club with -2 to strike, -5 to parry/dodge, -6 to throw. Crazy hatred of elves (he doesn't know that Zocko was an elf).

Redoram: 40 hit points, spit flame, turn dead, horns. 7ft 8in. tall, former human.

C-37 This huge central chamber is obviously artificial. The roof is 30ft up and there is usually 5ft of water here.

C-38 This is an abandoned dock that is raised 15ft off the floor. It has been submerged many times and the wood is really rotten. Anyone walking on top of it has a 20% chance of falling through a weak place.

C-39 Broken, rusted metal grill.

C-40 Broken, rusted metal grill.

C-41 Tunnel runs due north and intersects with the tunnel (C-4) running northeast. There is 4 feet of water here.

C-42 The two tunnels empty into the central chamber here.

C-43 This is the home of **the good pseudo-demons.** It is a community of 48 pseudo-demons of good alignment who have elected **Soworn** as their leader. They control the northeast portion of the canals and prevent any of the other pseudo-demons from entering.

The water depth here is only 3ft and a raised dock covers most of it. Broken grills allow for free passage both to the south and east. The homes here are well built and have good cloth for bedrolls, clothing and towels. There are very few weapons. Most of the residents carry purses of 20-120 gold pieces.

These pseudo-demons have the same physical/magical changes as any ot the others. About half of them are clergy or extremely devout. They view strangers with extreme caution, but any good or honorable characters will be welcomed. Evil or selfish characters (Soworn will do a psionic sense good or evil) will have to stay under guard on a boat. Everyone will be offered food, shelter and medical care.

All these pseudo-demons are repulsed by holy/good symbols. Because of that some of the clergy have declared that any symbols are evil and that only with pure prayer can the gods be reached. Others believe that their inability to use symbols is a penance for their sins.

Information is given only to those believed trustworthy. Soworn will be willing to talk of the evil pseudo-demons and can describe their leaders and their politics. She will tell healthy individuals that they should go back and leave "while your souls are still untouched!" She can also warn those with the Contagion that they must never try to leave the way they came in. She will say, "Those at the entrance are so afraid that they will kill any of us who are afflicted. You should resign yourselves to making a new home with us." If pressured she will say, "I've heard that there is another way out through a waterway, but no one has ever returned to prove it."

Soworn: 42 hit points, I.Q. 18, M.E. 20, +2 save vs. psionics or insanity, impervious to fire, rodent metamorph, extra large claws. 10ft tall, former female human. She is a 4th level Mind Mage of principled alignment (58 I.S.P.). Has all psionics through level 4. She is also the only pseudo-demon with NO phobias or insanity.

C-44 Two guards of the Soworn followers keep watch for intruders.

Frajak: 23 hit points, spit flame, impervious to fire, extra large horns (2-12). 8ft tall, former human.

Listren: 25 hit points, bio-regeneration, healing touch, hooves. 9ft tall, former human.

C-45 On a niche 20ft up the north wall lives the pseudo-demon wizard Gromek-Atal. He is a little crazy but has decided to help the good pseudo-demons by defending

this junction. He will cast sense evil on any strangers passing by. Those radiating evil will be attacked with paralysis bolt. He will never kill unless his life is threatened.

Gromek-Atal: 33 hit points, turn invisible (almost always on), see invisible, +2 on magic saves, tail. 7ft tall, former human 5th level wizard. He will recognize enchantment (50%), recognize magic items (20%), 2 spell attacks per melee, +2 spell strength. 36 spells per day. Spells: Charm, decipher magic, globe of silence, paralysis bolt, sense evil, love charm, sense traps, tongues, fly as the eagle and armour of ithan.

C-46 this small chamber has the mechanism for a floodgate that has rusted over completely. Several harmless spiders have huge webs spun among the machinery.

C-47 This is a closed metal grill (S.D.C. 150).

C-48 This small chamber has the mechanism for a floodgate that has rusted over completely. On a wood platform lives **Terelo the Mad.** He is a harmless pseudo-demon with a blind hatred of rats. He has thousands of little rat skins made into clothes and blankets. All he talks about is hunting rats with his sling.

Terelo: 12 hit points, see invisible, spit flame, tail. 5ft tall, former dwarf. Expert with sling, +7 to strike, 9 attacks per melee. He always has 4 slings (1-6) and 36 stones on his person.

C-49 This small chamber has the mechanism for a floodgate that has rusted over completely. Swarming with rats.

C-50 This is the home of **Org-Maar the Giant.** It is divided into two 15ft by 40ft rooms. The north room is a sleeping area completely covered with pillows and blankets. Hidden among them are 50 Wolfen Imperial coins, 3 Old Kingdom Dragon coins, and 340 silver pieces. There are also 4 normal sized daggers, 2 giant sized daggers and a 10ft long sword.

The south room contains only a huge chair surrounded by humanoid bones of varying sizes. On the walls are giant sized weapons including 2 battle axes, a scythe, 3 spears, 4 short swords, and a flail. Other, broken weapons lie among the bones.

Org-Maar will welcome visitors with this speach:

> "Hail, frail ones! I am Org-Maar the great. Do not worry, I, Org-maar the conqueror, pledge not to harm you. But you must pay tribute to me or face my anger!"

He will avoid combat at all costs, threatening and blustering. He will attempt to claim the right to inspect their goods and will take no more than a quarter of their food and coin. He is nothing but a bully and will give up anything to anyone who threatens him physically. He will, however, fight fiercely if actually cornered and attacked.

Org-Maar: 8 hit points, +12 to damage, +5 on all saves, impervious to fire, animate dead, horns, tail and extra long claws. 19ft tall, 1300 pound former troll. He is totally unskilled in weapons and is a complete coward.

C-51 This small chamber has the mechanism for a floodgate that has rusted over completely. Empty otherwise.

C-52 A ladder reaches from the water level up to a room that is 15ft up the wall. The room is deserted and there are 3 rotting rat bodies creating a horrible stench. Scrawled in dried blood on the back wall is "Demons are the Angels of Calip Alsto, worship him and be saved."

C-53 This is the dead end of the canal system. There is a huge (40ft by 120ft) raised dock 18ft above the ground where the canal ends to the east. Tied up to the dock are 6 canoes and 4 rafts in 6 feet of water. There is a slight current moving southwest. Stairs lead from the dock up to doors on the south and north walls.

There is a guard at top of each stairway (Trery and Forbuck). The south door opens to a room with 12 mercenary pseudo-demons. The north door opens to the chambers of Rabdos, a 4th level priest. All of these pseudo-demons guard the secret passage to the tunnel area. Only **Rabdos, Pott** and **Azrek** know about the passage and where it is located. The others suspect but don't know anything other than rumors.

Rabdos: 39 hit points, A.R. 12, spit flame, healing touch, tail. 8ft tall former kobold. He is a 4th level priest of Yin-Sloth. Spells: +1 vs. spell magic/circles/wards, +1 spell strength, sense evil 40%, paralysis bolt, reduce self, cloud of slumber, charm. He is afraid of elves and will hesitate to kill them for fear of their released spirits, he prefers to paralyze them and let another do the actual killing.

Pott Maalee: 38 hit points, +7 to damage, P.S. 22, healing touch, dimensional teleport, extra large claws. 14ft tall, former ogre.

Azrek: 31 hit points, animate dead, bio-regeneration, 4th level long bowman, tail, A.R. 14, S.D.C. 75. 7ft tall, former dwarf. He is an expert with his longbow and 24 arrows, +5 to strike, 5 attacks per melee.

Trery: 20 hit points, P.S. 20, +6 to damage, control animals, see the invisible, extra large claws. 7ft tall, former human. Has large sword (2-12) and 20 gold.

Forbuck: 25 hit points, identify tracks, control animals, tail. 9ft tall, former orc.

Selkish: 23 hit points, healing touch, fly, extra large fangs, horns. 10ft tall, former human.

Alangar: 27 hit points, bio-regeneration, control animals, horns. 8ft tall, former human.

Relatin: 21 hit points, identify tracks, prowl, tail, extra large claws. 8ft tall, former elf.

Hob Foot: 26 hit points, animate dead, turn invisible, tail. 8ft tall former human.

Remglath: 22 hit points, turn dead, see the invisible, tail. 8ft tall, former human.

Otorpin: 29 hit points, spider metamorph, rodent metamorph, tail, extra long claws. 6ft tall, former human.

Segart: 24 hit points, impervious to fire, healing touch, horns, A.R. 15, S.D.C. 80. 10ft tall, former human.

Secret Complex of the Canals

C54 Secret 5ft by 5ft door that is 5 feet above the floor. Requires a combined strength of 40 to open.

C-55 Grill bars entry into the next canal passage. Although replaced in recent years it is somewhat damaged by rust. It has an A.R. of 9 and an S.D.C. of 100; it will not open.

There is a 45 degree incline of 40 feet just beyond the grill. It starts flush with the north wall and water is rushing down the incline to the south. The current is fairly strong. Water depth is 12-24 feet in spring, 9-12 feet in summer and 6 feet in the fall and winter. The canal is 25 feet wide and 25 feet tall.

C-56 A 25ft by 25ft portcullis blocks the passage. It is rusty but specially treated so it has an A.R. of 9 and an S.D.C. of 500 for every 5 square feet. There is a 2% chance that the portcullis will open while it is being examined. It will close again 5 minutes after being opened.

C-57 Lower dock is 12 feet above the floor. It is 10ft wide and 50ft long. A stair leads up to the second dock and dockhouse.

C-58 This is a second dock 26ft above the floor level. The ceiling has been enlarged so that it is 20ft above this dock. There are 4 canoes and 2 large rafts dragged onto the dock.

The dock house is 40ft by 20ft and houses 10 middle caste pseudo demons. They have 28 hit points and are 2nd level mercenaries. Only two of them will be on guard duty. Inside there are bed rolls, chairs, tables, food (human body parts) and a half full 25 gallon barrel of good Eastern mead. Inside there is also the mechanism for raising the portcullis (C-56). The pseudo-demons will open the portcullis once a day to keep the mechanism rust-free.

The two pseudo-demons on guard duty are bored and lazy. There is only a 25% chance that they will notice intruders. They will NOT notice prowling intruders. Of course, noisy interruptions to their nap will cause them to call the others out of the dock house.

Korgowal: 29 hit points, see invisible, spit fire, tail. 9ft tall, former human.

Aftemth: 24 hit points, rodent metamorph, healing touch, horns. 8ft 9in. tall, former human.

Willy: 28 hit points, dimensional teleport, impervious to fire. 10ft tall, former goblin.

Sargonal: 27 hit points, centipede metamorph, fly, tail. 6ft 8in. tall, former human.

Pels-Taar: 27 hit points, spit fire, animate dead, large fangs and hoove. 9ft tall, former human.

Quem: 28 hit points, prowl, bio-regeneration, large claws, exo-skeleton (A.R. 15, S.D.C. 75). 8ft tall, former human.

Cullbet: 29 hit points, turn invisible, healing touch, +8 to damage. 12ft tall, former human.

Roscorb: 23 hit points, turn undead, control animals. 6ft tall, former human. Has full suit of chain mail (A.R. 13, S.D.C. 40).

Zaaby: 25 hit points, rodent metamorph, identify tracks. 8ft tall, former human.

Curnek: 29 hit points, centipede metamorph, impervious to fire, horns. 7ft tall, former human.

C-59 This secondary raised dock is 18ft above the floor. There is a middle caste family of pseudo-demons living here. They are a father, his mate and his three sons. They live in relative poverty. Although they are not aggressive they will attempt to extort food and valuables from passersby.

Father, **Gornaby Tamgry:** 56 hit points, 5th level mercenary, rodent metamorph, bio-regeneration, +6 to strike/parry/dodge, battle axe, horns. 7ft tall, former human.

Father's Mate **Hillary:** 32 hit points, rodent metamorph, control animals, tail. 8ft tall, former human.

Oldest Son, **Lawrence Tamgry:** 41 hit points, see invisible, turn undead, large claws. 7ft tall, former human.

Middle Son, **Peter Tamgry:** 30 hit points, impervious to fire, identify tracks, tail, P.S. 23, P.E. 19. 6ft tall, former human.

Youngest Son, **Bart Tamgry:** 34 hit points, prowl, fly, extra large claws. 9ft tall, former human.

C-60 Secret door is 10ft by 18ft tall and leads to C-37's central chamber.

C-61 Old metal grill which has been recently repaired and reinforced (S.D.C. 60 for every 5 square feet). This bars passage between the two waterways.

C-62 This is an 8ft wide and 18ft tall passage. The water depth is always 6 feet in here. There is a very slight southwest current. The passage is about a quarter of a mile long, opening up to the next level, the Tunnels: T Entry.

C-63 The water starts moving more swiftly and a distant rumbling can be heard to the southeast. The branch to the southwest has only a slight current. Those following the southwest (C-62) will reach the Tunnels section after traveling 1,220 feet.

C-64 The water current starts getting much heavier and the distant rumble will become even louder. There is a raised platform 8ft above the water on the east wall.

C-65 Two separate stairs lead up 10ft from the platform to a stone platform carved into the rock. The ceiling is 10ft high. Three renegade pseudo-demons are hiding here. They will not attack unless they believe that they'll have an easy chance of winning.

Kormwes: 18 hit points, spider metamorph, horns and tail. 7ft tall, former human.

Ferdie: 22 hit points, I.Q. 4, impervious to fire, bio-regeneration, A.R. 14. 11ft tall former human.

Lubber: 14 hit points, spit flame, healing touch, hooves. 9ft tall, former human.

C-66 The drainage waterfall. The canal ends with a waterfall of ancient dwarven construction. It drops 900 feet down to an underground river. Damage from a fall will be 4-24+20 and physical damage. Anyone falling in will be swept underwater for a dozen miles (save vs. drowning 12 times) before coming above ground. Eventually characters will find themselves in a river that runs through a wooded valley 16 miles east of the Place of Magic.

THE TUNNELS

T-Entry The canal (C-62) ends at a raised dock. There is an old 20ft by 40ft storage room to the northeast. The only door is an iron grill with a broken lock. Inside are 5 canoes and 3 rafts heaped on a pile of wet, rotted wood. Various insects, worms, beetles and spiders live in the heap of wood. There are also 12 tomb worms buried in the heap with a leather sack with 50 gold, a couple of skeletons and scattered weapons and tools rusted beyond repair.

The southwest tunnel has a ward of alarm (silent-alert Alsto) painted on the ceiling.

Tomb Worms: 12 hit points, 1 attacks per melee, Spd. 8, A.R. 2. These are 8 inch long worms that burrow into the flesh, doing 1-8 damage per melee. If they are not killed they'll reach a vital organ in 12 melees. They can smell or sense flesh and will move toward and eat any flesh.

T-1 This tunnel runs east for 145ft before turning south. 10ft along the tunnel there is another ward of alarm (silent-alert Alsto). At this point the Caliph will make his introduction speech in the Western language.

> "Go on. Go on down the tunnel; it's just as good as any other. Oh, I do love visitors, we always have such fun. I just hope you enjoy yourselves as I will. I'm **Caliph Alsto Stone**, your host and guide.
>
> Please let me know what you think of the architecture. I got a little bored with the same old monotonous dwarven crap so I made some, ahem . . ., IMPROVEMENTS. Something to keep my guests entertained. It's kind of a hobby of mine. So please let me know what you think of it. I'll be listening".

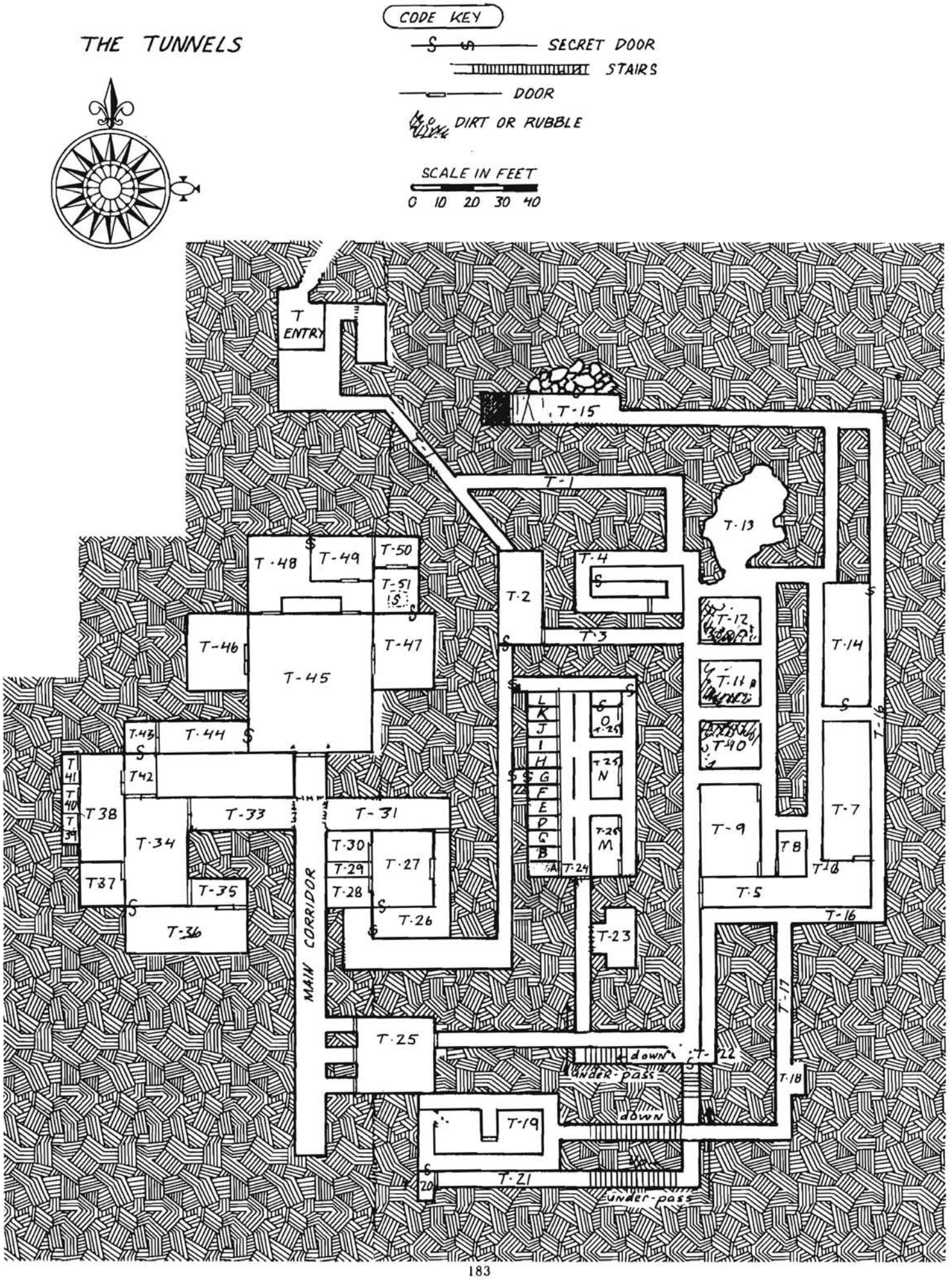
He will always badger, suggest, irritate and mock the adventurers throughout their trek through the tunnel maze. Game Masters should feel free to add many other comments. See T-50 for more details. Here are some of Alsto's favorite sayings:

> "Oh, that was very clever."
> "Very cleanly executed. Very Good!"
> "Oops, you'd better be more careful than that!"
> "Too bad! You'll have better luck next time."
> "I wouldn't open that door if I were you ..."
> "You should have listened to me! See if I try to help you next time."
> "And just how do you think you're going to get out of this one?"
> "How sad. You're dead meat now."
> "That sure took long enough!"
> "Thank you for an enchanting evening of entertainment!"
> "I'd be extremely careful. This one is a real monster, deadly, and quick too! A heck of a powerhouse and really mean."

T-2 A 30ft by 60ft waiting area with 3 nice couches, 8 chairs and a 6 foot table. On the table are a 20 gallon barrel of fair quality wine and 12 tin mugs on a metal tray. Time worn, moth eaten dwarven tapestries hang on the walls. The door to the east is unlocked. There is a secret door in the west corner of the south wall.

> "This is my pre-war dwarven decor . . .
> Don't you find it terribly quaint?" (Alsto)

T-3 Empty 10ft wide and 20ft tall tunnel.


THE TUNNELS
CODE KEY
SECRET DOOR
STAIRS
DOOR
DIRT OR RUBBLE
SCALE IN FEET
0 10 20 30 40
T ENTRY
T-15
T-1
T-13
T-48
T-49
T-50
T-51
T-2
T-4
T-3
T-12
T-14
T-46
T-45
T-47
T-11A
T-10
T-16
T-43
T-44
T-42
T-41
T-40
T-39
T-38
T-34
T-33
T-31
T-9
T-7
T-8
T-37
T-35
T-36
T-30
T-29
T-28
T-27
T-26
MAIN CORRIDOR
T-24
T-5
T-23
T-25
down
under-pass
T-22
T-17
T-18
T-19
T-21
20

T-4 This spiral hallway has a wooden door that can be bolted (S.D.C. 100) from the east side. The hall then seems to dead end. A secret door in the south wall leads to a 10ft by 50ft hiding place. If someone finds the secret door Alsto will say, "Ooh! That was sooo clever. Just how do you find these things?" Inside it there are 6 very dusty chairs with 3 human and 2 orc skeletons sitting in them. As soon as someone enters the room Alsto will say the following:

> "Well, that was pretty foolish. Now you're trapped. The monster is coming and you've got no way out. I'm so disappointed, I thought we were going to have fun together."

At this point there will be a distant roar followed by far off crashing. If questioned Alsto will describe a huge shambling monster. If they ask for help then he will answer with:

> "If someone can get to the last door and bolt it. That is if they RUN very fast they'll make it." He waits until someone runs out."The rest of you should shut the secret door just in case that poor soul is a little slow. Oh I do think you owe me a favor now."

After a lengthy wait, punctuated with distant roars and scratches on the bolted doors, Alsto will tell them that the coast is clear. Of course, there is no monster, but if they believe it then Alsto will continue to use this ruse as a threat.

T-5 This unlocked iron double door is decorated with squared designs in inlayed silver. Inside there is a 20ft wide corridor that runs 70ft. It then widens to 30ft, length of 40ft.

T-6 There are two locked oak doors (actually rotten wood, S.D.C. 20) 20ft apart on the north wall. The west door is painted black and has a red demon symbol.

