



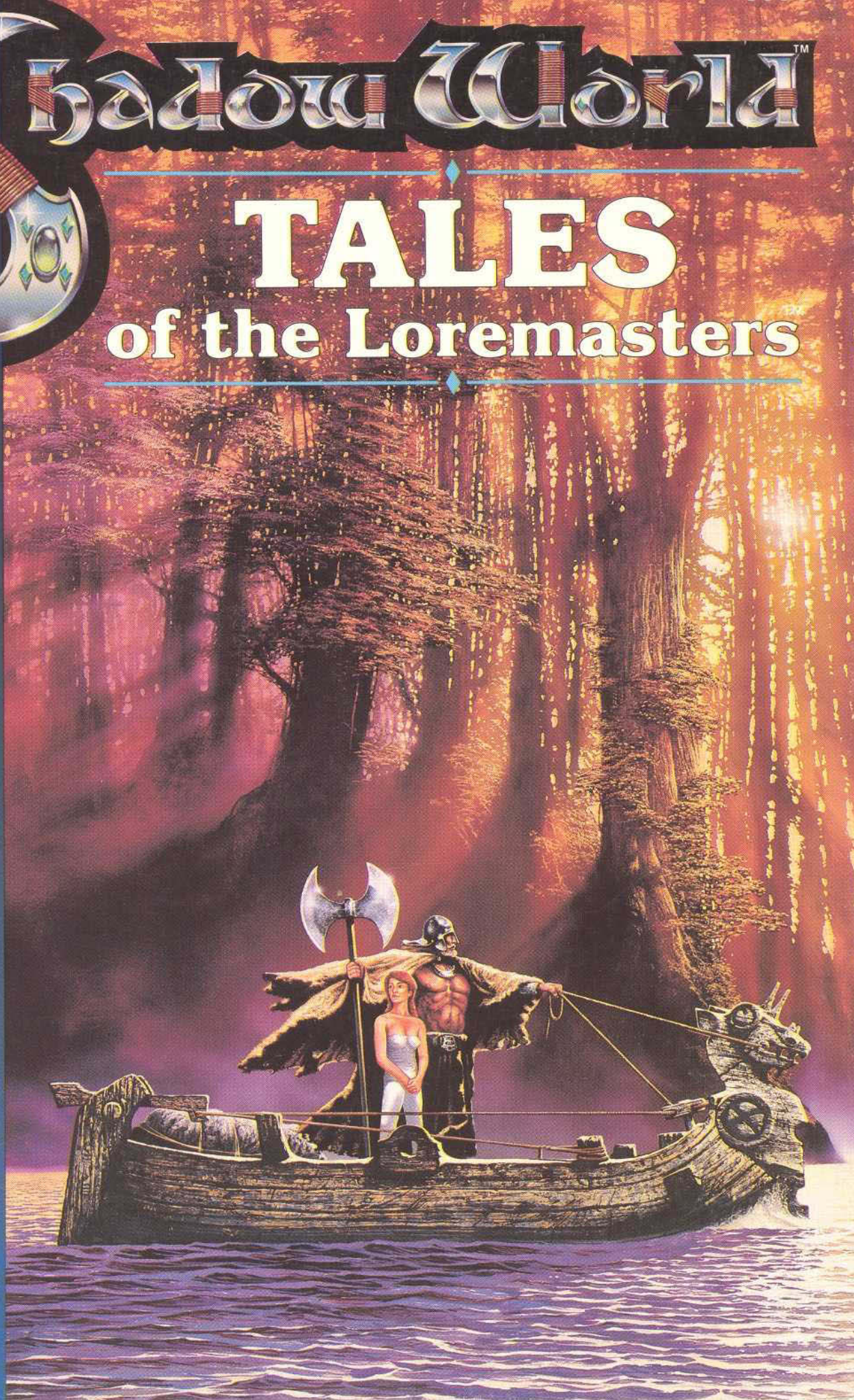
Shadow World™

TALES

of the Loremasters

A thousand miles west of Emer, a rugged string of six tropical islands known as the Shinh Archipelago beckons to seaworthy adventurers seeking a fabled gold mine or the wealth of Duke Corin's Castle.

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



TALES OF THE LOREMASTERS™ BOOK ONE

TABLE OF CONTENTS

Introduction	1
I The Shinh Archipelago	2
II The Fast Of Gimgulsh	10
III Night Comes Soon	16
IV Sarna, Land Of Masquerades	20
V Tables and Charts	24
1•Master NPC Tables	24
2•Master Creatures Tables	30
3•Master Flora Chart	32

Copyright © 1989 by Iron Crown Enterprises. All rights reserved. No reproduction of transmissions is permitted in any form, whether electronic, mechanical or manual, without the express permission of the Publisher.

Produced and distributed by Iron Crown Enterprises, Inc., P.O. Box 1605, Charlottesville, VA, 22902. Phone: 804-295-3918; FAX: 804-977-4811. First U.S. Edition: June 1989.

CREDITS

Author: Thomas Kane
Editors: Terry K. Amthor and John D. Ruemmler
Art Direction: Rick Britton
Cover Art: Tony Roberts
Cover Design: B*art Bishop
Interior Art: Paul Jaquays
Interior Layouts and Maps: David and Ellisa Martin
Page Design: Paula R. Peters
Production: Bill Downs, Leo LaDell, Eileen Smith, Suzanne Young, Larry Brook, Paula Peters, Cheryl Kief, Helen Storey, Jennifer Kleine
Special Contributions: Kevin Barrett, Deane Begiebing, Rob Bell, John Breckenridge, John Brown, John Brunkhart, Coleman Charlton, Pete Fenlon, Kurt Fischer, Heidi Heffner, David Johnson, Bruce Neidlinger, Jessica Ney, Becky Pope, Marc Rainey, Kurt Rasmussen, G.R., Joey, Dr. Mar and Hoodley.

Stock #6004

ISBN 1-55806-073-1

• INTRODUCTION •

Every Gamemaster occasionally needs brief scenarios to enliven journeys, expand adventures, or kick off the great epics which heroes live and die for. Sometimes Player Characters want to explore an unmapped site. They might need more details on a random encounter or want to undertake a brief quest as a diversion from some larger campaign. This book provides many brief scenarios which can be used whenever you need them.

The first four sections of the book contain encounters based on common themes. Each part describes a new area of the Shadow World, with its own culture and conflicts. The encounters can stand alone but are also designed to mesh with others in their section of this book, so that the GM can link them, forming longer adventures.

As GM, you are free to modify these encounters in whatever way you wish. They are intended to expand your campaign, not to supplant it. Some regions are described as being in certain parts of Kulthea; feel free to move them.

Encounters in this book begin with general descriptions of the terrain and area. Then they reveal specific information about the region's beings and creatures and their probable reaction to PCs. Some encounters have subsections and accompanying drawings. Gaming statistics appear last.

PART I

• THE SHINH ARCHIPELAGO •

Sun, wind and warm seas wash this string of remote islands, about 1000 miles west of Emer. A tropical sun and torrential rains stimulate luxuriant forests in the Archipelago, but a cool sea-breeze keeps the air pleasant. Bananas, coconuts, oranges and palms prosper, along with many animals. Some isles are ridden with venomous snakes and insects while others harbor flamboyant parrots. Humans live on Shinh, but other islands remain uncharted and unknown. Dangerous reefs once prevented shipping within the Archipelago and have given this sea a frightful reputation. Over the years, starfish have eaten the coral, reducing these reefs to nubs, yet only the bravest sailors venture into the island sea.

FLORA AND FAUNA

TURTLE ISLANDS