T-7 It is very dark in this 30ft by 90ft room and the only furniture is a 10 foot long blood stained iron table. Next to the table there is a blood stained and unusable circle of summoning (summon angels). Hanging by ropes near the ceiling is a baby sized skeleton with wings (cherub). On top of the table is a cat-o-nine tails and an unlit lamp. There are straps built into the table that can be used as restraints. An unlocked chest is hidden in the shadows under the table. The chest holds six 10ft lengths of heavy iron chain, 6 leg manacles, 4 hand manacles, 100ft of rope, 14 6in. long needles, 10 sharp iron spikes, 6 thumb screw clamps, 3 small, sharp knives and 2 vials of organic acid. Alsto's comment

> "It is kind of depressing, isn't it?
> Do you have any decorating suggestion?"

T-8 Behind this locked wood door (S.D.C. 30) is the 20ft by 30ft living quarters of the six pseudo-demons who live here. Treskam and Mad Red-Eye are usually here. In the room are 6 sleeping rolls, 8 chairs, 2 tables, 7 gallon jugs (2 mead and 5 water), 2 wood crates (6ft X 4ft X 4ft) containing chopped up human bodies. Two of the bed rolls have valuables sewn into them. One has 3 wolfen gold pieces, the other has 5 western gold coins.

Treskam: 31 hit points, scorpion metamorph, bio-regeneration, extra large claws, +2 strike/parry/dodge, 2 attacks per melee. 7ft tall, former human.

Mad Red-Eye: 33 hit points, extra large claws, impervious to fire, control animals, 2 attacks per melee. Mad Red-Eye is chained to the wall in the northeast corner. He is a totally insane pseudo-demon on an 8 foot chain and will try to kill anything in reach. There is a 40% of his breaking loose during combat; check every 4 melees.

T-9 Right outside the door the Caliph will give a speech. If he's not already watching he'll be notified by the ward of alarm (silent - alerts Alsto) on the ceiling in the hall.

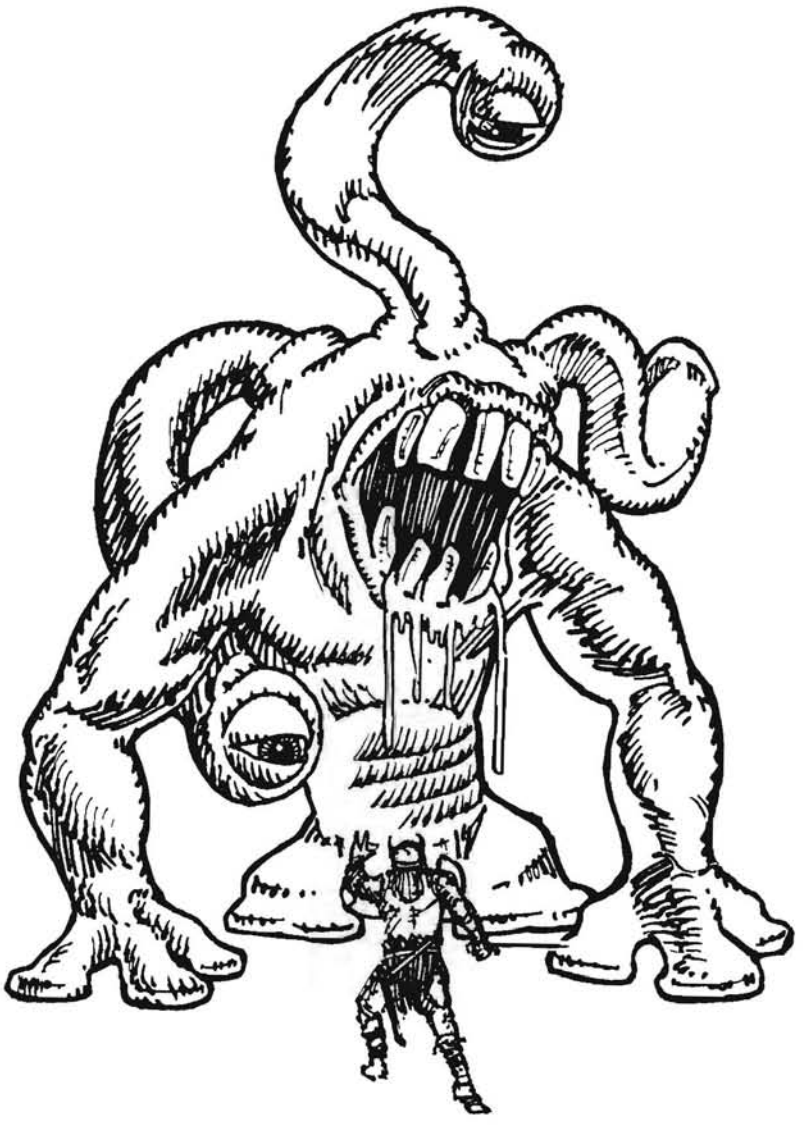
> "I'm very worried about whoever is inside this room. I think that an angel was summoned and that it is now being tortured. Of course, I'm not really sure. You could clear everything up if you managed to get one of the doors open."

The door is 10ft wide and 20ft tall and sealed with a cheap, easily picked or broken (S.D.C. 10) lock. Opening the door activates a ward of mystic drain.

Inside the room is a magot (greater demon). It is trapped by a circle of protection from demons west of the door. It has been told (by Alsto) that it can leave only when the door is opened and someone moves PAST the circle of protection. The mystic drain will not only deactivate the circle of protection, in addition, anyone standing inside the protection from demons circle will find all magic items, spells, and potions are also deactivated by the mystic drain.

Magot: 55 hit points, I.Q. 7, Spd. 24, A.R. 14, nightvision 120ft, 3 attacks per melee, stomp does 3-18 damage, bite does 6-36, +8 to damage, +3 on all saves, impervious to fire, see invisible, turn invisible, turn into mist, bio-regeneration, knows all languages. Mostly the Magot will attack with its eyes, when these hit they do petrification (turned to stone) for 20 melees on any who fail to save vs. magic. It is 20ft tall with a giant maw mounted on a set of three thick legs with three eyes at the end of short tentacles.

It will stay in mist form until someone moves deep into the room, then it will change to normal form and attack on its way out of the room. Once released it will simply kill everything that moves until it is threatened with destruction, and then will dimensional teleport back to hell.



T-10 A 30ft by 40ft room filled with earth and rocks. Nothing larger than a rat could squeeze in here. Alsto has no comment.

T-11 Just as T-10 this is a 30ft by 40ft room filled with dirt and rocks. Alsto says:

> "You don't want to waste your time here. Believe me, there is nothing in here. Believe me there is nothing in that room other than dirt and rock. Really! You can take my word for it."

T-12 Just like T-10 and T-11 this is a room filled with earth and rocks. Alsto says:

> "Let me tell you a secret. An old, old, dwarf told me that this very room is where part of the Dwarven Horde is buried. He said that the great Battle Axe of Barshnog-Amber lies hidden in a chest with King Urlandel's Crown of Wizardry. It's probably an exaggeration, but who knows? Those were his dying words anyway . . ."

T-13 This is a shoveled out area where the stone and earth that fills T-10, T-11, and T-12 came from. Unless he is already been commanded elsewhere Drosmerl the pseudo-demon is hiding here. He has been chosen by Alsto because he snores really loud. Alsto will tell people that they shouldn't wake the "horrible shambling monster." Some rocks have been placed in piles that can be knocked over for dramatic effect.

Drosmerl: 26 hit points, impervious to fire, spit fire, war hammer (+2 strike/parry/dodge), 2 daggers (+3 strike/parry/throw). 8ft tall, former human.

T-14 This is a secret room but the southeast door is slightly ajar and easy to find. The room is empty but covered with green mold on the floor, walls and ceiling; 22% chance of germinating. Roll once for every 10 feet a player walks over, past or under the mold. See Palladium R.P.G. pg. 343, Alsto says:

> "This is much better than regular carpeting. And wouldn't you say that's a lovely shade of green? You know, a clever person MIGHT find another secret door in this room!"

T-15 Hall widens to 20 feet. Obvious trip wires stretch across the floor. 88% chance of detection if the floor is examined. Tripping the wire will release a ton of rocks concealed behind the north wall. The wires can be avoided easily. Alsto will warn them about the trip wires before they even get to the room.

Golden double doors stand at the west end. Although they look like gold they are actually bronze. Opening the door activates the rock-slide trap. Boulders will fill the entire 70ft hall length; players caught in the hallway must roll a 20 sided die to dodge 3 times. Successful rolls means no damage, only pinned. Each time a roll is missed the character takes 2-12+2 points of damage. After the rock slide it will take 12 melees to get free of the rocks.

Beyond the golden doors there is a 20ft by 70ft room. Opening the door activates a ward of darkness (area effect). Because of this magic darkness nightvision is useless, only by testing can it be determined that there is a drop-off. The floor is 40ft down in a pit. Falling does 4-24 damage plus a roll on the permanent physical damage table (See Palladium R.P.G., pg. 7). The walls are too smooth for climbing. At the bottom are 6 human skeletons, a short sword and 4 daggers.

T-16 A 10ft wide and 20ft tall hallway running north and south. Alsto says:

> "Somewhere on the east wall of this corridor there is a secret door. I know it's there! You see, there's a wizard I know that comes here all the time and he always goes there. As soon as he gets here he casts some kind of smoke spell. Well; as soon as the smoke clears he's leaving, only with a big sack over his shoulder. Yes, there must be a secret door here somewhere. . ."

T-17 This branch corridor is 10ft wide but the ceiling is only 5ft high. The hallway goes 140ft south, and the ceiling becomes 20ft high again when it turns to the west. The stairs descend 35ft.

T-18 Painted on the east wall of this 10ft by 20ft alcove are strange runic characters. They are really gibberish but it's hard to tell. Alsto says:

> "Be very quiet now. Hush! You're entering a very holy place. This is the final resting place of the divine Saint Alsto, my namesake. For the good of your souls you should leave a generous donation. It is said that those who ignore this shrine are somehow cursed."

T-19 Unlocked metal door leads to the Temple of Vald-Tegor, lord of the undead. It is completely ransacked with no remaining valuables. In the broken west wall there is an open passage. Those with tracking skills can detect tracks leading to the secret door on the south wall and disappearing.

T-20 This is a 10ft by 20ft area with a metal door in the east wall. The door is jammed shut and even though corroded it has an S.D.C. of 200.

T-21 This corridor runs 110ft to stairs that go up 23 feet. Only characters with a keen sense of direction will notice that the stairs do not take them back up to the original level. The northern corridor ends at a 10ft high stairway. Secret door in the north wall.

T-22 This is the area where all three corridors come together. There is a jagged hole open between the two east-west corridors. Notice that the southern east-west passage goes UNDER the other corridor.

T-23 This is a 20ft by 30ft animal pen. It smells of animal refuse and has been used recently. It's lined with dirty hay and straw. There is a trough of stale water along the north wall.

T-24 The hallway ends in a locked oak door. It's a metal reinforced door and has an S.D.C. of 130.

T-25 An unlocked new door can be opened onto this 50ft by 50ft room. Three identical new wood doors are spaced 10 feet apart on the west wall. The room itself is not furnished but is sparkling clean and has beautiful tapestries on the north and south walls showing dancing figures and minstrels. The opening of the door activates a series of delayed wards. The first is an alarm which activates several energy wards after a full melee. These ignite the stink (smells of decaying flesh) bombs and red smoke bombs that are hidden from view, behind the tapestries.

The room will be filled with the stench and smoke within 3 melees. Victims are all -2 initiative, -1 to strike/parry/dodge, 1/3 spd. ALL visibility is reduced to 4 feet. Even before this the victims will start coughing, then their eyes will itch and tear, finally they will feel an uncontrollable dizziness. There is NO saving throw!

After a 35 second delay a second set of wards will be activated. The wards will release a huge portcullis of iron bars that drop to block the doorway on the east. This prevents both escape and rescue. Only rat-sized or smaller creatures can squeeze through the bars. Anyone standing in the doorway will be hit by the portcullis and take 6-36+12 points of damage. If they are dead then assume they've been cleaved in two. Otherwise they are PINNED under the locked, S.D.C. 400, 900 pound portcullis. A combined strength of 65 can lift the portcullis 7in. per melee. Objects propping up the portcullis must make a saving throw every melee to avoid being bent or broken.

As soon as the portcullis drops Alsto will begin speaking.

> "This amusing little gas is quite lethal. At first it just causes coughing and irritation. But in just a few moments you'll start getting dizzy. Then there's the paralysis. Finally, your death. . .
>
> Death is but a few minutes away. Of course you CAN survive. If you want to live you'd

better leave through one of the three doors at the end of the room. I hope you're good at choosing, because only one of the doors is safe."

The smoke will drift 40ft to the east. After 20 minutes the smoke will clear by itself. After that Alsto will raise the portcullis.

The North door opens into a room with a 20 foot deep pit covered with spikes. Falling causes 6-36+10 damage. If the victim is wearing armour that is A.R. 15 or better, then there is only half damage. The walls are slick and smooth so climbing isn't possible. The pit is not visible because of the gas.

The Center door leads safely into the corridor. Because of the smoke this corridor seems identical to the one behind the south door.

The South door opens to reveal an empty ten foot wide corridor. Because of the gas no one can see more than 4 feet down the 20 foot corridor. Pressure on the floor will release a volley of javelins from the north wall. The javelins come from all along the wall from floor to ceiling. Each victim will be hit with 6 javelins for 6-36+2 damage. A victim wearing armour of A.R. 15 or better takes only 4-24 damage and can apply it to the S.D.C. of the armour.

While entrance from the east is desirable, the trap can work with equal deadliness in the other direction.

The Kingdom of the Walking Dead. All the rooms in this complex are sealed with locked wooden doors (S.D.C. 100).

NOTE: T-25A through T-25L are all 20ft by 10ft.

T-25A Empty room.

T-25B Just broken furniture crumbling from centuries of neglect. There is a silver cross under a collapsed table.

T-25C No furniture but tracks indicate that it was recently filled with furniture.

T-25D Empty and very clean.

T-25E This dusty room has 2 chairs, a table, and a 6ft X 2½ft X 2½ft crate covered with a blanket. Inside the crate there is nothing but dirt and 2 candle stubs.

T-25F This clean room has a work bench with tools, 2 newly made crates and a pile of 8 foot oak boards. On the bench there is a small 2 pound hammer, a large 5 pound hammer, 2 saws, and a tin box with about 100 iron nails.

T-25G Inside is a pile of 8ft oak boards, 3 rusty shields (useless), 6 lenghts of 50ft rope (very weak, holds only 80 pounds) and in the northwest corner there are the broken shards of a small mirror. There is a secret door in the west wall.

T-25H This is Linda Belamche's room. There is a small wood table, 4 chairs, a small single bed, a night table with an oil lamp, a wash basin, and an expensive couch with a plush, blood-red cover.

Linda Belamche
2nd level Priestess and Vampire
Alignment: Anarchist
Attributes: I.Q. 9, P.B. 19.
Hit Points: 48
Armour: A.R. 12, Affected only by silver, holy or magic weapons.
Attacks Per Melee: 3
Bonuses: +6 to damage, +2 to strike, +3 to parry/dodge, +4 on all saves, +1 against spells, circles and wards.
Abilities: Healing Touch (1-8), Bio-regeneration (1-6), change to mist, bat or wolf metamorph, see invisible, impervious to cold, fire does ½ damage, hypnotic gaze, turn dead (84%), animate/control dead (6-46) 71%, speaks southern, western, elf and dwarf, can summon 20-120 bats, 4-24 wolves, or 40-240 rats.
Spells: silence, water to wine, and darkness.
Weapon Proficiencies:
Knives: +3 strike, +4 to parry, +4 thrown.
Weapons: 1 curved dagger.
Possessions: She wears light grey silk robes, a thin bronze belt and a matched set of carved ivory necklaces and earrings (worth 400 gold).
Personality: Pleasant and courteous. Linda is a Priestess of Utu, Lord of the Dead. She will be coy, timid, shy and apparently innocent.
Description: She appears to be a very pale skinned human female. She has strawberry blonde hair, red lips and large blue eyes.

T-25I There are 3 golden candle holders on each wall, each has two lit candles. Furniture includes a plush easy chair, a small couch, a trunk covered with a red velvet sheet and a desk with 4 drawers. The trunk is actually a coffin containing only several inches of dirt.

1st Desk Drawer: contains 30 sheets of fine paper, 3 crow quill pens, 12 pen tips, 2 small bottles of black ink, 1 red ink and 1 blue ink.

2nd Desk Drawer: contains 5 books; a book of faerie lore, a 2 volume elven history (in elvish), a book on the religious rites of Utu, Lord of the Dead, and a small, 5in. X 8in. book of Utu prayers. None are especially interesting, but all would be of interest to a collector or scholar.

3rd Desk Drawer: is locked (S.D.C. 50) and contains 200 gold pieces and a silver dagger.

4th and largest Desk Drawer: has 2 pairs of good quality pants, 3 ruffled shirts, 4 pairs of socks, a pair of silken underpants. All would fit a tall (6 foot) male human. There are 6 western gold coins worth 50 gold each rolled up with a pair of socks.

T-25J Inside is a very old, very thin man. He sits among very expensive furniture, 3 chairs, a small table with a lantern and a covered coffin.

Lardo Panedor
6th level Knight (vampire)
Alignment: Diabolic
Attributes: I.Q. 14
Hit Points: 44
Armour: A.R. 12, Affected only by silver, holy or magic weapons.
Attacks Per Melee: 3
Bonuses: +6 to damage, +2 to strike, +3 to parry/dodge, +4 on all saves, +3 against spells/circles/wards.
Abilities: Healing touch (1-8), bio-regeneration (1-6), change to mist, bat or wolf metamorph, see invisible, impervious to cold, fire does ½ damage, hypnotic gaze, turn dead (84%), animate/control dead (6-48) 71%, speaks southern, western, elf, and dwarf. Can summon 20-120 bats, 4-24 wolves, or 40-240 rats.
Spells: None
Weapon Proficiencies:
Short Sword: +6 to strike, +6 to parry, +3 thrown.
Knives: +5 to strike, +6 parry, +4 thrown.
Weapons: Bastard sword (1-8+2), 2 daggers (1-6).
Possessions: Dressed in rich dark blue and white suit. Wears a ruby ring (worth 1200 gold), a jade ring (worth 400 gold) and a gold dwarven medallion (worth 300 or 1200 gold as an ancient relic).
Personality: A cruel and dangerous man. He will avoid combat but will kill when necessary.
Description: He is a pale skinned human with long grey/white hair and a beard. His expression is sour.

T-25K There is a very large open coffin, along with an oversized chair and table. Inside the coffin is:

Tol-Crac The Smasher
Ogre Vampire
Alignment: Diabolic
Attributes: Average
Hit Points: 60
Armour: A.R. 12, Affected only by silver, holy or magic weapons.
Attacks Per Melee: 3
Bonuses: +6 to damage, +2 to strike, +3 to parry/dodge, +4 on all saves.
Abilities: Healing touch (1-8), bio-regeneration (1-6), change to mist, bat or wolf metamorph, see invisible, impervious to cold, fire does ½ damage, hypnotic gaze, turn dead (84%), animate/control dead (6-48) 71%, speaks

southern, western, elf and dwarf. Can summon 20-120 bats, 4-24 wolves, or 40-240 rats.
Spells: None
Weapon Proficiencies:
Battle axe: +5 to strike, +3 parry/dodge, +6 thrown.
Weapons: Large battle axe (3-18).
Possessions: Tan vest and pants, 1000 gold pieces, and a scroll of flying (6th level).
Personality: Tol-Crac is a vicious, cruel creature who will be belligerent with intruders. He will attack any group numbering less than 4 or obviously weakened.
Description: A small (6 foot), puny (170 pound) ogre with pale skin, red hair and beard, and small blue eyes.
T-25L Cheerfully decorated room with 3 chairs, table, chest and 4 candle holders on the walls. All the furniture is covered with white and blue checkered cloth. The chest contains a pint of good wine, 6 glasses, 30 gold pieces and 4 candles. An elven mother and child are waiting in the room.
Liila Alret
Elf vampire
Alignment: Miscreant
Attributes: P.B. 21
Hit Points: 46
Armour: A.R. 12, Affected only by silver, holy or magic weapons.
Attacks Per Melee: 3
Bonuses: +6 to damage, +2 to strike, +3 to parry/dodge, +4 on all saves.
Abilities: Healing touch (1-8), bio-regeneration (1-6), change to mist, bat or wolf metamorph, see invisible, impervious to cold, fire does ½ damage, hypnotic gaze, turn dead (84%), animate/control dead (6-48) 71%, speaks southern, western, elf and dwarf. Can summon 20-120 bats, 4-24 wolves, or 40-240 rats.
Spells: None
Weapon Proficiencies: None
Weapons: None
Possessions: Simple blue cloth dress and gold necklace.
Personality: Will act sweet and innocent. While she pretends to be scared; if threatened she is actually very mean.
Description: Pale and gorgeous elven female. She has fine white hair and clear grey eyes.

Krela Alret
Elf Vampire
Alignment: Miscreant
Attributes: P.B. 23
Hit Points: 42
Armour: A.R. 12, Affected only be silver, holy or magic weapons.
Attacks Per Melee: 3
Bonuses: +6 to damage, +2 to strike, +3 to parry/dodge, +4 on all saves.
Abilities: Healing touch (1-8), bio-regeneration (1-6), change to mist, bat or wolf metamorph, see invisible, impervious to cold, fire does ½ damage, hypnotic gaze, turn dead (84%), animate/control dead (6-48) 71%, speaks southern, western, elf and dwarf. Can summon 20-120 bats, 4-24 wolves, or 40-240 rats.
Spells: None
Weapons Proficiencies: None
Weapons: None
Possessions: Simple blue cloth dress and gold necklace.
Personality: Will act sweet and innocent. While she pretends to be scared if threatened she is actually very mean.
Description: Pale and gorgeous elven girl child. She has fine white hair and clear grey eyes.
T-25M This is the 20ft by 40ft **Temple of Utu**, Lord of the Dead. On the west wall there is a symbol of the grim reaper with the ward symbols of death, despair and undead. The symbols surround a 10 foot black stone statue of Utu. In the middle of the room is a black stone altar with 50 lit candles on top. In a secret compartment of the altar there are 4 sapphires (worth 500 gold each), 2 small diamonds (1,000 gold each) and a sacrificial dagger studded with 10 rubies (3,000). Behind the altar is a bronze coffin where Klak is resting. He serves all three temples and could (50% chance) be in one of the next two rooms.
Klak Bathamee
4th level Priest of Utu (vampire)
Alignment: Miscreant
Attributes: Average
Hit Points: 50
Armour: A.R. 12, Affected by silver, holy or magic weapons only.
Attacks Per Melee: 3
Bonuses: +6 to damage, +2 to strike, +3 to parry/dodge, +4 on all saves, +3 against all spells, circles, and scrolls.
Abilities: Curse 24%, healing touch (1-8), bio-regeneration (1-6), change to mist, bat or wolf metamorph, see invisible, impervious to cold, fire does ½ damage, hypnotic gaze, turn dead (84%), animate/control dead (6-48) 71%, speaks southern, western, elf and dwarf. Can summon 20-120 bats, 4-24 wolves, or 40-240 rats.
Spells: Paralysis, levitate, slumber, immobilize, and wisps of confusion.
Weapon Proficiencies:
Short sword: +5 to strike, +6 parry/dodge, +3 thrown.
Weapons: Kars the Avenger, lesser holy sword (1-8). This sword faintly glows with a white light and can expel devils and demons (89% for lesser, 49% for greater types) and automatically senses evil.
Possessions: Klak is dressed in a black hooded robe and wears a black pearl ring (worth 1200 gold). He has several scrolls; stone to flesh, extinguish fires, magic pigeon (wizard), and armour of ithan (cleric).
Personality: He is a very fromal, very devout priest. Although he pretends to be honorable he actually will honor only his own goals.
Description: Appears as a tall, slim, dark skinned, brown eyed, male elf. Actually he's a changeling and can appear however he likes.
T-25N This is the 20ft by 30ft Temple of Tolmet the Cruel. The west wall is decorated with the ward symbols of death, cruelty and depravity. Directly under the cruelty symbol is an 8ft statue of the Goddess Tolmet in marble. She is depicted as a female dwarven warrior with sword held out. The statue's eyes are hollow and should be fitted with gems. The north wall is fitted with 4 sets of chains and manacles.

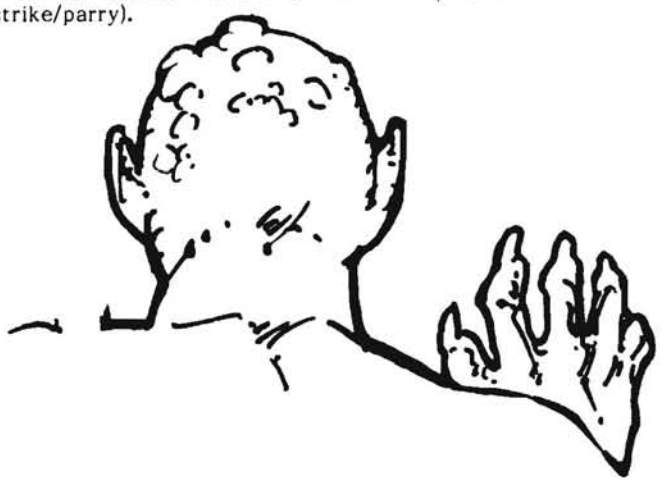
Two small altars to the north and south are actually torture tables. They are fitted with restraining straps and are heavily blood stained. The large altar in the center of the room has a rack of torture instruments including knives, whips, pincers and clamps. There is also a pile of 13 human skeletons along the east wall.
T-25O The (20ft X 20ft) Temple of Vald-Tegor, Lord of the Undead. The west wall is decorated with ward symbols of undead, rebirth and depravity. There are black tapestries with strange designs covering the other walls. The altar is a simple block of black stone.

Behind the secret door in the north wall are 4 empty coffins. This hidden room also holds 8 suits of chain mail (human), 1 suit of splint mail (human), 4 large shields, 14 small shields, 8 short swords, 6 maces, 4 broad swords, 19 spears, and 24 knives. There is also a locked chest (S.D.C. 80) that's warded with alarm and pain (4th level). Inside the chest are 3 silver short swords, 11 silver daggers, a silver ball and chain (1-8), and a silver mace and chain (2-12).

T-26 This is a large L-shaped hall that **connects to T-27 and T-31.** The secret door in the southwest wall leads to a connecting hallway in the Kingdom of the Walking Dead (T-25).
T-27 A large 40ft by 50ft room used as storage by Alsto's pseudo-demons. Kulgek, a pseudo-demon, keeps watch on the room. He will not fight if obviously

outnumbered. If necessary he will surrender and wait for a chance to escape or attack. He'll try to lead small groups to the outer guards. The north, south, and east walls are lined with crates, shelves and sacks. These contain a variety of stolen, captured and scavenged food stuffs. Included are salted beef, preserved vegetables, and fruit (in jars). Grains, dried fruit and vegetables, and smoked meats are also present in smaller quantities. Fresh vegetables and fruit are rare down here and are valued as delicacies. Half the preserved meat and 75% of the sausages are made from humanoid meat. There is a secret door in the south wall. The 3 doors in the west wall are all side by side.

Kulgek: 22 hit points, see invisible, rodent metamorph. 9ft tall former human armed with a short sword (1-8+2 strike/parry).



T-28 The door is wood with metal reinforcement (S.D.C. 250) and is barred on the outside. This is a 20ft by 30ft slave pen. Several chains have been fixed on the wall to hold prisoners. The manacles can hold up to 24 humans easily. Anyone captured by Alsto's pseudo demons will be brought here.

T-29 Behind this locked new wood door (S.D.C. 100) there is a 10ft by 30ft room used for cloth storage. Cloth, rugs, rags, sacks, and large blankets are stored here.

T-30 A locked door has an S.D.C. of 100. Inside is a 20ft by 30ft room filled with barrels. There are 4 fifty gallon barrels of beer, 2 twenty-five gallon barrels of wine, 3 twenty-five gallon barrels of beer, 1 ten gallon barrel of fresh milk (only half full), 6 empty twenty-five gallon barrels, and 2 empty fifty gallon barrels. Near the door are 2 giant-sized polearms (3-18 damage) and 2 small shields.

T-31 An 80ft long, 20ft wide and 20ft tall hallway guarded by two pseudo-demons. They are at the west end of the hall with 4 chairs, a 5 gallon keg of water and a large table. On the table is a five gallon keg of water and a deck of smudged, worn playing cards. There is also the mechanism for raising the portcullis blocking the way to the west. The portcullis (S.D.C. 600) is always kept closed and requires a combined strength of 44 to open it.

Helgim: 31 hit points, impervious to fire, turn invisible, armed with Polearm (3-18, +4 to strike) and dagger. 8ft 6in. former human with a pile of 68 silver pieces in front of him. He holds the keys to T-26 through T-31.

Rodnerg: 23 hit points, I.Q. 6, bio-regeneration, centipede metamorph, large sword (2-12, +3 to strike, +4 to parry/dodge). He is a 9ft tall, former human with a pile of 8 silver pieces in front of him. He also has a bugle which he uses to summon the other guards and minotaurs.

T-32 The south entry to this 20ft by 20ft hallway is blocked by another portcullis. Between the portcullis and the double doors to the north is the mechanism for opening the portcullis. While the portcullis works like the one in T-31 it is also locked with a padlock (S.D.C. 45).

NOTE: T-33 through T-44 are the quarters of the minotaurs. They are all loyal to Alsto and are interested in defending this section. But if Alsto is destroyed or if instructed to, they will let people pass through unmolested. They will usually try to capture rather than kill.

The minotaurs are loyal servants but they will not avenge Alsto's death. They are even more loyal to their own kind and will rarely steal from or betray another minotaur.

Typical Minotaur
Alignment: Miscreant
Attributes: I.Q. 6, Spd. 20
Hit Points: 2-12+26
Armour: A.R. 12
Attacks Per Melee: 2
Bounses: +6 to damage, +2 to strike/parry/dodge
Abilities: Half damage from fire or cold, claws (2-12 damage), horns (4-24+6 on charge), nightvision 60 feet. Languages include troll and goblin (30%).
Spells: None
Weapon Proficiencies: (pick just one)
Large sword: +4 strike, +4 parry, +2 thrown.
Blunt: +4 strike, +3 parry, +2 thrown.
Weapons:
1-30 Long Sword (1-8+2)
31-60 Mace (1-8)
61-90 Club (1-6)
91-00 Hercules Club (2-12)
Possessions: Very little. A few bits of clothing.
Personality: They are dull-witted but not suicidal. When facing lousy odds or a losing battle they will retreat or seek reinforcements. Likewise they will not fight to the death unless they are cornered or defending their young. Surrender is an option.
Description: The minotaurs have bull heads and humanoid bodies with dark skin and blazing yellow-orange eyes.
Population: There are 16 adult males, 14 adult females, 6 young (½ adult attributes), and 2 infants in the minotaur tribe.

T-33 This is a 70ft long by 20ft wide by 20ft tall corridor. It's barred by a portcullis (S.D.C. 600) that's identical to the ones on T-31 and T-32. It takes a combined strength of 44 to operate the portcullis raising mechanism. The double doors in the west end are locked (S.D.C. 400). Two minotaur guards are watching from the west end.

Moorek: 32 hit points, hercules club.
Toomry: 28 hit points, long sword.

T-34 Main hall and living room of the minotaurs. Four of the minotaurs will be here at any time. There are 8 bed rolls on the floor, 3 long wooden tables, 12 large wood chairs, 8 lanterns. The walls are light blue with faded paintings of woodland scenes. A 50 gallon keg of water is in the southwest corner, a small stand next to it holds 24 tin mugs. Behind the keg there is a secret door on the south wall.

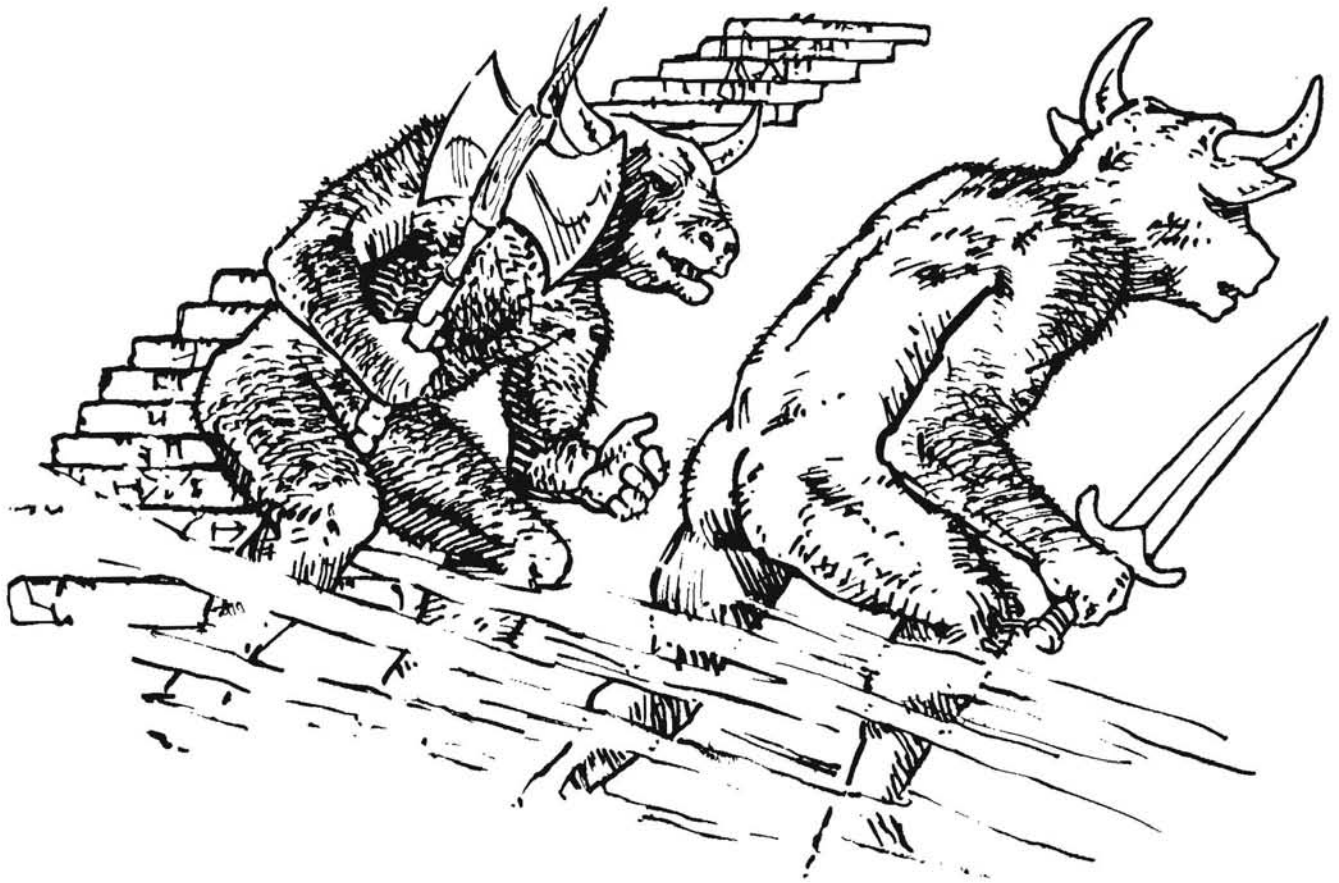
Umtoor: 35 hit points, long sword.
Weelgy: 31 hit points, club.
Aamtas: 30 hit points, club.
Poosto: 25 hit points, mace.

T-35 This is a sleeping room for the minotaurs. It has 20 sleeping cots, blankets, and rags. There is also a variety of pots, pans, wood, and cutlery.

T-36 This is a 30ft by 80ft combination kitchen and dining room. This makeshift cooking facility features a bed of hot coals on the east end of the room. Hanging by a chain over the coals is a 25 gallon pot of stew. The contents of the stew are vegetables, meat and bones. Generally whatever was available lately.

Along the east end of the south wall there are several 25 gallon barrels; 2 of water, 2 of wine or other alcohol, and two with food for the cooking pot (meat, bread, cheese, vegetables, or whatever is handy).

The rest of the room is filled with rows of tables and chairs. At any time there are 2-12 minotaurs eating or cooking here.



T-37 This 30ft by 30ft room is the home of Trok, leader of the minotaurs and his family, his wife Kla, and sons, Brotk and Trokbo. There are 6 chairs, a table, 6 bed rolls and pillows, a large iron box and a large chest.

The iron box is unlocked but has an alarm ward (sound) on it. Inside there are 600 silver pieces, 400 gold pieces, 4 diamonds (worth 300 gold each), 6 healing potions (heal 2-16) wrapped in rags, a 5in. by 10in. mirror, a pint of brandy, a box of snuff and a glowing, pink short sword. The sword is magical and both indestructable and +1 to damage.

The large chest holds a variety of silk clothes and 36 feet of blue silk.

Trok: 54 hit points, 5th level mercenary, I.Q. 10, P.P. 16, Spd. 20, and M.E. 21. Rolls are +4 against psionics, +6 to damage, +3 to strike/parry/dodge. He is an unprincipled minotaur who wears a suit of splint armour (A.R. 12, S.D.C. 40) and carries a scythe (2-16, +5 to strike), silver dwarven scimitar (2-8, +5 to strike), 2 daggers (1-8) and a large shield (+5 parry). He also has a medallion of protection from undead that keeps them at bay. He is clever and fair, loyal to his tribe and Alsto.

Kla: 36 hit points, I.Q. 8. She is a clever miscreant who uses a broad sword (2-16) and dagger (1-6).

Brotk: 29 hit points, I.Q. 7. Armed with claymore (3-18).

Trokbo: 18 hit points, I.Q. 9. He's trok's favorite, unprincipled, with a hercules club (2-12).

T-38 Main living, 30ft by 70ft, area. Several chairs, tables, benches, bed rolls, pillows, lanterns. Occasional shield. There are brightly painted yellow walls. 4-16 minotaurs will be here at any time. 6 spears and 4 broad swords are mounted on the walls.

T-39 Nursery has 2 infant minotaurs and Kula, their guardian. 2 large cribs, table with oil lantern, blankets and diapers.

Kula: 30 hit points, I.Q. 5. She is a minotaur armed with a hammer (2-12+6) and 2 dagger (1-6).

T-40 Family chamber of 2nd in command. Simple furnishings include a table, bed rolls, and a storage box. Inside the box are 2 healing potions (unmarked), 200 silver, 100 gold, 1 emerald worth 250 gold.

Grint, 40 hit points, anarchist alignment, I.Q. 7, hercules club (2-12).

Crull: 29 hit points, Grint's wife, anarchist, I.Q. 8, 3 daggers (1-6, +4 strike/throw).

Daso: 30 hit points, Grint's son, I.Q. 5, battle axe (2-12+2, +3 to strike).

T-41 Storage area for the minotaurs with 12 spears, 6 short swords, 4 large shields, 10 small shields, bolts of cloth, tools, nails, hammers, extra bed rolls and blankets.

T-42 Connecting room is empty with doors (S.D.C. 400) that can be metal bolted from the inside. Secret doors in north wall.

T-43 A 20ft by 20ft room with 4 spears and 2 large maces propped up in the corner. The double doors in the east wall can be bolted shut (S.D.C. 200).

T-44 20ft wide corridor ends in a secret passage in the east wall. Stuff includes 2 crossbows, 24 bolts, 6 spears, 6 large shields, 2 battle axes, 3 four gallon kegs of lamp oil, 50 gallon barrel of water, box (unlocked) with 40 normal candles, 6 grey smoke bombs. A secret door has an alarm ward that will go off and silently alert Alsto.

T-45 80ft by 90ft huge reception and ball room. Lovely frescos (faded pastel with age) of underground waterfall, dwarves singing and dancing. The room is lit with candles along the west and east walls. There is no furniture other than Western caprets on the floor. All four doors have protection from good that will repel those of good alignments. There is a heavy, sweet odor that fills the room. Fumes take affect in 2-8 melees. this raise strange shapes (See Palladium R.P.G. pg. 138) in victims causing hallucinations and strange shadows.

T-46 New wood door is locked (S.D.C. 200). Inside are minotaur servants. The furnishings are beds of pillows; 3 spears, 2 large shields.

Sart: 28 hit points, morning star.

Radre: 20 hit points, morning star.

Bruul: 32 hit points, female with morning star and dagger.

T-47 New wood locked door opens into a 40ft by 50ft

room with a life sized, very realistic stone statue of a basilisk. Wards of alarm (silent-alert Alsto) and fear (area effect). All within the room (66%) turn and run. Victims are -3 strike/parry/dodge and the affect lasts 18 melees, unless some vs. wards.

T-48 Both the doors leading to this area are reinforced wood with an S.D.C. of 200. They are locked and warded with cold (unaffected by minotaurs), the bone chilling cold lasts only 6 melees and does one point of damage each 3 melees only to those who stay in the room. Saving throw standard. Secret door in the east wall goes to T-49. This room is lavishly furnished with red tapestries hanging from each wall. There are 30 books in shelves along the north wall (all are blank). The area is lit by candles that are actually releasing vapors of weakness (see Palladium R.P.G., pg. 138). Victims are -2 to strike/parry/dodge, -2 on all saves. Kriff will attack one or two intruders, will flee from larger parties.

Kriff: 50 hit points, 2 attacks per melee, A.R. 12, +6 to damage, +2 to strike/parry/dodge, +2 save on all magic. He is a miscreant minotaur who will fight to the death. Not affected by the fumes or wards. His weapon is a morning star that does 2-12 damage.

T-49 This locked iron door (S.D.C. 400) is warded with several things that will go off when the door is opened. The 1st ward is dark, protection by infliction area effect that fills the room and lasts 30 minutes, nightvision reduced to one third normal. The 2nd ward is cold, protection by infliction area effect, does 1 point of damage every melee for 18 melees. Inside is a pleasant looking study and bed chamber. There is a secret door in the west wall. In the east a new door is reinforced to S.D.C. 200.

T-50 **This is Alsto's Sanctum Sanctorum,** a 30ft by 20ft room that is richly decorated.

Shelves with these weird components, tools and paper line the north wall. 200 sheets of paper in a simple wood box, 4 blank paper books (100 pages each), 2 books of blank parchment, 2 small slate boards, 12 charcoal sticks in a box, 24 sticks of chalk, various powder pigments, 2 bottles of black ink, bottles of red and brown ink, 6 paint brushes, 6 etching needles, wood cutting tool set in wood case, 2 ounces of gold leaf (worth 120), 6 ounces of quicksilver, 1 vial of demon blood, 8 pounds of bee's wax, and a pound of clear wax. There are also various mixing bowls, 140 empty pints of brandy.

On the bottom shelf there is a locked metal box with S.D.C. of 50. It has a ward of agony (3-24 damage for 6 melees) that will affect the first person opening it. Inside will be found 15 pounds of demon bones, a half finished permanence ward (inscribed demon bone), and 5 pounds of angel bones wrapped in silver cloth.

There is a large bed of cloth and pillows along the east wall. An **invisible chest** is in the south east corner. It is locked (S.D.C. 150) and has a ward of alarm (silent-alert Alsto), trigger, permanence (for the invisibility), despair, darkness, (30 foot radius area affect), fire (3-18 area blast), fear (area affect). All these wards will go off simultaneously. Inside the chest are Alsto's books, scrolls and artifacts of magic:

1. Anatomical Study of Angels, Cherub and Tharsis. Complete with diagrams of bones, muscles and other anatomical details. There are also note on powers, abilities and pain endurance. It was written by Alsto in runes.

2. Histroy and Legends of the Demons. This is a dwarven book describing a variety of demons. There are true names fro Banshee (5), Couril (1), Labassu (2), Shedim (1), Incubus (2), Baal-Rog (1), and Raksasha (1). Using thses names in a summoning will mean a +3 circle strength and +4 in battle of wills. These will NOT apply if the wrong demon appears (11%).

3. Creatures of Magic. A dwarven description of minotaurs, spectres, unicorns, harpies, gryphons and were-beasts.

4. Minotaur Book. An explanation of the anatomy, habits, society and abilities of minotaurs. Written in runes by Alsto.

5. Book of Tunnels. The complete layouts and floor plans of this tunnel level. Tells how and why each trap works. There are also highlights of interesting encounters by previous unsuspecting visitors. Also written by Alsto.

6. Scroll of Carpet of Adhesion.

7. Scroll of Stone to Flesh.

8. 2 Scrolls of Wall of Stone.

9. Fume candles; raise strange shapes, divination and 2 vapor of weakness.

10. Smoke Bomb Candles; 12 red and 6 yellow.

In the southwest corner there is a table and a large plush chair in the center of a circle of protection from demons and magical superiors.

A crystal ball on the table enables the owner to survey any "known" area or person. There is 2 way communication. 89% likelihood of the ball being destroyed or shattered in any confrontation with Alsto. Fixed under the table (in easy reach) are a couple of other items. There is a magical dwarven morning star (1-8 normal damage) that can spit lightning (3-18+4) three times daily. There is also a scroll of multiple image (4th level).

Under the table there is a dwarven silver dagger (+2 damage) that glows with red magic, a kobold bastard sword (1-8+4) and a heavy, locked metal box (S.D.C. 150). The box is warded with blind and death (6-36) that operate in sequence. Inside the box is a cloak of shadows (+25% prowl), a pearl box with 24 lotus petals, 2 vials of organic acid, 500 gold, 100 silver, 10 sapphires (worth 400 gold each), 6 rubies (worth 700 gold each), 2 gemless dragon coins (worth 1000 gold each) and a dwarven dagger with gold inlay (+1 to parry/throw).

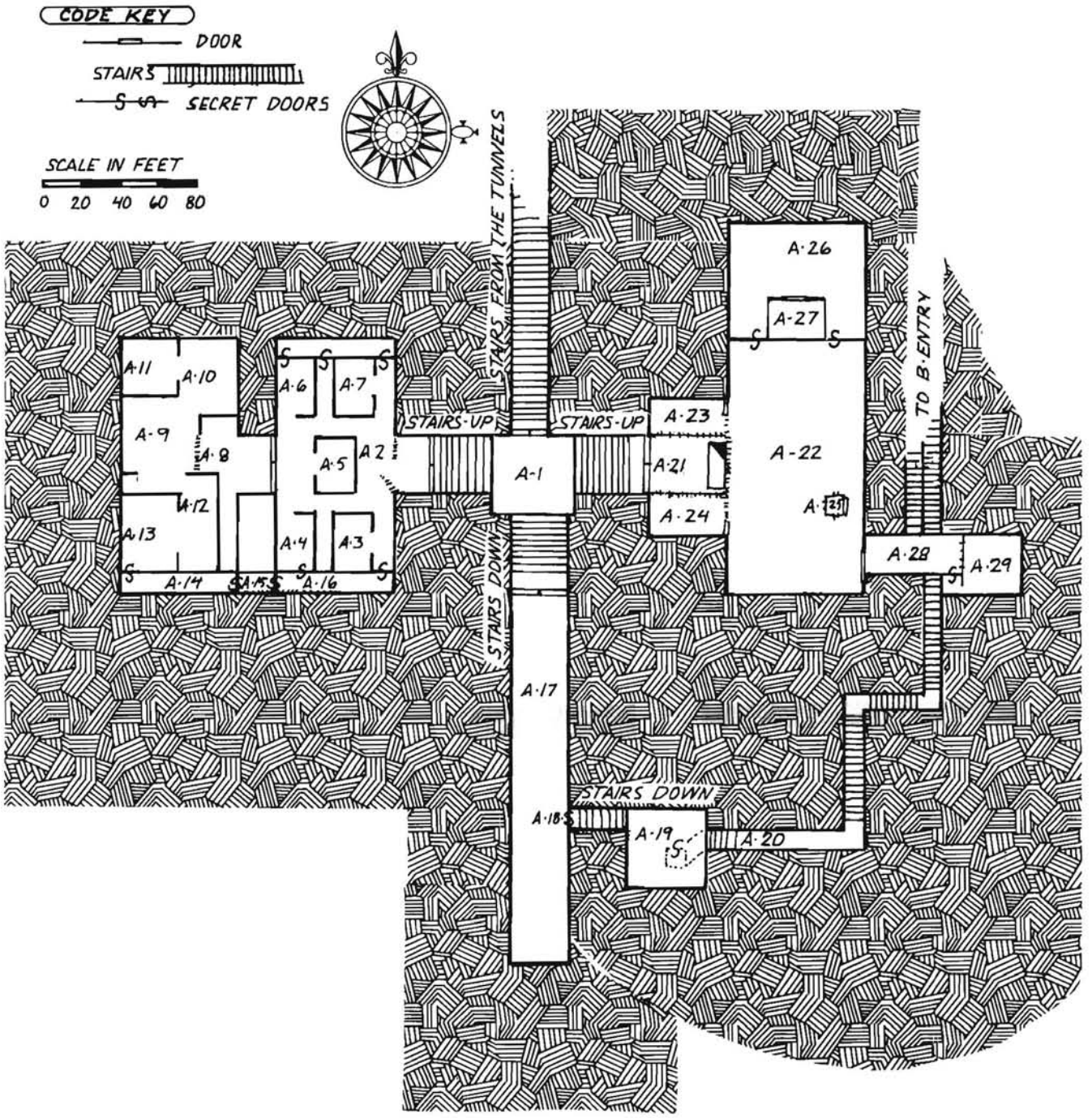
Caliph Alsto Stone (A Basilisk)
3rd level Diabolist
Alignment: Miscreant
Attributes: I.Q. 17, P.S. 22, P.P. 12, Spd. 18.
Hit Points: 53
Natural Armour: A.R. 10
Attacks Per Melee: 2 attacks +1 attack with tail.
Bonuses: +6 to damage, +3 to parry/dodge, +1 on all saves, +1 against circles/scrolls, +2 against wards.
Abilities: Turn dead (2-12) 80%, healing touch (1-8), recognize enchantment (40%), see invisible, turn invisible, speaks all languages, claws (2-12), bite (2-12), tail (2-12), permanent petrification.
Spells: Acitvate 5 wards daily as 3rd level Diabolist.
Weapon Proficiencies:
Knives: +3 to strike, +3 parry, +1 thrown.
Weapons: Gold plated dwarven dagger (1-6+2).
Possessions: 300 gold pieces in small pouch, tobacco pouch and pipe, large pouch with basic ward components, 2 smoke bombs and chalk.
Personality: Affects the accent and personality of a Western noble. Any other language he speaks will be with a distinctive Western accent. He delights in confusing intruders by alternating between lies and truth. His favorite joke is to get someone to distrust him so much that they won't believe a totally sincere warning.
Description: Alsto is an 8ft Basilisk usually dressed in silk robes.

T-51 This 30ft by 30ft room has large red and black dwarven tapestries with matching carpet. A secret door in the south wall leads to T-47. **The secret trap door in the floor opens to the stairway that leads down from the sanctuary to the next level, the Dwarven Armoury.**

THE ARMORY PRE-LEVEL

NOTE: A-1 through A-30: All the wooden doors in this

THE ARMOURY PRE-LEVEL



area are rotted away with age. Only the metal doors and grills remain intact. These metal doors usually have an S.D.C. of 125 and have noisy, rusted hinges. All the corridors are laden with dust and occasional, large humanoid footprints can be seen.

A-1 This is the main junction room of this level. It's reached by stairs coming down from the north. The stairs continue down another 25ft on the south. There are also, stairs going up 15ft both east and west. At the top of these stairs are unlocked iron double doors.
A-2 This entrance chamber has an old iron gate with a broken lock.
A-3 This is a 20ft by 30ft empty room.
A-4 A 20ft by 30ft room containing only 4 empty crates and a pile of rags. A secret door in the south wall leads to A-16.
A-5 This is a 20ft by 30ft room that's not as dusty as the others. There is a broken trunk with a pile of junk inside it. Aside from garbage, broken spears and a rusty dagger there are 5 gold pieces.
A-6 This 20ft by 30ft room has a table made from 2 large stones and 4 wood planks. There are also 6 rag piles. In one pile along the east wall hidden among the junk, dirt, and rags is a sack of 60 gold pieces, 70 silver coins, 2 short swords, a cross bow and 4 bolts. In the northeast corner there are 2 spears leaning against the wall. Someone has done a poor job of searching the area, messing up three of the piles but hardly touching the others.
A-7 This is a 20ft by 30ft dust laden empty room.
A-8 There is a broken lock on these large, iron double doors. This opens into an oddly shaped room with a hall running to a dead end in the south wall. An iron grill in the west wall also has a broken lock.
A-9 This is a large chamber with 3 dwarf skeletons on the floor. A large ogre or troll skeleton hangs from the ceiling. There are large foot prints (hoofed and clawed pseudo-demons) and the smell of rotting flesh coming from the north.
A-10 Filled with debris. There are two badly decomposed naked human bodies.
A-11 A couple of pseudo-demons live here on a bed of rags. There is also a makeshift table and 3 stools.

Reggie: 24 hit points, impervious to fire, turn dead. He has an I.Q. 8, large claws (1-8), cloven hooves (16 speed), 2 attacks per melee, A.R. 12. Diabolic cannibal, bastard sword (2-12), has 32 gold coins.

Carla: 26 hit points, turn invisible, prowl, claws and tail (1-8), I.Q. 9, A.R. 12, 2 attacks per melee. Miscreant cannibal with a morning star (1-8), has 50 gold pieces.

A-12 Hallway is empty, has pseudo-demon tracks.
A-13 This 30ft by 40ft room has a table, 2 crates, rags, pillows, a lamp, a gallon jug of wine, a 5 gallon jug of water and human bones scattered around. There is a secret door that has never been discovered by the pseudo-demon inhabitants.

Tribo: 39 hit points, I.Q. 7, A.R. 12, extra large claws, tail, see invisible, spit flame. He holds the **Booroh Blade**, a magical broad sword. It is indestructible, gleams in light, eternally sharp with +3 to damage, excellent balance, blinding light flash (3 times per day), symbol of Ra on the hilt. He also has a halberd (3-18), a short sword (1-6) and 200 in gold.

Keego: 37 hit points, I.Q. 10, bio-regeneration, fly, tail. Armed with large spear and mace. Female diabolic with 100 gold.

Randolf: 29 hit points, I.Q. 9, tail, animate dead, healing touch. Diabolic, with battle axe (2-12) and flail (2-12), 100 gold.

Sheela: 28 hit points, I.Q. 8, turn invisible, identify tracks, tail. Armed with claymore (2-12) and has ruby ring worth 200 gold.

A-14 A 60ft hallway with a secret door connecting to room A-13. Dead end wall has a secret door to A-15 that's unknown to the pseudo-demons.
A-15 Secret door leading to a 10ft by 20ft chamber. The west wall's secret door connects to A-16.
A-16 This is a 60ft passage. There is a secret door into the A-2 area.
A-17 The stairs go 25ft down and stop at a pair of large iron doors. The lock is broken and symbols of evil and death have been painted in red on the door (apparently a warning). The doors open on a 30ft by 190ft hallway. Strange symbols of magic are etched along the inside of the entrance archway. A permanence ward is on the wall near the carvings. The ward has permanently created a mystic illusion. Anyone entering must make a saving throw against wards of 15 or better on a 20 sided die. The illusion is of a corridor that continues on forever. Those affected can never find the secret door on the east wall.
A-18 A secret door reveals stairs going down 15ft to a dead end platform.
A-19 Secret door in the floor, stairs lead down.
A-20 Stairs to the armoury, B-Entry. This is the long way.
A-21 Main entrance to the armoury. The large, iron double doors with the broken lock lead to a 30ft by 50ft corridor. There are 14 arrow slits each on the north and south wall. It ends at a portcullis. There is a pit trap just before the portcullis that's triggered by pressure. The 30ft drop will do 3-18 damage. There are 12 skeletons below with rusted weapons and armour, a thorough search will yield 25 gold. The portcullis has a few bars bent and broken so that one person can squeeze through at a time. Giants over 9ft will have problems, break or bend a new bar (S.D.C. 180) for every extra foot of height.
A-22 Huge 70ft by 130ft courtyard with 2 secret doors in the north wall that once held secret guards.
A-23 The archers' court. This was originally a section that held 14 archers who could fire through the slits into A-21.
A-24 This is another archers' court, identical to A-23.
A-25 Guard hut, 10ft by 10ft with 2 pairs of arrow slits in the north, west and south walls. The door is in the east wall. Originally held 2-4 guards, but is now empty. There are rotting remains of dwarven sized tables and chairs.
A-26 Large area for a secret guard unit. Housing for 36-64 dwarves who would wait until an attacker had penetrated the courtyard and begun a descent. Their job was to attack from the front and behind. The room shows signs of having been searched and used as a hide out over the decades. Rotted dwarven tables, and chairs. Some old (but not ancient) crates with melted candle wax, various bones (animal and humanoid), humanoid waste, old rags, broken glass, etc.. No valuables. The secret doors in the south wall are the only way in or out.
A-27 This 30ft by 20ft headquarters and conference room contains only garbage and debris.
A-28 A 50ft by 20ft corridor with stairs in the north wall leading down to the armoury. The east end of the corridor is a wall with 8 arrow slits. Secret door in the south wall is an entrance to A-29.
A-29 A 30ft by 30ft room that was another defensive fortification for the dwarves. Now covered with dust.
A-30 Stairs lead down to the armoury 40ft down. It's 10ft wide and blocked by a portcullis (S.D.C. 600). Leads down the main armoury B-Entry.

THE ARMOURY

This entire complex, B-1 through B-24 and K-1 through K-16 is controlled by the Mad Dwarf and his followers. Everywhere there are dwarven skeletons frozen into realistic positions. Since the Mad Dwarf thinks that all the skeletons are alive, and since the Helm automatically animates them, he gives them instructions and they stay in that position until he returns.

King Matlock, Sara and **Spaz** are the main rulers of this place. All others are subservient to them.

Once intruders are detected, some of the guards will be sent to get them. If the guards don't return, then Matlock, Sara and Spaz will go themselves.

King Matlock Pryetti, The Mad Dwarf
7th level Soldier
Is really a human who thinks he's a dwarf.
Alignment: Unprincipled (depending on persona)
Attributes: I.Q. 9, M.E. 15, M.A. 12, P.S. 17, P.P. 16, P.E. 12, Spd. 7.
Hit Points: 47
Armour: Full dwarven plate armour, A.R. 17, S.D.C. 160.
Attacks Per Melee: 3
Bonuses: +5 to damage, +4 to strike/parry/dodge.
Abilities: Critical srike on 18-20.
Spells: None
Weapon Proficiencies:
Battle Axe: +7 strike, +6 parry, +3 thrown
Short sword: +7 strike, +7 parry, +2 thrown
Knives: +7 strike, +6 parry, +4 thrown
Weapons: Dwarven battle axe (2-12), +1 strike/parry); eternally sharp, dwarven short sword (1-6+2), 2 silver daggers (1-6).
Possessions: Short sword, battle axe, misc. clothing.
Helmet of Rurga

Powers: Wearer receives +2 on all saves, track 70%, identify tracks 79%, prowl 89%, see the invisible, speak all languages, animate and control 10-60 dead (98%), blocks all psionic attacks and probes, magic charms and mental manipulations have no effect.

Personalities: The wearer cannot remove the helmet once it is put on. Quickly the wearer goes insane, sees the phantoms of dwarven warriors and hears the voices of the previous owner whose mental essence is locked into the helmet. Whatever the personality, the wearer will have an unreasoning hatred and distrust of elves. At the most disturbing times (combat or flight) the wearer will experience a flashback to another time and another life. In this state anyone around could be identified as a sworn enemy.

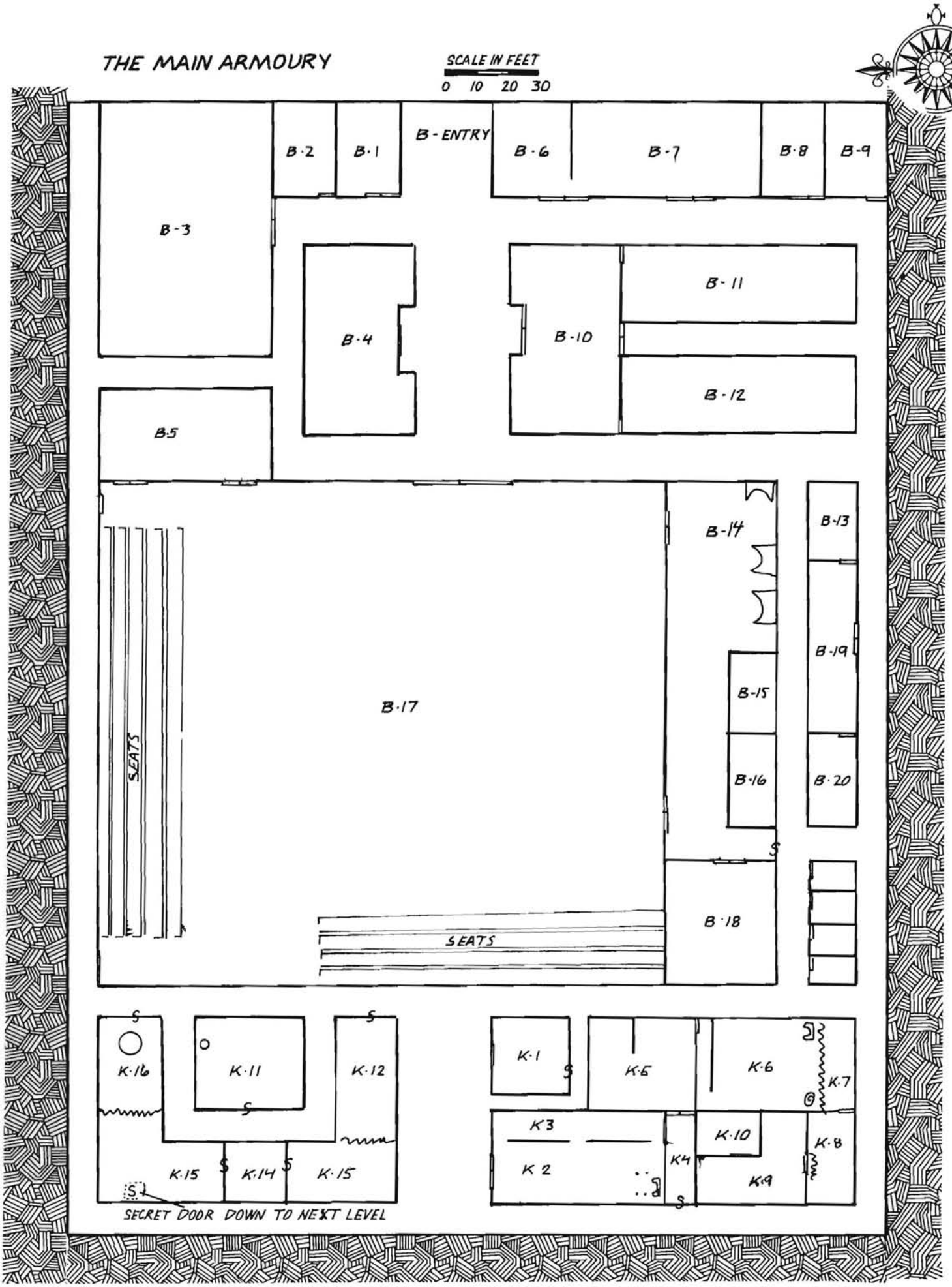
1-31 Dwarven King Lalando III - An 8th level Knight. He will act completely imperial and spend a great deal of time reviewing his troops (dwarf skeletons).
32-62 Dwarven Prince Parnu - A 5th level Knight. He is about as paranoid about elves as anyone could be. He constantly looks around for elven spies and plots. Anyone suspicious will be questioned (tortured) for information on elvish plans.
63-93 Dwarven Lord Accordo - A 6th level Knight; this dwarf was a master of combat. He is always interested in visiting the practice field and either participating in or observing practice bouts.
94-95 Philip the Thief - A 7th level Thief. Always tries to pretend to fit in. He'll agree with anyone present and will grab any treasure that comes to hand. He will pick pockets (89%) at any opportunity.
96-97 Thomas the Wizard - A 4th level human (helmet made him think he was a dwarf) Wizard. totally insane dwarf who continually talks about building giant war engines and goes to **B-12** to work.
98 Elven Lintoba the Warlock - The Helmet made him believe he was a dwarf. A 5th level Warlock of Fire. He will madly attack the first dwarven skeleton and reduce it to splinters.
99-100 Matlock the Soldier - A 7th level human Soldier. He is quiet and soft-spoken and a little in awe of his power over those around him.

Description: A bright red and silver great helm with arcane dwarven runes of great power.
Personality: Matlock has gone pretty crazy. He is completely lost without the helmet. Wants to know where all his dwarven warriors are, why things look so strange. Needs cure for insanity in order to restore his sanity.
Description: a 5ft 3in. human, always wears the Helmet of Rurga.

Sara, High Council (Real Name: Sara Lynnendal)
4th level Diabolist and 4th level Thief
An Elf
Alignment: Miscreant
Attributes: I.Q. 13, P.S. 10, P.P. 18, P.E. 11, P.B. 18, Spd. 6.
Hit Points: 64
Armour: Soft leather armour, A.R. 9, S.D.C. 20.
Attacks Per Melee: 2
Bonuses: +2 to strike, +4 to parry/dodge, +1 save against circles, +2 save against wards.
Abilities: Critical strike from behind, kick attack (1-6), recognize enchantment 40%, +2 ward strength.
Spells: All power words of alarm, blind, charm, confusion, dark, death, despair, energy, fear, mystic drain, sleep, undead, colors, numbers and permanence.
Psionics: Minor psionic, I.S.P. 32, knows aura of truth, meditation, object read, presence sense, resist thirst, resist fatigue and sense magic.
Weapon Proficiencies:
Knives: +4 strike, +6 parry, +2 thrown
Large swords: +4 strike, +6 parry
Short swords: +4 strike, +6 parry, +1 thrown
Weapons: Magic dwarven broad sword (1-8+2 damage, +2 strike/parry/dodge), 3 dwarven daggers (1-6).
Possessions: Magic ring (metamorph twice daily), 4 doses of pixie dust, 14 doses of fire dust (causes -4 strike/parry/dodge), silk underdress, black hooded cloak, soft leather boots and a dwarven war mask.
Personality: As the real power behind the throne of Matlock, the Mad Dwarf, she uses him as a pawn to accumulate wealth and power. She may aid adventurers in exchange for knowledge, cash, or magic, but the price will always be high. Has no regard for life, including elven.
Description: She remains cloaked, hooded and masked at all times so that Matlock will not realize that she is an elf.

Spaz (Real Name: Ralph Broff)
5th level Assassin
Human
Alignment: Diabolic
Attributes: I.Q. 10, P.P. 15, P.S. 11, Spd. 11, P.B. 11.
Hit Points: 51
Armour: Dwarven Magic Chain Mail (silent) A.R. 14, S.D.C. 80
Attacks Per Melee: 3
Bonuses: +2 to damage
Abilities: Critical strike from behind, kick attack (1-6), disguise 48%, prowl 62%, pick pockets 40%, use poison 55%, imitate voice 58%, ventriloquism 48%, speaks elvish, eastern, western and goblin.
Spells: None
Weapon Proficiencies:
Knives: +2 strike, +1 parry, +3 thrown
Large Sword: +2 strike, +2 parry, +1 thrown
Short Sword: +2 strike, +2 parry, +1 thrown
Blunt: +3 strike, +1 parry, +1 thrown
Short Bow: +2 strike, 4 attacks per melee
Weapons: 4 daggers, broad sword, short sword, small cudgel (1-6, hidden), short bow, 42 normal arrows.
Possessions: Red sapphire magic ring (half damage from fire), leather and silver wrist band (strength of Utgard Loke, 3 times daily), poisons include 20 arrow doses of Basilisk's Eye (3-24 damage and 10-40 melees of paralysis) and 12 arrow doses of Scorpion Blood (4-32 damage).
Personality: He is a cunning and clever human: He is Sara's lover and is loyal only to her. He will use poison arrows when a situation looks particularly threatening. He can poison AND fire 2 arrows per melee. He can also poison a dagger and attack with it in a single melee.
Description: He is a 6ft human in full chain armour.

B-Entry The stairs from above end in a **50**ft by 50ft


THE MAIN ARMOURY
SCALE IN FEET
0 10 20 30
B-ENTRY
B-1
B-2
B-3
B-4
B-5
B-6
B-7
B-8
B-9
B-10
B-11
B-12
B-13
B-14
B-15
B-16
B-17
B-18
B-19
B-20
SEATS
SEATS
K-1
K-3
K-4
K-5
K-6
K-7
K-8
K-9
K-10
K-11
K-12
K-14
K-15
K-16
K-2
SECRET DOOR DOWN TO NEXT LEVEL

room. Two plate mail armoured dwarves stand on either side. They are completely motionless and are actually skeletons. The armour is old and corroded providing only ½ normal protection.

B-1 Former office area has six desks and chairs with dwarf skeletons seated.

B-2 Empty room.

B-3 This storage area has 8 dwarven skeletons in a line. They are frozen in the act of moving dozens of empty barrels and boxes from the north end to the south end of the room.

B-4 There are 12 dwarven skeletons in decaying leather armour standing at attention in two neat lines while another skeleton is frozen pointing at them.

B-5 Empty room.

B-6 Empty room.

B-7 Empty room.

B-8 Metals room that has 18 barrels of crude iron, 8 barrels of copper nuggets, 38 barrels of coal and four dwarven skeletons frozen in guard duty.

B-9 Room filled with huge piles of rotting furniture.

B-10 This was a jail area and contains 8 iron barred cells along the east wall. Two dwarven skeleton prisoners and three dwarven skeleton guards are frozen in natural positions.

B-11 Armourer's workshop. Many rusted tools are being used by dwarven skeletons in leather aprons. They are frozen in the act of beating out armour from useless pieces of rusted metal.

B-12 War engine experimentation room. There are huge wooden machines covered with strange runes. These devices groan under the weight of the rotted wood.

B-13 Eight dwarven skeletons are frozen as they count thousands of pebbles as if coins. Another skeleton is bending over a ledger book with a quill in his hand.

B-14 Weapon workshop where 7 dwarven skeletons are frozen while working on sharpening and repairing hopelessly damaged weapons.

B-15 3 dwarven skeletons are frozen in the act of putting on rusted plate armour.

B-16 Shower room with 8 dwarven skeletons frozen in their imaginary baths.

B-17 This practice arena is being used by 12 pairs of dwarven skeletons frozen in the motions of combat. In the bleachers another 5 skeletons are frozen in observation. Also in full dwarven armour are two living dwarves. These are servants of the Mad King and they will stay still and observe any intruders as long as possible.

Yarnell: 41 hit points, P.S. 16, +1 to damage, A.R. 17, S.D.C. 160, long sword (+3 to strike/parry).

Wotoal: 32 hit points, A.R. 17, S.D.C. 154, battle axe (+2 strike/parry).

B-18 The Mad King's human followers have chosen this room as their own. Three present at any time. There are 8 bed rolls, a large table, 6 chairs, a small fire, cooking pots and a large water barrel.

Zelram: 20 hit points, A.R. 12, S.D.C. 38 (studded armour), short sword (+2 strike/parry), 3 daggers.

Akweze: 14 hit points, battle axe, small shield, dagger.

Ipmirk: 19 hit points, +2 to damage, mace (1-8, +1 strike/parry).

B-19 In this large mess hall 14 dwarven skeletons are frozen in front of their empty tin plates and cups.

B-20 Four dwarven skeletons are frozen in postitions of cooks in a kitchen.

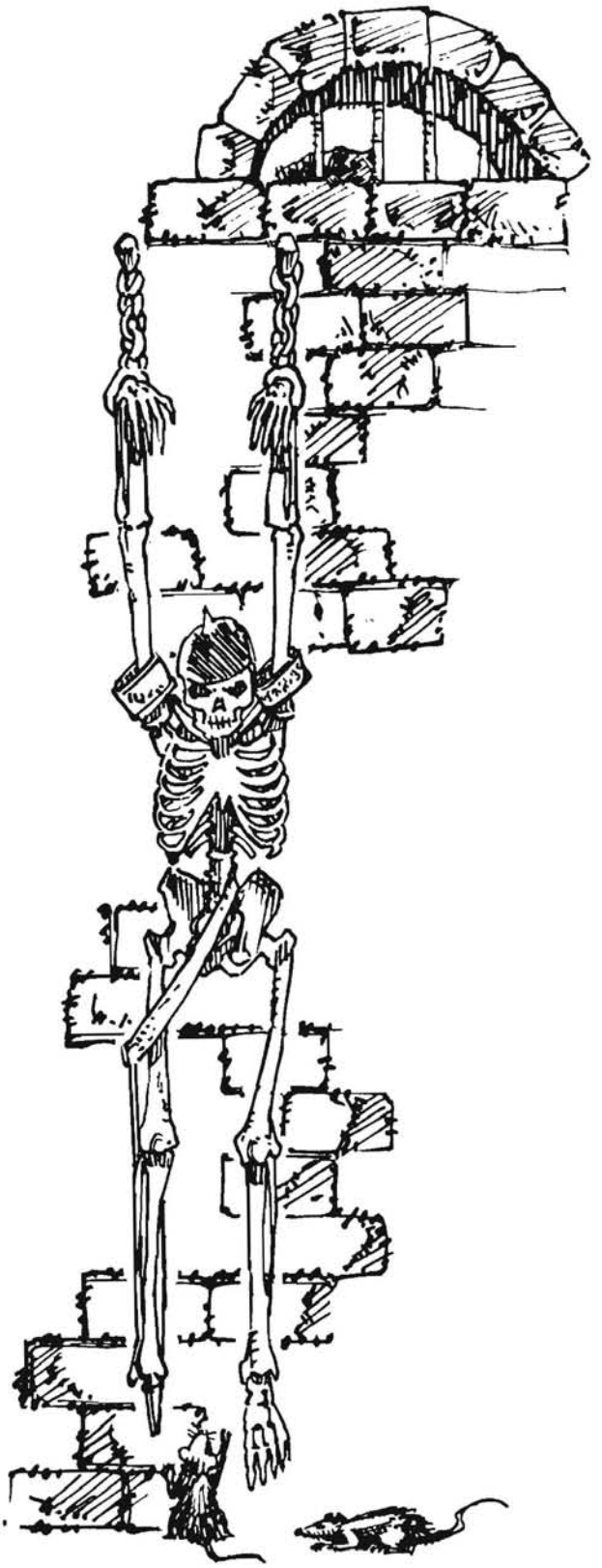
B-21 Two dwarven skeletons are "sleeping" in bed rolls on the floor.

B-22 Two of the Mad King's orc followers are sleeping in bed rolls on the floor.

Sam: 18 hit points, A.R. 10, S.D.C. 34, 2 spears (+3 strike/parry, +5 throw).

Floppy Ears: 22 hit points, +3 to damage, short sword, 3 daggers.

B-23 Two dwarven skeletons are "sleeping" in bed rolls on the floor.



B-24 Five dwarven skeletons are frozen as they bend over dice on the floor.

K-1 This guard chamber has 32 dwarven skeletons sitting around drinking, playing cards and involved in animated discussion; except that they're frozen in place. Among the dwarves there are 16 suits of chain mail, 14 short swords, 5 maces, 3 battle axes, and 9 small shields, the others are garbed in a variety of rags, clothes, and rotting leather armour. Equipment in the room includes 24 bed rolls, 2 lamps, 6 small tables, 5 benches, 9 chairs, 7 short swords, 1 mace, 11 poor quality spears, 6 pitchers, 12 tin mugs. There is a secret door in the south wall.

K-2 Hall of Audience. It is here that the king may speak to visitors and address his troops. Statues and throne in the south with statues on either side of the throne. The throne is a simple bronze throne (600 pounds of bronze worth 3500 gold). The statues are of 2 dwarven warrior kings. If the King is here he will be accompanied by 6 dwarven living guards and 10 animated dead guards. 50% chance of Sara being present. 30% chance of Spaz being present.

K-3 Interconnecting annex - wall divides it and Chamber of Audience. 12 skeletons garbed in full dwarven plate stand at attention. They are all armed with short swords and daggers. The door in the south wall is iron and can be bolted from the other side (S.D.C. 150).

K-4 Interconnecting hallway - always guarded during any crisis by 2 ogre guards. 18ft tall and 10ft wide, locked bronze double doors.

Blood Axe: 36 hit points, A.R. 13, S.D.C. 50, +5 to damage, armed with bastard sword (1-8+2 damage, +3 to strike/parry) and 2 daggers (1-6 damage, +4 thrown).

Rorgar: 47 hit points, A.R. 13, S.D.C. 40, +4 to damage, giant-size mace (3-18, -1 strike/parry).

K-5 This room is used by guards for storage. Currently empty. Door in south has a ward of silent alarm which will notify Sara.

K-6 This is the King's Chamber. A 5ft wide hall is the entrance to the chamber in the southwest. The room is covered in beautiful tapestries and large carpets. Some are ancient and faded, others are obviously contemporary. Mostly western and southern. There is a bronze and silver throne (once studded with dozens of gems) in the southeast corner. A bronze statue of Rurga (6ft) stands in the opposite corner. Behind the tapestries lining the south wall is the hiding place for the guards and council.

There is always a living dwarven servant staying in the area.

Szorque: 30 hit points, A.R. 13, S.D.C. 40, P.S. 20, +5 to damage, carries 2 daggers (+3 strike/throw).

K-7 Annex to the King's chamber, hidden behind a wall curtain.

K-8 This is a lounge with several couches, tables, stuffed chairs, 2 lamps. A tapestry in the north wall covers the bronze door on the west wall.

K-9 The King's main living chamber is fitted with a fancy table, 2 couches, and 4 stuffed chairs. Hanging on the west wall with a small shield is a ball and chain (+1 strike/parry/damage). The 2 servants Gimbo and Kareen are always present. There are 12 dwarven skeletons in chain mail and armed with axes. These skeletons are arranged in very realistic poses. The servants spend a lot of time keeping them dusted off. There is a curtain in the northeast corner that hides the door.

Gimbo: 31 hit points, I.Q. 6, P.S. 18, +3 to damage, speed 12. He is a scrupulous human armed with a mace (+1 strike/parry/dodge) and 2 daggers (+2 strike/parry/dodge). He is also wearing studded leather (A.R. 12, S.D.C. 35). 1 attack per melee.

Kareen: 26 hit points, I.Q. 7, P.S 19, +4 to damage, speed 5. She is armed with a short sword (+3 strike/parry/dodge) and 3 daggers (+3 strike/parry/dodge). No armour and 1 attack per melee.

K-10 This is the King's bed chamber. It has a couch, table, desk and bed. A suit of dwarven plate armour (A.R. 17, S.D.C. 200) is on a dummy in the northeast corner. The desk holds paper, quills, ink and a small box. The box is not locked but has a ward of alarm (silent-alerts Sara). Inside the box there are 100, 50 gold pieces. Hidden behind a false panel there is a magical silver short sword, it is indestructible and does +2 damage.

K-11 Both doors are secret and are warded with alarm (silent - alerts Sara), fear and darkness. There are 39 dwarven skeletons posed throughout the room. There is a circle of summon demons in the center of the room. If activated it summons an Alu (greater demon).

Inside this room is **the King's Treasure Horde.** Money includes 2,050 Eastern gold pieces, 200, 25 gold pieces. There are 6 rubies (worth 500 gold each), 4 diamonds (worth 1000 gold each) and 6 sapphires (worth 400 gold each). Armour stored here includes 14 suits of dwarven sized plate armour (A.R. 17, S.D.C. 180), 21 suits of dwarven chain (A.R. 13, S.D.C. 44), 4 suits of human sized chain (A.R. 13, S.D.C. 44), and a suit of giant-sized (fits creatures from 10ft to 11ft tall, pretty baggy on creatures from 8ft to 10ft), A.R. 13, S.D.C. 80. Weapons are 37 giant-sized dwarven short swords, 23 non-dwarven short swords, 8 axes, 14 maces, and 9 sets of ball and chains. Most armour and weapons are dwarven and of excellent quality, but are not superior weapons. This means most have no special bonuses.

K-12 Secret door in east wall has a ward of alarm (silent - alerts Sara). The room is 20ft by 40ft and is now empty but for 3 spears and a suit of dwarven chain inside a large crate. A curtain covers the west wall.

K-13 A curtain really divides the chamber. There are four orc guards on watch. This area has 13 dwarven skeletons clad in cheap damaged chain (A.R. 13, S.D.C. 19). There are seven 150 foot lengths of rope, 20 iron spikes, 6 hammers (tools), 65 small iron shields, 12 spears, 2 large tables, 4 empty crates, 3 daggers, a 40ft length of chain, 6 chairs and 6 cots. Secret door in west wall has a ward of alarm (silent - alerts Sara) and fear (area affect).

Snag Claw: 20 hit points, hard leather armour, A.R. 10, S.D.C. 30. Armed with a spear (1-6) and a short sword (1-6).

Igorm: 17 hit points, no armour, spear (1-6), short sword (1-6).

Blue Foot: 26 hit points, half suit of chain, A.R. 9, S.D.C. 20, spear (+1 strike/parry) and short sword (+1 strike/parry)

Pormger: 24 hit points, +1 to damage, no armour, spear (+2 strike/throw) and short sword (+2 strike/parry).

K-14 This 20ft by 20ft room is attractively furnished with pillows, couch, round table, oil lamp, several hand made easy chairs and a rocker. There is a handsome desk with drawers against the west wall.

The top drawer contains a wooden cross, a silver dagger, a prayer book to Rurga and another to Andras (the Demon Lord). Several face cloths, towels, a scented bar of soap and a basin for wash water.

The middle drawer is warded with energy (4-24 damage). Inside is a flat, polished wood case (12in. by 12in. by 2in.). This case is also warded with sleep and the colors yellow and blue in sequence (first person to touch it triggers first ward, second person receives second, etc.). All of these wards are area affect. Color wards turn everything (skin, armour, clothes, everything!) into that color. Inside this case are two bottles of ink, one blue and one red, 14 sheets of parchment, crow quill pen and 4 metal tips, half pint of brandy, 3 candles and an ancient Medallion of Thoth.

The Medallion of Thoth

This is a golden medallion on a gold neck chain. On one side there is a design showing an eye in the center of a triangle surrounded by a mystic circle. A runic inscription around the edge reads, "may wisdom

lead to knowledge and knowledge to enlightenment". This side of the medallion is an ancient symbol of Thoth. It is still acknowledged as his symbol, but has been replaced by more modern symbols. The other side of the medallion has wards of good, blind, cold, and permanence. This insures that only good alignments can use this artifact. A runic inscription in silver reads, "May the darkness of evil never twist the light." Evil and selfish characters must always save against blindness and will take 1 point of damage from cold for every melee that they are in contact with the medallion. A 16 or better on a twenty-sided die roll is required to save against blindness. This artifact adds 5% to all skills, +1 against all magic and psionics; sense evil, sense magic at all times while it is worn.

The bottom desk drawer is warded with confusion, hate, charm, all in sequence. The drawer is empty except for the symbol of the snake (treachery) drawn in blue (defeat).

One secret door is in the east wall. Another in the north wall, leads to **K-15**, is warded with alarm (silent - alerts Sara), confusion (area affect, -3 on strike/parry/dodge), fear (area affect, -3 to save). All wards take effect simultaneously.

K-15 The living quarters of Sara and Spaz. There is a 69% chance of Spaz being here. A secret door inthenorthwest leads down to the next level. There are beautiful hand made furnishings including a 12ft table, 8 matching chairs, a small couch and pillows that line the east and west walls. The room is lit with candles in silver candelabras (worth 75 gold each) on either side of the table.

A large comfortable easy chair in the northeast, with end table and oil lamp. The end table has a locked drawer that's warded with despair and alarm (silent alerts Sara) that operate simultaneously. Inside are two books, 200 pages long. They are on the prayers and philosophies of the church of Rurga (no mention of the helmet).

There is also a very small book with an old and worn leather cover. This book is warded with simultaneous mystic drain and color (yellow) which triggers invisibility ward on the treasure chest in the next room. This is a **Book of Symbols** which includes all mystic symbols and ward symbols with descriptions and explanations of each. It is written in silver runes and in the dwarvish tongue. There are circles of protection from old ones and simple protection circles and explanation. NOTE: It does NOT include the components and power words needed to create wards. Rather, it explains what each one symbolizes and means. Persons studying this book can recognize and read/identify all wards (94%) and recognize runes (54%). They CANNOT create wards.

The bed at the southeast end has a small table candle in a silver candle holder. A silver dwarven dagger (1-6+2) is hidden under the pillow. At the foot of the bed is a large chest filled with linens. Another large chest contains women's clothing (Sara's). A 3rd chest contains men's clothing. There is a crossbow on the wall with a quiver of 12 bolts (2-12). There is a padded rocking chair near the bed. Under the rocker is a secret door in the floor that reveals stairs going down to the next level. This is the last and deadliest level for it is the heart of the Place of Magic. This is the only way down.

K-16 This 20ft by 30ft area is filled with supplies and equipment. There is a secret door in the east wall. A circle of protection (simple-sealed) surrounds a small, locked metal box (S.D.C. 40) that's warded with fear (area affect), sleep (area affect), death and energy. It contains Sara's unactivated wards. There are 6 alarm (silent - alert caster) on parchment, 2 confusion carved in human bone, a death ward carved in ogre bone, 2 blind wards are carved in ivory, a cold ward is etched on a piece of silver, 2 charm wards are on parchment, a power ward is carved in a hydra tooth. There are also 2 potions of healing and a vial of witch bane (4-32+4).

In the east end of the room is a 30 gallon barrel of water. A small table with 2 basins, towels and 2 bars of soap stands in the corner. Hidden in a secret compartment is a small locked metal box with wards of sleep and alarm (silent - alert Sara). It contains 400 gold and 122 silver.

Along the north wall there are 4 twenty-five gallon barrels of wine. There is a wooden wine rack with 5 bottles of Timiro wine, 3 bottles of Old Kingdom wine, 8 bottles of Western Empire wine, 2 bottles of sweet wine from the Land of the South Winds and 21 empty bottles. This area also has a complete still for making liquor. A small fire is lit under it and a pipe slowly drips high potency liquor into a twenty-five gallon barrel.

A pile of armour along the east wall includes a human sized suit of plate mail (A.R. 17, S.D.C. 130), 3 suits of dwarven scale mail (A.R. 15, S.D.C. 75 or can be used as half suit A.R. 11, S.D.C. 35).

Weapons mounted on the east wall are a dwarven war hammer of bronze (1-8+2 damage, +1 strike/parry), 2 bronze dwarven broad swords (1-8), 2 dwarven ball and chains (1-8+2), dwarven flail (2-12+2), 12 dwarven daggers (1-6), 1 croosbow with 32 bolts, 14 spears and 3 large shields.

In the northeast corner there is an invisible chest. It's warded with charm, charm, fear and hate in sequence. It contains 11 onyx (worth 300 gold each), 4 emeralds (worth 500 gold each), 3 small diamonds (1,000 gold each), a blue diamond (3,000 gold), 4 rubies (500 gold each), 1 gemless dragon coin (1,000 gold), 600 gold, and 200 silver coins. There is also a gold cross (worth 90 gold), a wood scepter with an ornate jade dragon twisted around, as a decoration (worth 200 gold), a pint of quicksilver, 2 pairs of butterfly wings, 24 lotus petals, 3 ounces of sneezing powder (3 doses), 4 doses of pixie dust, 3 scrolls of healing (2-12), a half pound of rabbit skin glue and a scroll of wall of iron (4th level).

THE PLACE OF MAGIC

THE PLACE OF MAGIC - DWARVEN COMPLEX

This whole area registers as magic. Psionics will sense evil. All doors are metal unless otherwise stated. The first section is maze-like to discourage intruders. All rooms and corridors have 20ft ceilings.

M-1 This 30ft by 30ft chamber is completely empty. Brightly painted with red and orange demonic figures dancing and glaring evilly on a field of yellow. Secret door in the south corner of the west wall.

M-2 L-shaped corridor with all the walls, floor, and ceiling painted in an icy blue. Secret door in the west wall slightly off center.

M-3 L-shaped corridor with walls, floor and ceiling painted in a deep rich black. There is a giant symbol of mystic drain painted on the wall directly across from the secret entrance. It's painted in a luminous substance and is an eerie but meaningless power symbol. There is a secret door at the end of the south wall.

M-4 Identical to the previous 2 corridors but even larger. Painted in bright red. Secret door in the north wall. Large ward symbol of magic (but not a ward) is painted in a luminous silver substance.

M-5 This corridor connected the rooms of the dwarves involved in magic research.

M-6 10ft by 20ft room with a green fuzzy mold that can be seen all around the door edge and sparse patches on the door. The inside of the door and the entire room with walls, floor, ceiling and debris are completely covered in green mold. It IS germination time. No valuables in the room.

M-7 Blood splattered on the walls and floor indicates that a battle was fought here. It's impossible to deter-

mine the age of the blood. Old rotted furnishings smell bad.

M-8 10ft by 20ft room with a barred door (S.D.C. 100), the goblins live here. Two goblins will always be here but there is a 60% chance that Lop-Ear will be in **M-10**. There are 3 beds of rags and a couple pillows. An oil lamp and 2 torches keep the room lit. Basic adventurers equipment including sack, backpack, food (stale beef jerky) and cheap liquor made by the mad dwarf king above.

They were part of a much larger group whose fellows have died or disappeared elsewhere on this level (they don't know how or where). Afraid to explore ahead and afraid to go back they have moved in here. They are not likely to attack a group unless the odds are in their favor. Not likely to join any non-goblin group either.

Groggle-Mean: 27 hit points, I.Q. 7, P.P. 13, Spd. 7, +2 parry/dodge, 2 attacks per melee, kick (1-6). Weapon proficiencies are knives (+1 to strike/throw), ball and chain (+2 strike), and sling (+1 to strike, 3 attacks per melee). This miscreant goblin is a 3rd level thief wearing chain (A.R. 13, S.D.C. 44) and carrying 6 knives, a ball and chain (1-8) and a sling (1-6). He has collected 80 gold pieces and a ruby worth 270 gold.

Snide: 33 hit points, I.Q. 7, P.P. 18, Spd. 9, +2 to damage, +2 to strike, +4 parry/dodge, 2 attacks per melee. Weapon proficiencies are large sword (+2 to strike/parry) and battle axe (+2 strike/throw, +1 parry). This anarchist goblin is a 4th level mercenary, wears dwarven scale armour (A.R. 15, S.D.C. 75) and carries a battle axe (2-12) and broad sword (1-8). He has 110 gold pieces, 40 silver and an emerald ring worth 350 gold.

Lop-Ear Grundle: 39 hit points, I.Q. 3, M.E. 16, P.E. 14, P.S. 10, +1 vs. psionics, identify tracks 56%. Weapon proficiencies are knives (+1 strike/throw), short sword (+1 strike, +3 parry/dodge) and short bow (+3 strike, 4 attacks per melee). Really a hob-goblin, he is an anarchist alignment, wears chain mail (A.R. 15, S.D.C. 44) and carries a short sword (1-6), 3 daggers (1-6) and a short bow with 18 normal arows and 4 magic lightning arrows (5-40+10 damage). He also has 70 gold pieces, 50 silver pieces and a silver cross that he wears openly around his neck.

NOTE: Lop-Ear is not likely to join a group to stop an Old One, but will not oppose them and "may" give up two of his magic arrows to a fellow ranger or bowman.

M-9 15ft by 20ft room that's been burned to a crisp. Foot prints indicate that others have been here, either human or goblin.

M-10 10ft by 15ft room with 60% chance of encountering Lop-Ear Grundle if not back in **M-8**. This is his personal hideway; for some reason he finds it peaceful and relaxing. There are a small pile of rags and a pillow pile in the northwest corner. An unlit candle is nearby. There are no valuables. The walls are painted in white and green. A large protection from evil circle fills the entire room (unknown to Lop-Ear). Secret door in west wall is known to Lop-Ear.

M-11 20ft by 15ft room with a big "X" marked in charcoal across the door. Inside is the dusty debris-ridden remains of a great study. Formerly inhabited by Trod Negbelto, a dwarf wizard, his ghost still haunts this room. He will chastize the group and insists they have come to gloat over the fall of the Dwarven Empire. He is of absolutely NO help and will bombard the group with sticks, dirt, dust and small rubble. He can hurt only those in the room and for only 1 point of damage per melee.

M-12 10ft by 20ft empty study, smells of dust and decay. The room has been examined by the goblins.

M-13 This 10ft by 20ft dusty and decayed study has a dead and decaying pseudo-demon sprawled across the floor. He has been dead for at least 3 weeks and is pretty ripe.

M-14 10ft by 20ft cold room that is dusty and empty but for a bone chilling wind that does 1 point of damage every 2 minutes to anyone foolish enough to stay in the room. Causes a great noisy wind in the outside corridor while the door is open.

M-15 This 30ft by 30ft chamber is accessible only by the secret door in hall **M-4** or **M-35**. The floor is blood stained and has faded markings/scratches indicating many circles that had been drawn and eradicated. Skeletons of goblins and dwarves along the north wall are very old. Walls are painted a faded yellow. A secret door in the south wall opens into the main hall.

M-16 This L-shaped corridor is covered with black paint. Someone has chalked a message onto the door to **M-18**. It reads (in dwarven), "Filthy elves are everywhere, it's important that we find the lord before they do. We can't let the dwarven king fall into their bloody claws. Trust no one."

M-17 Accessible only from the secret door off **M-16**. There are two circles in the east end. The first is terribly scarred and hardly discernible, an expert might identify it as something connected with domination or control. The other is also scarred but can be identified as summon gargoyles.

M-18 20ft by 20ft chamber with miscellaneous debris. Once a conference room.

M-19 10ft by 20ft room containing only debris and cobwebs. The secret door in the south wall leads to the other worker and research rooms.

M-20 25ft by 20ft chamber with a scuffed-up dusty floor. Marks on floor from storage cabinets and shelving.

M-21 Dusty and empty.

M-22 Dusty and empty.

M-23 Dusty and empty.

M-24 The metal door hangs from its hinges after being blown open by some kind of explosion. As further evidence of an explosion the adjoining walls to **M-25** and **M-26** have been blown away. The direction of the blast was eastward. Rock from the walls lays everywhere. Three mangled skeletons are among the refuse in **M-25 and M-26.**

M-25 Debris.

M-26 Debris

M-27 10ft by 15ft room that's fairly clean with a stool, small table and piled rags that suggest recent habitation.

M-28 10ft by 15ft room with bad smells coming out of the open door. There is a half-eaten orc and the freshly eaten skeleton of an ogre. Both have been eaten within a couple of days. There are 2 daggers, a spear, a large battle axe, 13 arrows, a broken long bow, and 60 gold pieces.

M-29 10ft by 15ft empty room with loose door that will fall noisily as soon as it is touched.

M-30 Iron door is sealed in wax. It will not open because of a sorceror's seal. Any loud noise or attempts to open the door will encourage a scratching from the other side. Listening closely, there is a squeeky voice (gibberish). Contains 6 large shedim demons. Dispel magic barriers or smashing through the wall will release them to vent their rage in attacking without mercy. No valuables.

M-31 10ft by 15ft empty room with missing door.

M-32 10ft by 15ft empty room with loose door that will fall noisily as soon as it is touched.

M-33 10ft by 15ft empty room with missing door.

M-34 10ft by 15ft room shows signs that it was inhabited two or three years before.

THE DWARVEN COMPLEX OF MAGIC

M-35 through M-51. This entire area is controlled by Artimus Gordon and his zombies. ALL corridors will be inhabited by at least one zombie. They will all act in exactly the same way when they discover intruders (see below).

Artimus Gordon
15th level Wizard
Alignment: Unprincipled (once Scrupulous)
Attributes: I.Q. 14



Hit Points: 84
Armour: None
Attacks Per Melee: 2 spells
Bonuses: +4 spell strength, +4 save against spells, +3 vs. circles/wards.
Abilities: Casts 23 spells, sense evil 55%, recognize enchantment 80%, recognize magic item 60%.
Spells: Charm, create bread and milk, paralysis, sense evil, slumber, water to wine, invisibility (self), carpet of adhesion, mesmerism, tongues, globe of light, chameleon, sense traps, fleet feet, fly, reduce object, armour of ithan, call lightning, fireball, magic pigeon, magic net, diminish others, extinguish fire, turn dead, circle of rain, dispel magic barrier, see wards (7th level), create zombies (8th level).
Weapons Proficiencies:
Staves: +6 strike, +5 parry, +4 thrown
Knives: +5 strike, +5 parry, +8 thrown
Weapons: Iron staff (1-8), 3 silver knives (1-6)
Possessions: Magic Ring (impervious to fire), bronze medallion (protection from witches)
Personality: Artimus is very sad and depressed because he is forced to serve the Old One against his wishes. He will warn all travelers with the following speech:

> "You cannot go any further. You must turn back unless you sign your true name in your own blood in an alliance with the Old One. All who challange this rule are destroyed. If you are wise you will surrender and leave this place at once."

If asked about his service to the Old One he will say:

> "There is no hope for my soul, I serve the Evil One . . . Because I have seen his face and am too afraid and have not the courage to oppose him."

Artimus will not fight unless his will is defied. If he does choose to fight he will do so without malice. He will never torture or kill slowly. He will attack swiftly and with utter devastation until opponents either are destroyed or surrender. He will allow anyone to surrender and leave this place.

He hates his bondage to the Old One and will welcome death, if it comes. However, he will NEVER intentionally throw a fight. He has at his command a legion of zombies.
Description: He is an ancient human wizard, with balding white hair. Dressed in a threadbare robe and sandles.

The Zombies of Artimus: 15-90 hit points, I.Q. 4, P.S. 20, Spd. 8, +5 to damage, +3 on all saves, 2 attacks per melee, half damage from fire and cold, charm has no effect, damage from silver, holy or magic only. Attack with clubs of fists (1-6).

These zombies will not attack unless specifically told to do so or if they themselves are attacked. They will ignore other zombies or anyone in the company of another zombie. Each one gives the same limited speech in western. When there is more than one zombie they will give the speech in unison, it's very eerie. They are incapable of any other speech:

> "You have entered a cursed area. You are in grave danger. If you do not come with me you will be destroyed. Come with me to the Master. Come or be destroyed."

The zombies will then lead the way back to **M-39** whether they are followed or not. Once they get there and report, Artimus Gordon will come looking for the intruders.

M-35 This huge area is the entry way to the complex controlled by Artimus. There are 8 zombies standing around motionless. As soon as they see intruders they will make their speech and leave.

M-36 The horse-shoe room (U-shaped). It's purpose is unknown. Many ancient parchment wards hang faded and crumbling from the walls. There are bone fragments scattered around the floor. Impossible to identify because the bones have been crushed into minute fragments.

M-37 A bloody room 10ft by 30ft with walls painted in real elven blood. Some kind of preservation magic

M-38 Shrine of Rurga with shattered prayer altar and faded paintings of the warrior goddess on the wall. there is an empty pedestal where a statue once stood. Two zombies.

M-39 **Artimus** (see separate write-up) stays in this 10ft by 20ft room that is clean and smells of light incense. There is a simple table, 2 stools, an oil lamp and a plush easy chair with matching footrest. A small chest next to the chair is unlocked and holds some jerked beef, a bottle of fine western wine, sticks of incense, a small mirror, a silver cross, 50 gold pieces, 20 silver coins and 5 scented candles. It is a very simple dwelling for Artimus has no need for wealth, magic or power. **Secret door** in the south wall leads to **M-40.**

M-40 10ft by 15ft area with no rubble but some dust. There are many human sized foot prints.

M-41 10ft by 25ft area that's clean but dusty. There are 4 zombies here.

M-42 15ft by 15ft room with a 5 foot long wooden table with 2 candles on it. Also on the table is a white linen sheet, a lump of chalk, a normal dagger and a box with 7 scented candles. A plain chalk circle 7ft in diameter is in the middle of the room. Eight zombies (43, 51, 37, 70, 62, 49, 54 and 65 hit points) are always present. **Secret door** leads to the Old One complex.

M-43 5ft by 15ft corridor opens to reveal a 25ft by 25ft chamber. It's empty except for 4 zombies.

M-44 25ft by 25ft chamber with 4 zombies.

M-45 25ft by 25ft chamber with 4 zombies.

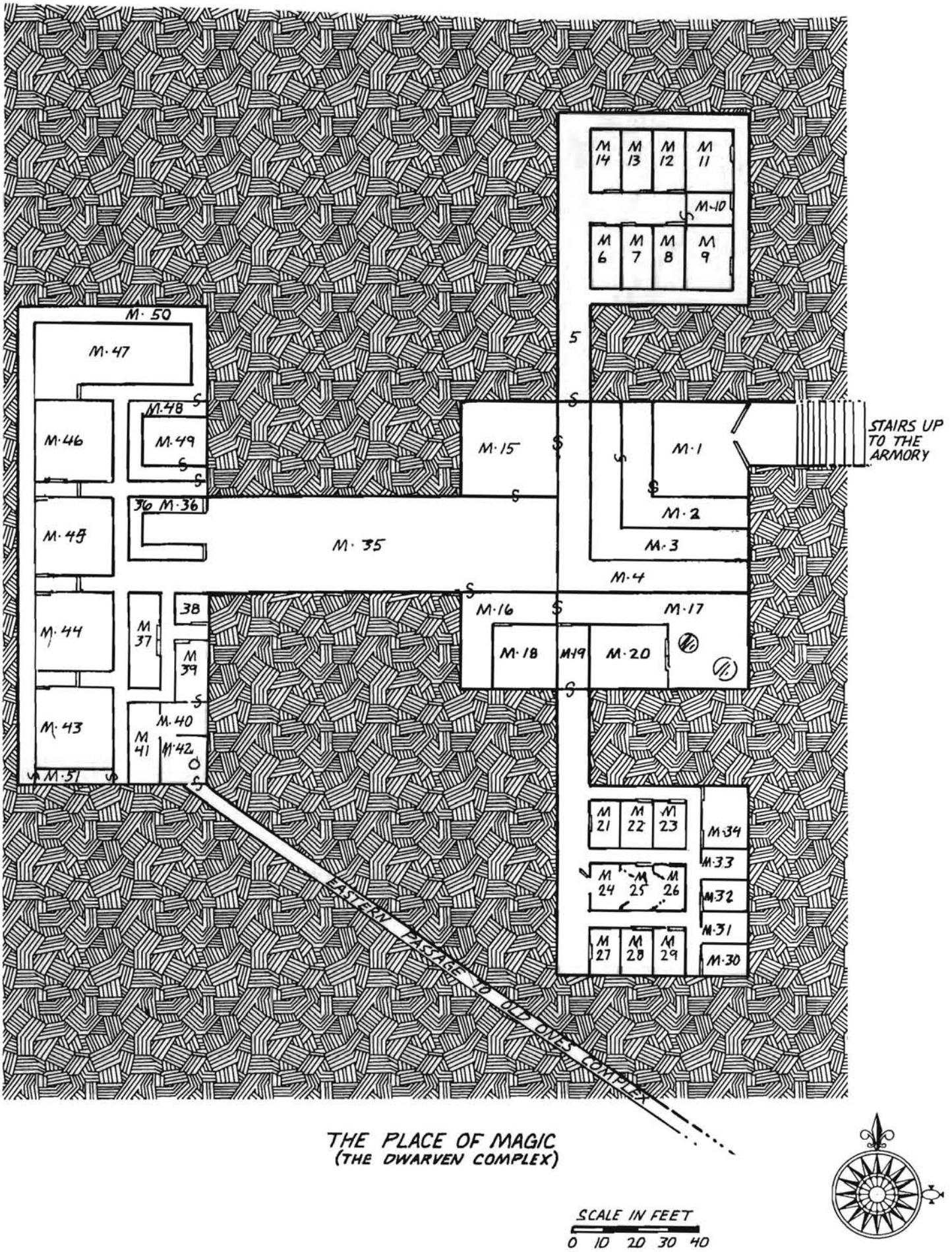
M-46 25ft by 25ft layout that has recently been used. There is a circle of protection from evil on the door. Inside are signs of a very recent battle, broken fruniture, burned areas, scorch marks on the walls and iron door. A quantity of dried blood. At least **6** creatures were involved and killed or severely wounded, roughly one week ago. No bodies, no zombies, no valuables.

M-47 Large 50ft by 20ft chamber that's empty. 6 zombies.

M-48 Another horse shoe shaped room. Four zombies present. Empty with secret doors in the east section. Another secret door opens to reveal a 20ft by 15ft room; at the exact spot of the secret door is a mystic symbol of evil. A psionic or magician will sense evil as it radiates an intense evil from inside.

M-49 If the door is opened it will release a strange black mist that will sweep everybody present. One after another it will try to possess someone. Standard save vs. magic. An exorcism or death will send the being out of the body but it will try to inhabit someone else.

Black Mist: 70 hit points, has no abilities as mist other than possession. Psionic attacks can kill it while it is a mist, once it possesses someone the psionic



THE PLACE OF MAGIC
(THE DWARVEN COMPLEX)

attack will kill the host.

Once it possesses someone it has bio-regeneration, I.Q. 7. It is tricky and cruel, will possess the person completely, speaks with a different voice, knows everything that the person knows but only while the possession lasts. Victims will be fully conscious but totally helpless unable to talk or execute any action. Psionics could conceivably make contact with the trapped consciousness, via telepathy.

Victims must roll for an insanity after a possession:

1-40 No Insanity
41-60 Roll a Phobia
61-85 Roll an Affective Disorder
86-00 Roll a Neurosis

M-50 In the northeast corner of this corridor there is a pile of dwarven armour and weapons. 4 suits of chain mail (A.R. 13, S.D.C. 44), 3 suits of studded leather (A.R. 12, S.D.C. 38), 8 battle axes, 6 short swords and 12 daggers.

M-51 This strange hidden corridor has been undiscovered since dwarven times. The doors at both the east and west ends have been warded with invisibility, mystic drain, and permanence. They cannot be detected by normal means, nor by see invisible, nor magic detection. In fact, from the outside the corridor it's impossible to find any doors. However, it is possible to find the area by careful mapping. Then entry can be made by forcing through the doors (S.D.C. 210).

Inside is a single dwarven body, perfectly preserved as a mummy.

Lord Gearm-Drath
4th level Mind Mage (mummy)
Alignment: Unprincipled
Attributes: I.Q. 8, M.E. 22, Spd. 7
Hit Points: 53
Armour: A.R. 12, affected by silver, magic and holy weapons only, see possessions for other armour.
Attacks Per Melee: 2 normal and 2 psionic
Bonuses: +6 to damage, +3 on all magical saves, +6 on psionic saves, +5 on saves against insanity.
Abilities: Nightvision 90ft, prowl 68%, claws do 1-8 damage.
Spells: 63 I.S.P., Master Psionic, knows all 1st through 4th level psionics.
Weapon Proficiencies:

Battle axe: +2 strike, +1 parry, +2 thrown
Throwing axe: +1 strike, +3 thrown

Weapons: 2 throwing axes and the axe of Dwarven Ken: This is a magical artifact of great power. As a weapon it does 4-24 damage and confers a +3 to strike and +3 to parry. It will glow red along the edge whenever any elves or faerie folk are within 35ft. The handle will glow green in the presense of any poison gas or fumes. At the butt of the handle there is a dark orange gem which will glow when touched to any magic item, ward, circle or rune.
Possessions: The Armour of Dwarven Ken: This is a full suit magical plate armour with an A.R. 16, S.D.C. 235. It is weightless and impervious to fire. He also carries a leather sack with 7 complete Old Kingdom Dragon coins.
Personality: He will be extremely tired and will only ask, "Is is time yet?" He will fight only if there are elves present or if he is attacked. He will not chase anyone (unless they are elves). If someone is particularly respectful they may be tipped with one of his Dragon coins before being sent on their way.
Description: With his armour and weapons glowing, this massive 3ft 4in. dwarf is an impressive sight. Pinpricks of cold blue light are all that remain of his eyes.

THE OLD ONE COMPLEX

The tunnel from the wizard's room, **M-42**, is the only access to this section of the complex. That's why Artimus and his legion of zombies have been posted in that area to intercept intruders. However, occasionally the Old One will command him to allow a group of people to slip by him, either to recruit new members to his legion of evil or simply for sport. After all, play things are hard to find down here.

This eastern complex, is the handiwork of the Old Ones. The walls and ceilings are completely smooth as if melted away by some awesome blast of heat and instantly cooled. The corridors are long and wide and apparently extended far to the north but have been magically sealed off.

When the dwarves discovered this complex they deemed it the ideal location for their own mystic experimentation. They first explored the area extracting what secrets they could, then, in hopes to tap into the magic energies of the Old One they built a special annex where they would conduct their most powerful magic. It is in this annex that the characters will find themselves **(M-52** through **M-66)** and it is here that the adventure takes on a dreadful new aspect. For thousands of years an Old One has slept here undisturbed, even the dwarves took special care not to awaken the foul monstrosity. Yet in recent months a group of foolish, evil men have somehow awakened it and even now labor to finish preparations to free it.

The entire complex radiates evil and magic can be felt in the air like static electricity. Even a minor (or master) psionic will sense the terrible evil without needing to psionically sense evil. ANY USE OF TELEPATHY OR EMPATHY WILL INSTANTLY LINK THE USER TO THE OLD ONE!!! The Old One is so close and so powerful, even with the mystic restraints that imprison it, that the use of telepathy or empathy will act like a wide band radio signal to home in on. Contact will be instant and devastatingly powerful, so powerful in fact that the person will be unable to break contact of his own accord. The only way to break contact is to knock that person unconscious with a physical blow to the head, magic or psionics.

Once linked the person will stand transfixed, as stiff as a board, aware only of the Old One nothing else. It will immediately attempt to get him to join its dark forces. It will tempt him with promises of glory, power, riches or anything else the person may desire. It will assure the person that it has no intention of waking the others (true) because it has no desire to share this world with its brothers. Likewise, the Old One will insist that it has no intention of enslaving or destroying mankind, but will help men to grow into a power beyond imagination. A power that will help it enslave the very stars themselves.

The foul creature will continue to tempt and seduce the person to its side any way it can. If the person should agree to join its ranks, whether he's sincere or whether it's a ruse to break free of its control, the creature will bade the person to open himself to it. "Feel my power, my strength, let me caress you, so that we may be as one. Then you will know what power can be yours." If the person willingly submits to the Old One it will first probe his mind and then possess the person. There is no save vs. possession because the person has dropped his defenses to join with the creature. As a result of the mind probe, the Old One can easily assume the identity of the character without rousing suspicion. Fortunately, the Old One possesses only the psionic, physical and magic powers of the person he is possessing and not his own. If discovered the Old One is likely to fight to the death or cause as much damage as possible without regard to the host body. This pitiful little shell is of little concern to him and the death or damage of

it means nothing. Remember this is as evil a creature as you will ever encounter. As cruel and cunning as it is evil, it will tease and toy with the characters relishing their torment.

While possessed the person's aura will reek of evil and register as black. Any psionic or magic see aura or sense evil will indicate this. Any type of exorcism will expel the Old One including the spell or scroll equivalents (expell demons or devils or exorcism). However, the experience is so harrowing that the person must roll on the following tables (bonuses to save vs. insanity apply):

Victim of Old One Possession

1-20	Roll for one phobia.
21-57	No insanity, but severely emotionally drained.
58-88	Roll on random insanity table (pg. 10, Pal. R.P.G.)
89-00	Roll on random insanity table and roll for a new disposition (pg. 9, Pal. R.P.G.).

Important Note: Characters of selfish or evil alignments will not automatically be attracted to join the Old One. Just because they are basically greedy, self-centered and/or evil does not mean that they are willing to join forces with a creature that will surely doom all of mankind. In fact, an evil character may be even more suspicious of the Old One's promises for they know the value of deceit better than most.

I must make it clear that the players should be made to realize that if the Old One gets free it is likely to reshape the world as the characters know it. This "thing" is the most diabolically evil and powerful creature on the planet. A creature that views human life with the significance of a squashed bug. It is not a force to play with and it must be stopped. Characters of good alignments must work to prevent the freeing of the Old One or have their alignments dropped to anarchist or even miscreant.

M-52 The connecting tunnels end at a secret door that opens into a 20ft by 20ft room of dwarven construction. The dwarves built this annex for their own blasphemous experiments close to the mystic energy of the Old One.

A recently slain orc lays upon the center of the floor, his two daggers and broken spear laying at his side.

A secret door in the east wall is partially open to reveal a secret chain of small rooms. ALL the doors are locked from the outside. These rooms were used by the dwarves to secure those who had been changed by the contagion but had retained much of their sanity.

M-53 10ft by 10ft room; a heavy metal door bolted from the outside. There is recent, dry blood on the floor and wall indicating a recent skirmish has taken place outside the door. Inside is the skeleton of a clawed, 10ft giant. The remains of what was once furnishings are smashed and scattered about the room; human footprints confirm that the room has recently been searched. No valuables.

M-54 10ft by 15ft chamber; the metal door is slightly ajar. This room too, has been recently ransacked and is littered with rags and decayed furnishings.

In the farthest corner is an unusual circle, inside it rests the skeleton of a dwarf with twisted spindly legs. Laying near it is a note book written in silver runes. On the cover are several wards, all of which have been triggered, making it safe to handle (the wards were fear, fear, sleep, confusion, pain, sleep area effect, and blind; set to be triggered sequentially). A diabolist or anyone with a decipher magic spell can read the rune inscribed pages.

It is the diary of an ancient dwarven diabolist and even though most of the pages have been torn out there is still an important passage. It reads: "without hope. (the end of a statement from one of the missing pages). Still we are plagued by the pestilence of our own making. That damned circle in the canal has made us all prisoners. Morale is low and I fear that a rebellion is swift in coming, unless King Lalando III allows the common man access to the teleportation circle so that they may get a moments respite from this place. If not they will surely fall to the tedium and desperateness of their task. Ah, but the King is not himself these recent weeks, obssessed with the preservation of dwarven kind through the annihilation of the eleves. Yet if the cost be the souls of our own people is the cause worth the price?

I cannot help but to feel that the king's mystic helm has in some way, corrupted his thinking as this place has corrupted us all. For this is not the good King Lalando who once held the well being of his people above all else. I understand that he will not or cannot remove the mystic helm of Rurga and grows more difficult with each passing day.

Though I am criticized as a superstitious fool, I must hold on to my conviction that this place is slowly destroying us. Even though the evil one sleeps the magic sleep, his essence, his evil, fills this place changing all in it to his image. Never have I seen such jealousy, anger and hatred in people I once called friends and patriots. I fear we have been misusing forces we do not fully comprehend. Forces which threaten to destroy us. I can almost feel the evil, thick and suffocating, all around me, growing getting stronger. They tell me that I'm hallucinating, another symptom of my condition. They say I am mad, but I think not, because despite my grizzly appearance and unnatural craving for blood, I'm still rational, still in control, though I know not for how much longer.

In retrospect I must believe the mind mages were correct about the danger of this place. They too claimed to sense incredible evil, an evil aura that seemed to premeate from the very walls.

Funny how they all perished one after another within but a few months. And those who had great insights (lesser and major psionics) of the mind soon followed. Stranger still is that none of us noticed that then. Could we have already been so corrupted by the evil that we did not realize the significance? Could it have taken root so quickly? Rurga protect us!

My queries mean nothing unless I can make the others listen to me and they will not as long as I am this monster. Thus, today I use my circle. I am certain that it can reverse the curse of the demon circle in the canal. Of course I was certain that circle would function as well. No. This circle will work, of that I am sure. Just as the first circle summons demonic forces which twists body and mind this one will restore the body as it was. That is why I must reiterate that I am an old man. The second transformation may be too much for my frail body to withstand, so if I am found dead in a circle of my own making it is not suicide. Try, try my circle on a healthier person. All the mystic theories and formulas are explained in these pages (the ones torn out) and they are sound.

Now I go. With luck I will be restored and speak for myself. If not I welcome death, for I cannot stand what I have become. And if Rurga smiles upon me, perhaps my circle will restore my legs, which have been malformed since birth. May the gods be with thee brother and deliver us all from our evil."

Thrax Dehlmark
(followed by the rune symbol for love)

The following pages are blank, however, the dwarven skeleton with the shrivelled legs attests that Thrax Dehlmark did, at last, regain his humanity though it cost him his life. Apparently whatever evils had befallen the dwarves prevented them from locating Dehlmark's Circle. They, themselves, must have perished soon after the dwarf circle-master.

Unfortunately most of the diary has been stolen, but in the thieves haste they left Dehlmark's final pages and one other page. Laying off to the side is the key page of Dehlmark's formula: the circle design, symbols, components and power words. Perhaps the warrior goddess Rurga smiles upon others this day.

The Circle of Dehlmark
Range: Person within the circle
Duration: Affects permanent
Saving Throw: None

This power circle can only affect one person at a time and may negate the effects of the contagion returning him to his normal, healthy self. The circle is useless against any other curses, magic or illness.
Components: The symbols must be drawn with the bone of a demon in any substance. At least one ounce of the blood of the person to be transformed must be placed in a small dish or bowl at the top of the circle. The person must then lay down in the circle spread eagle so that his/her body fits in the center X of the circle. He must then chant the power words over and over in proper order without pause. The circle will activate within 1-4 melees engulfing the person in a blazing outline of light.
Power Words: Tao-bo Acba Yin Lictalon
Chance of Success: Varies depending on how far along the contagion is. Like most diseases the sooner it's treated the better.

Days Infected (Roll Percentile Dice)	Level of Success
7-12 days	93%
13-15 days	90%
16-20 days	84%
21-24 days	70%
25-29 days	52%
30-31 days	42%
32-90 days	30%
91 or more days	15%

Roll for other possible side effects

Insanity

1-30 Retains all insanitites developed as a pseudo-demon (if none, roll on phobia table).
31-80 No Insanity
81-00 Reduce insanities developed as a pseudo-demon by half (if none, no insanity).

Physical Disfigurement

1-30 Reduce P.B. by one, look slightly haggard, older.
31-59 Reduce P.B. by two, blotchy skin or odd texture.
60-86 Reduce speed by two, chronic stiffness.
87-00 Reduce P.P. by one, minor muscle stiffness.

Rooms **M-55 through M-65 all have metal doors that bolt from the outside.**

M-55 5ft by 10ft room, empty and dust laden.
M-56 5ft by 10ft room has been recently burned out; three charred corpses of zombies lay amongst the ruins of the room. No valuables.
M-57 5ft by 10ft room; the iron door has been bolted. If a person is quiet and listens at the door he will hear something moving around inside. The occupant may occasionally pound on the door but never speaks.
A zombie with 72 hit points has been locked inside. It will attack anyone who opens the door.
Inside the room is a human skeleton still clutching his broken long bow. The skeleton can't be any more than a year old. A dozen silver tipped long bow arrows lay scattered about the room as does a purse of 70 gold in coins and a scroll of exorcism stuffed in his shirt.
M-58 5ft by 10ft with a broken, clawed skeleton slumped in one corner. It is very ancient and will break to the touch. The room has been ransacked; no valuables.
M-59 5ft by 10ft room empty except for dust, debris and a pair of ancient, corroded chains set into the wall.
M-60 5ft by 10ft room; empty and dust laden.
M-61 15ft by 20ft chamber, much debris, several smashed statues. The faded wall paintings suggest that this was once a temple of Rurga and her pantheon. No valuables.
M-62 20ft by 20ft chamber that has had a portion of its wall blown in. Empty.
M-63 A chamber with two connecting rooms which has had its east walls blown down. Fragments of ancient skeletons lay under the debris. The walls were apparently blown down from a terrible explosion from the room across the hall **M-64.**

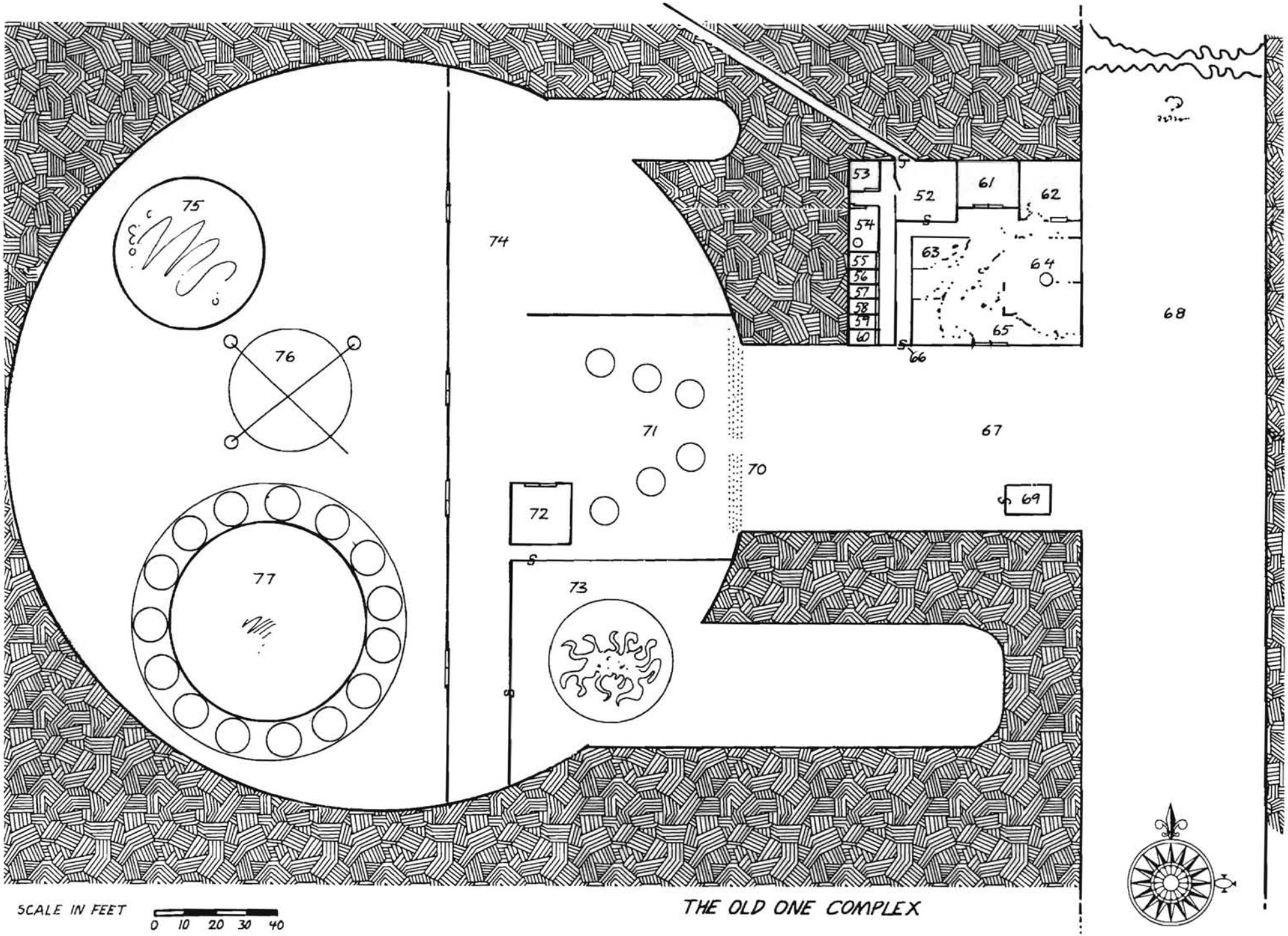
Oddly enough a gentle, blind **Basilisk** lives among the rubble. It is the tortured plaything of the Old One's evil minions. When it hears someone approaching it will hide behind some of the large wall fragments. If discovered it will plead not to be tortured but know that it will never join the legion of evil (the Old One's minions). When it realizes that these are not its tormentors it will tell the group to flee this evil place before they too are discovered and abused. The more kindness shown to it the more helpful the basilisk will be. It knows much about the Old One, its plans and its minions.

The basilisk will warn the group first about the **witch,** a powerful, evil woman who draws her powers directly from the Old One to whom her pact is pledged. Next it will tell them of the Old Ones **minions,** a misbegotten lot of evil misfits, led by the witch. Many are assassins and thieves and non-humans. It will then tell them of the **plan of escape.** The minions mold a giant waxen figure of the Old One hidden in one of the giant chambers to the west. Somehow the Old One will transfer its soul (via a hither to unknown power circle) into one of its minions (the witch) and then somehow bring the wax figure to life and kill it so that those who find the slain facsimile will believe the Old One destroyed. To make matters worse the basilisk believes that these plans will unfold in the next few weeks.

Finally the basilisk will tell them of **the hall of angels.** This is a dimensional gateway that can instantly bridge the gap between our two worlds bringing forth a legion of angels who can stop the Old One and place him back under the enchanted sleep. However the witch has somehow slain the gate keep and has the hall under constant guard. Theoretically, if the hall could be gotten to, an alarm could be sent bringing the angels to save the day. The question is how? The only other thing the basilisk knows about the Hall is that it lays to the south. He has never been there.

The Basilisk (true name: Pyt Vyn)
8th level Scholar
Alignment: Unprincipled
Hit Points: 38
Natural Armour: A.R. 10
Attacks Per Melee: 2 by claw, can no longer petrify (no eyes).
Attributes: I.Q. 14, P.S. 22 (+6 to damage), P.P. 13, Spd 18, all others average.

He came to the Place of Magic in pursuit of knowledge and adventure with his fellow basilisk Alsto Stone (who took up residence in the tunnels), but the two went their separate ways with this one becoming the victim of the Old One. When he uncovered the plot to awaken the Old One he foolishly tried to stop it single handedly and failed. Since then he has been a slave to be tortured and tormented by the Old One's minions. He has been promised that his sight and health would be restored if he would simply join the Old One. He has resisted for the last year. Although he would welcome death, the evil ones will not allow that satis-


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THE OLD ONE COMPLEX

faction and have brought him back from the jaws of death on three occassions. One of the minions brings the basilisk food and water once a day.
NOTE: He will aid anyone the best he can to stop the Old One. However, he cannot be convinced to join the group because he knows he is helpless and will only impair the groups' actions.
M-64 The demolished room; rubble lays everywhere. In the center of the room is a marred and incomprehensible circle concerning elemental forces.
M-65 More debris and dust. The iron double doors open to a hugh corridor of Old One design.
M-66 A secret door that opens to the same corridor.
M-67 A 60ft wide corridor.
M-68 This is the corridor that runs north and south. The North is blocked by a mysterious wall of force which seems to be impenetrable as well as impervious to magic. Etched on the floor in silver runes is the ancient symbol of Thoth and the words "Who so ever penetrates this barrier shall suffer my wrath" The wall is the spell of legend: the Barrier of Thoth and was placed there by Thoth personally. A permanence ward has rendered its effects permanent. Thus the barrier will stand until its remaining 4200 S.D.C. points are destroyed. The South leads to another section of the complex and to the Hall of Angels.
M-69 15ft by 10ft guard post which can be accessed through a secret door in the south wall. 25% chance of encountering a second level assassin there. **Brutus**, 18 hit points, diabolic, armed with sling, dagger and short sword; soft leather armour, A.R. 9, S.D.C. 20.

The **Lair of the Old One**

NOTE: The blind Basilisk will warn the group of this place.

M-70 **The Wall of Wards.** A thousand wards, mostly the infliction of pain, death and other debilitating effects are etched into the floor. Stepping on one will activate it requiring the person to save vs. wards or suffer the consequences. Running through the wards is like running through a mine field, requiring the person to make ten saving throws. Tip toeing through is difficult and equally dangerous. Roll for ten steps with a 50% chance of activating one. Leaping head long over them is a viable tactic with only a 60% chance of activating one ward. Flying over will not set off any. There is also one five foot wide path near the center that is free of wards to allow the minions entry into their own lair. All wards are at third level strength.
M-71 **The Six Circles.** These are six circles of protection the evil minions use if attacked in force. Usually a man of magic or a bowman will stand in the circles to wage a counter attack in the protective area of a particular circle. North Circles are: protection from magic, angels and good; the South Circles include: protection from devils, demons, and undead. All are open and active.
M-72 This 20ft by 20ft room is the abode of the witch (see separate write-up). Among her possessions are 740 in gold coins, a potion of truth serum, shrinking; and a short sword that glows faintly. This is a simple holy sword that she confiscated from one of her recent victims. It has the abilities to expel demons and devils and a +6 damage bonus. Other items ane merely furnishings, fabric, and articles of clothing, none of which are valuable.
50% chance of the witch being present.
70% chance of her familiar being present.
M-73 This large area is accessible only from secret doors in the west and north walls. Inside, the giant wax figure of the Old One nears completion. 4 to 16 fanatic followers of the Old One are present at anytime. In addition to working on the sculpture, the east end also serves as their dwelling with over two dozen cots and rag beds filling the area. Miscellaneous items include a handful of knives and short swords and 48 gold coins (most of these men carry what few valuables they have on their person).
M-74 This is a large empty area with several faded, illegible circles drawn upon the floor.
M-75 through M-77 are locked behind a long length of wall built by the dwarves. There are four iron double doors, all are locked (the witch has the keys) and each has an S.D.C. of 200.
M-75 This large circular pit is alive with molten lava. Falling into the lava will do 2-8X10 per melee.
M-76 **The Circle of Soul Transference;** a power circle previously unknown to humans. This circle enables the circle-maker to transfer his life essence into any object or another living creature. If the transfer is into another person or animal, that person or creature must be at the top of the circle. The life essence or soul of that person will be sucked into the body of the circle maker and the circle maker transfered into the new body. If the circle makers body is destroyed he is locked into the new body. (Of-course he can transfer into a different body).

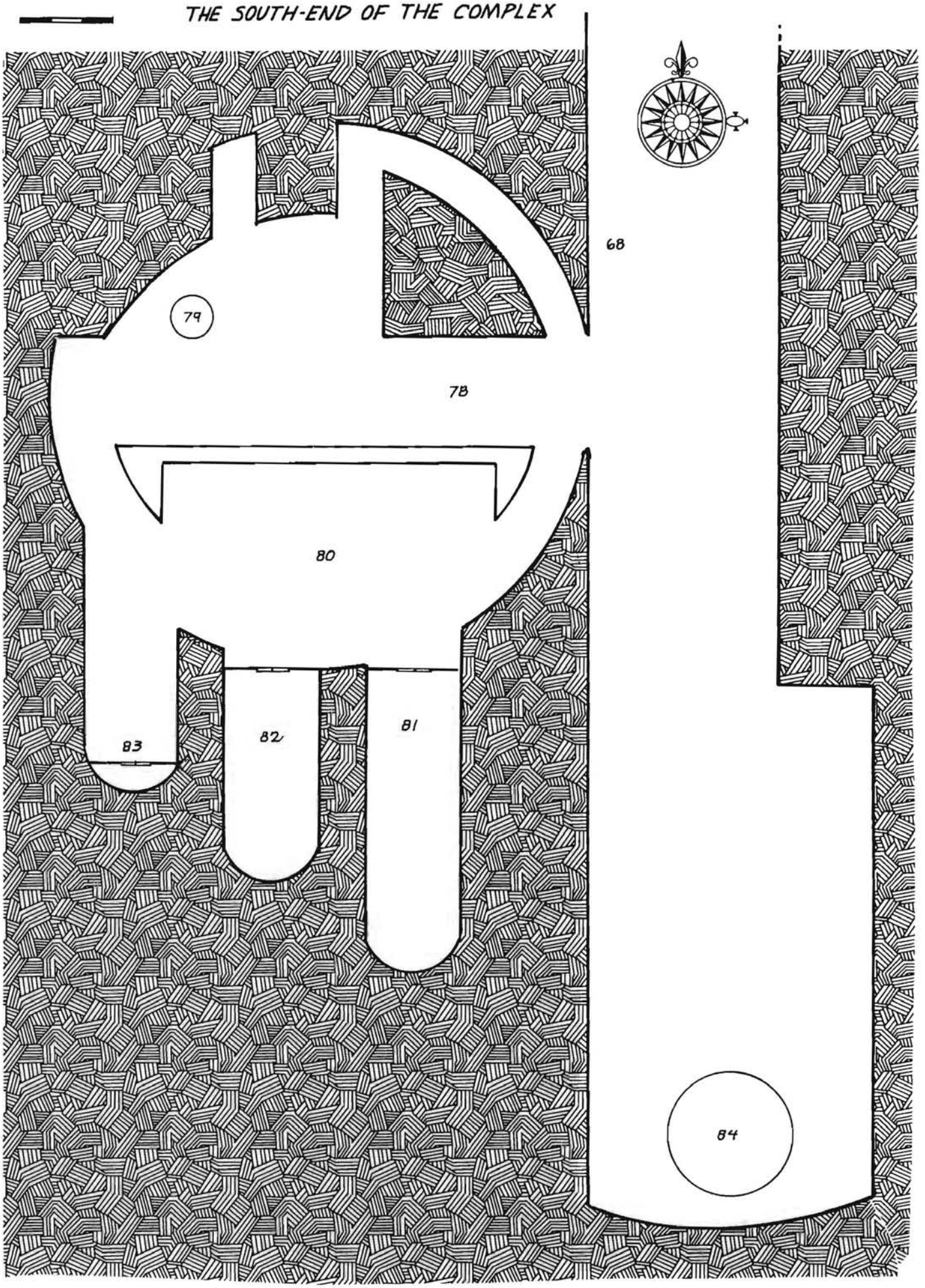
If transferred into an inanimate object, the soul is forever trapped without any means to return to its original body, which will die in 1-4 hours. However, transferring into a finely cut diamond (worth no less than 50,000 gold) will provide a double transfer. The circle maker can transfer his/her life essence into the diamond where it will remain until some unsuspecting person picks up the gem and suddenly has his soul wrenched out, sucked into the gem, while the circle-makers essence is transferred into the new body.
Saving Throw: Standard, if the person saves vs. circle magic he is unaffected and unaware of the gem's mystic properties. The circle maker will remain in limbo, stuck inside the diamond until someone fails his saving throw.
NOTE: usually only evil diabolists and summoners will use the gem ploy. At any rate the original body is ALWAYS forsaken.
Components: The circle is drawn in the color green and the symbols drawn in holy water and the wings of a butterfly brought to a slow boil in a pot of water. The symbols are the butterfly, force (outward), dimensions, and directed power.
Power Words: Xy-Lokum-Yim

It is through this circle that the Old One will transfer its hideous essence into the body of the evil witch. All they wait for is the completion of the giant wax simulacrum of the Old One and the arrival of the butterfly wings which a disciple of evil has been sent to retrieve from the surface.
M-77 The pit of the Old One; within its firy bed of lava is the Old One. Fifteen permanent, power leech circles rim the great circular pit. It is these circles that drain its mystic energies and prevents it from using its magic. The circles themselves are inscribed with unknown runes which have made them indestructible so that even if painted over they would still function. This has limited the Old One to the use of its telepathic and possession, psionic powers.

The **South-end of the complex: M-78 through M-84**

M-78 This is another part of the Old One complex modified by the dwarves for there own experimentation. What significance the strange configuration of the wall may have held for the Old Ones remain a mystery. Currently the area is under guard by the minions of evil for it is here that the Hall of Angels can be found.

Although many of the witch's henchmen can be found here, they have grown lazy and careless with their post. So rarely has anyone ever gotten this deep into their lair that they spend their time gambling, drinking and sleeping instead of guarding. consequently any guards encountered in **M-78, M-79 or M-80** will be caught off guard. . .players will have the initiative of first strike. A quick, devastating assault will prevent them from alerting the others. 1-4 guards patrol this area at all times.
M-79 At the edge of a semi-circular wall is another


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strange circle. This is a rarely seen power circle that many scholars claim to have never exisited, the circle of youth. However, any diabolist or summoners in the group will have to successfully roll on their decipher circles table to be able to figure out all the correct components, procedure and power words. This will require at least six hours of study, thought and an attempt at invoking the circle on his own (roll on the incorrect circle invocation table in the Palladium, R.P.G. pg. 112). Determining a correct circle of youth could be worth a fortune from the rich and vain seeking to recapture their youthful splendor. The circle knowledge itself could bring several hundred thousands of gold if the person was foolish enough to sell the knowledge. Unfortunately an unproven circle (a buyer would demand a demonstration) is not worth more than a hundred gold if anything at all.

The Circle of Youth
(little known power circle)
Range: Radius of the circle.
Duration: Permanent affects.
Saving Throw: Standard if resisted.

This incredible circle will rejuvenate anyone within its mystic radius, reducing age by half and regressing any disease or physical deterioration by half as well. The person retains all of his/her knowledge and abilities; only the physical body is changed. Theoretically the circle could turn a person into a child or an infant if used repeatedly, but it can't revert any creature beyond mid-infancy.
Components: The circle must be drawn in the powder of crushed emeralds; the symbols in white paint. The symbols are rain, full moon, unbridled power and directed power.
Power Words: Xy-Yin-Agu-Yin-Acba-Yin-Lokum
NOTE: A new circle must be made for each invocation; the same circle cannot be reactivated after its initial use, but up to three people can be affected simultaneously. Of course the circle the group finds at **M-79** has already been activated.

M-80 This area is divided from the other half by an odd wall. To the south are three double doors. The east door is at the end of a corridor; the following two are flush with each other and made of iron. **Grol-tee the guardian** will always be found either in this open area (64% chance) or in **M-82** with a handful of the other evil ones who worship the Old One. See the specific description for details on this character.

If encountered in **M-80**, Grol-tee, a minotaur, will always be in a position to observe the corridor that leads to the golden doors (**M-83**). He is a mighty warrior and over confident (although not without reason), thus he is likely to take on any two, possibly three, warriors if no men of magic accompany them. He distrusts men of magic and will sound an alarm if he sees one.

M-81 This long chamber/corridor was used by the dwarves for magic circle experiments; faded, illegible circles can still be seen on the floors along with occasional blood stains. Currently this is the kitchen and dining area for the minions of the Old One. 1-6 of its hench men will always be found here.

M-82 The guards of the Hall of Angels, this room houses 5 to 20 (roll 5 four-sided dice) assassins and Mitchell Kindel, a 3rd level diabolist. These men, along with Grol-tee guard the Hall of Angels and will capture or kill any intruders. Captives are taken to the witch for interrogation. Items found in the room include 24 bed rolls, several pair of dice, playing cards, eight short spears, a couple extra knives, six pints of wine, a half pint of rum and miscellaneous articles of clothing and personal items.

M-83 **The Hall of Angels.** The double doors appear to be gold or gold plated, surprisingly no one has molested them. The doors cannot be locked and open to reveal a ridiculously small area a mere five feet deep. Upon the wall are what at first appears to be giant silver runes, but suddenly change into a language the character can read. If the person can't read he/she will somehow know what the inscription says; "Call my name and you shall be heard". The name is that of the legendary angel Lokum, symbol of transition, dimensions and change.

When Lokum's name is said the entire room is suddenly transformed into an endless sky, bright and beautiful. The person(s) in the room hovers in the air watching the large rolling white clouds race past. Suddenly he/they will realize that clouds are legions of cherubs clad in flowing white gowns racing toward them. Before another word can be spoken the character(s) will be scooped up and placed gently outside the golden doors. The boom of thunder echoes all around, shaking the very earth, then . . . there is silence. A cherub will appear before the gold doors saying: "I am the new gate keeper and watcher over he who sleeps. This is an evil place, not fit for man nor beast; you must leave" with this the area is filled with a blinding radiance and the angel is gone from sight.

All those who fought against the Old One and him minions will find their wounds healed and full hit points restored. Grol-tee, the witch and all the minions of the Old One are dead, transformed into pillars of stone. The doors connecting to the Old One's lair are locked solid and should they be forced, they open to reveal a solid wall of stone (actually stone fills the room, burying the Old One).

The only valuables that remain are a smattering of weapons, bed rolls, and 50 gold. None are special.

M-84 This is a giant, permanent teleport circle that is directly linked to the circle outside (number 32). Persons activating the circle via the proper power words will be instantly transported to the circle on the surface. The circle cannot be used to teleport anywhere else.

The Witch (true name: Sharon Cranton)
6th level witch (bound to the Old One for her power).
Alignment: Diabolic
Hit Points: 46 (+20 from familiar)
Armour: None
Attacks Per Melee: 1 hand to hand or 2 spells.
Bonuses: +1 spell strength, +1 to save vs. all magic.
Weapons: 3 daggers doing 1-6 damage.
Possessions (on person): 50 gold, an emerald ring (worth 1200 gold).
Skills of Note: Prowl 53%, use poison 60%, speaks southern and goblin 100%.
Magic: 8 spells daily
paralysis bolt, carpet of adhesion, wind rush, armour of ithan, diminish others, shadow walk, mystic portal and mute. Has the special ability to bio-regenerate 2-12 hit points, four times per day.
Attributes: I.Q. 9, P.P. 14, P.B. 13, Spd 11, all others average.
Personality: Wickedly cruel, mean and cunning. She is a fanatical worshipper of the Old One and looks forward to the day that its soul shall inhabit her body to bring forth a new age of evil. She will gladly die to protect the evil creature in the pit. All but Grol-tee fear her.

Familiar: Devil-kin in the form of a large grey cat. Hit Points: 39, diabolic, +2 on all saving throws; can cast 8 spells daily, knows all fire elemental spells, level 1-3. See devil-kin in the Palladium R.P.G., pg. 184.

Grol-tee the Protector
4th level Mercenery Fighter
Alignment: Diabolic
Hit Points: 76
Armour: a patch work plate and chain, A.R. 13, S.D.C. 50.
Attacks Per Melee: 3 hand to hand or charge with horns.
Bonuses: +9 to damage, +5 to strike, parry and dodge, +3 to save vs. magic and poison (+1 from medallion).

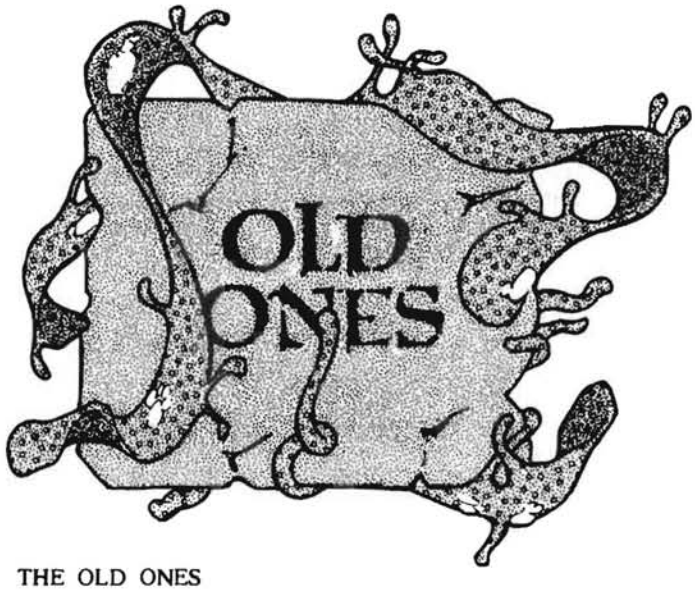
Weapons: 2 daggers doing 1-6 damage, and a giant size two handed axe, 3-18 damage.
Possessions: 2 small gems (worth 1000 gold), 77 in gold coin, and a medallion of protection (+1 vs. magic).
Attributes: I.Q. 8, P.S. 22 (+7 to damage), P.P. 19, P.E. 20, all other average.
Personality: A tough, cocky, egotistical brute who loves challenges of arms and strength. He is a tricky, cruel monster who hits hard, low and without mercy.

Kimmboť (true name: Kalvin Klyn)
3rd level Diabolist
Alignment: Miscreant
Hit Points: 22
Armour: Studded leather, A.R. 12, S.D.C. 38.
Attacks Per Melee: 1 hand to hand
Bonuses: +2 save vs. wards, +1 save vs. circles.
Weapons: A dagger and short sword, 1-6 damage each.
Possessions: 120 gold, and a variety of tools, writing equipment, wax, silver leaf, and diary (nothing of value but good reading).
Attributes: I.Q. 12, all others average.
Personality: A prissy, well dressed little man who craves power. He is quite paranoid, fearing everyone.

HENCHMEN

1.) Merc.; H.P. 10, miscreant, broadsword, A.R. 13, S.D.C. 13.
2.) Orc thief: H.P. 22, miscreant, short sword, no armour.
3.) Human thief: H.P. 20, diabolic, daggers, short sword, A.R. 12, S.D.C. 38.
4.) Human assassin: H.P. 19, diabolic, all blade weapons, A.R. 10, S.D.C. 30.
5.) Human assassin: H.P. 17, anarchist, blunt weapons, A.R. 10, S.D.C. 30.
6.) Dwarf thief: H.P. 29, miscreant, blade weapons, A.R. 10, S.D.C. 30.
7.) Kobold assassin: H.P. 25, diabolic, blade weapons, A.R. 12, S.D.C. 38.
8.) Kobold thief: H.P. 24, diabolic, blade weapons, A.R. 13, S.D.C. 44.
9.) Goblin thief: H.P. 18, diabolic, blunt and blade weapons, A.R. 10, S.D.C. 30.
10.) Orc merc.: H.P. 18, miscreant, spear and blade weapons, A.R. 9, S.D.C. 20.
11.) Human merc.: H.P. 23, miscreant, blade weapons, A.R. 9, S.D.C. 20.
12.) Human assassin: H.P. 19, diabolic, blade and blunt weapons, A.R. 12, S.D.C. 38.
13.) Human assassin: H.P. 21, diabolic, blade and chain weapons, A.R. 9, S.D.C. 20.
14.) Human merc.: H.P. 26, miscreant, blade weapons, A.R. 9, S.D.C. 20.
15.) Orc merc.: H.P. 19, miscreant, blunt weapons, no armour.
16.) Orc merc.: H.P. 29, diabolic, battle axe, no armour.
17.) Human merc.: H.P. 22, diabolic, pole arm, no armour.
18.) Kobold assassin: H.P. 31, diabolic, blade, chain, blunt, A.R. 9, S.D.C. 20.
19.) Goblin thief: H.P. 18, miscreant, knives, short sword, A.R. 9, S.D.C. 20.
20.) Goblin thief, H.P. 14, miscreant, knives, axe, A.R. 10, S.D.C. 30.

G.M. NOTE: Be certain the players get a fair shot at succeeding in this adventure. You may have to adjust villains, clues and information to fit your campaign and players. For example, two or three low level characters would have a harrowing time, but a group of six would be more able to go toe to toe with the obstacles before them, especially if the characters are third or fourth or higher level. This is an extremely hostile and deadly environment full of evil and the unknown, it is not meant to be easy. Ideally this is a scenario for experienced players with at least four mid-level characters, levels 3rd to 5th. However, a smaller group could also manage if they are clever and careful. Game Masters, it may be a good idea to start off with the earlier adventures to build them up, preparing them for what's to come.



THE OLD ONES

The Old Ones are said to have existed long before the dawn of man during the time of chaos. Powerful beyond imagination they are credited as the originators of all magic. A power they used to create sorrow and despair. It is described in the Tristine Chronicles how the dragons, titans, elves, and other archaic (now dead) races joined forces to destroy the Old Ones in a battle that would reshape the face of the planet. In the end the Old Ones proved to be invincible but fell to a powerful magic slumber created by the angel Lokum, the dragon Kym-nark-mar and the elf Lictalon. Fearful of destroying them for fear of what the backlash from releasing their magic energies might do to the world they left them to sleep, imprisoned in the very bowels of the earth.

Many clergy, particularly those who worship the gods of Light, insist that the Old Ones' aura of evil that reaches out even while they sleep, permeates the world and man with their evil. Envy, betrayal, pestilence and all the sins and misfortunes of mankind are said to be caused by the essence of the ones who sleep. Some clergy go as far as to suggest that changelings, ogres, orcs, goblins and the other non-human races hostile to man are the manifestation of the Old One's evil.

Legend and myth aside, the Old Ones are maleficent forces of evil that enjoy pain, sorrow, and misery. They are powerful beyond belief and could destroy the world with ease if they were all awakened. They are creatures of flesh and energy known as magic. An energy that courses through every vein of their hideous, tentacled bodies.

Alien to this world they found the inhabitants to be incredible hosts to their hunger. Humans and all the other races are rich with emotions, emotion they can feed upon for nourishment as well as pleasure. Old Ones are emotion-vampires deriving an ecstasy incomprehensible to mortals by absorbing the emotions of others. Pain, anguish, sorrow, hate, fear and similar emotions are the strongest, most intense, most tangible emotions to these creatures. Thus, they are cultivated and nurtured. For this reason they have become known as creatures of ultimate evil as indeed they are. Old Ones respect no other life forms looking upon all life as pawns to play and toy with. Pawns to be manipulated to feed their unholy hunger for pain and evil.

Decadent, twisted beasts, they enjoyed transforming



themselves into completely different life forms so that they could experience first-hand the pains and pleasures of the mortal body. They devised many ways to do this, one of which is shown in the adventure of the Old Ones Secret Complex. Another is a forgotten power circle that can transform any creature into any other lifeform complete with that creatures abilities . However, it is a flawed circle, because the transformation is so complete that all memory of ones previous existence is forever forgotten, whiped clean from the mind never to be regained. Ironically, the god **Thoth,** who played an instrumental part in the defeat of the Old Ones, was himself one of the very creatures he sought to destroy. A victim of the aforementioned power circle, he had no memory of his past existence carving a new place of power for himself. Even in his reincarnation he is one of the most powerful of all the gods, but a dim reflection of the power he once commanded as **Xy the Great Old One.**

The Hierarchy of the Old Ones

The most powerful of the Old Ones each chose an evil that would be theirs to inflict, extracting the pleasures of the pain it invoked. They would plan entire worlds to sate their heinous desires filling them with the evil that would sate their hunger.

Xy the Great Old One; Symbol of Power Incarnate

Deceived by Ya-blik, Betrayal, and Al-vil, Envy, he fell victim to the power circle of transformation and vanished to later become Thoth the god of wisdom and knowledge.

Agu
Alignment: Anarchist
Natural A.R.: 15
Hit Points: 20,000
Attacks Per Melee: 4 by spell or psionics.
Bonuses: +5 to save vs. all magic, +4 spell strength.
Psionics: All, 1000 I.S.P.
Magic Abilities: ALL wizard and elemental magic at 20th level proficiency.
Clerical Abilities: ALL at 20th level proficiency.
Symbol of life, birth, and rebirth: A deviant Old One that enjoyed the emotions, the excitement of life, birth, and emotional rebirth.

Al-vil
Alignment: Diabolic
Natural A.R.: 12
Hit Points: 10,000
Attacks Per Melee: 2 by psionics
Bonuses: +5 to save vs. all magic, +4 spell strength.
Psionics: ALL, 500 I.S.P.
Magic Abilities: ALL circle magic.
Clerical Abilities: None
Symbol of Envy and Jealousy, a festering, hidious creature like the festering desire for what you can't have, and the unreasoning hatred of those who do possess it.

Erva
Alignment: Diabolic
Natural A.R.: 16
Hit Points: 80,000
Bonuses: +16 to save vs. all magic
Attacks Per Melee: 4 by psionics.
Psionics: ALL, 3000 I.S.P.
Magic Abilities: None
Clerical Abilities: ALL at 15th level proficiency.
Symbol of darkness and death. The darkness of ignorance and the bone chilling fear of the unknown that makes one destroy what he doesn't understand. Death of knowledge and reason.

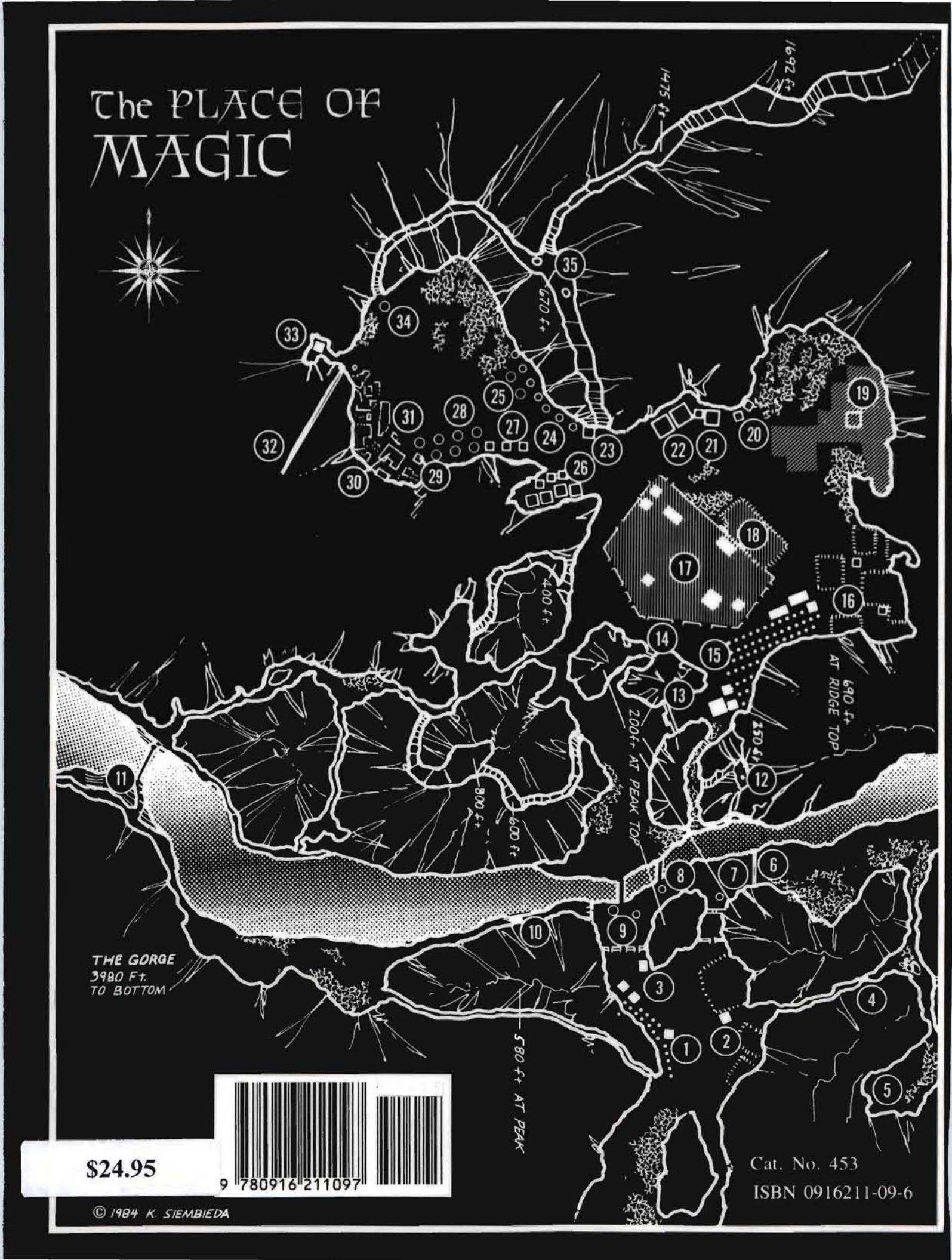
Netosa
Alignment: Diabolic
Natural A.R.: 18
Hit Points: 30,000
Attacks Per Melee: via ward or circle
Bonuses: +8 to save vs. all magic.
Psionics: ALL levels 1-3, 2000 I.S.P.
Magic Abilities: ALL circles and wards at 10th level proficiency.
Clerical Abilities: ALL at 10th level proficiency.
Symbol of eternal suffering, despair, the undead.

Tarm-kin-toe
Alignment: Diabolic
Natural A.R.: 18
Hit Points: 50,000
Bonuses: +10 to save vs. all magic.
Attacks Per Melee: 5 by spells or psionics.
Psionics: ALL, 4000 I.S.P.
Magic Abilities: ALL spells, circles and wards at 10th level proficiency.
Clerical Abilities: ALL at 10th level proficiency
Symbol of hatred, treachery, vengeance, and pain.

Ya-ahk-met
Alignment: Miscreant
Natural A.R.: 18
Hit Points: 60,000
Bonuses: +15 to save vs. all magic.
Attacks Per Melee: 4 by spell or by psionics
Psionics: ALL, 4000 I.S.P.
Magic Abilities: ALL spell, elemental and circle magic at 20th level proficiency.
Clerical Abilities: ALL at 20th level proficiency.
Symbol of power and light. Power that blinds one to all but his own goal. Power that indiscriminately hurts and destroys.

Ya-blik
Alignment: Diabolic
Natural A.R.: 18
Hit Points: 80,000
Bonuses: +16 to save vs. all magic.
Attacks Per Melee: 5 by spell or psionic.
Psionics: ALL, 3000 I.S.P.
Magic Abilities: ALL spells, elemental spells, circles and wards at 20th level proficiency.
Clerical Abilities: None
Symbol of pestilence, betrayal and pain.

NOTE: ALL Old Ones can read and use runes and rune magic as well as read and understand all symbols.



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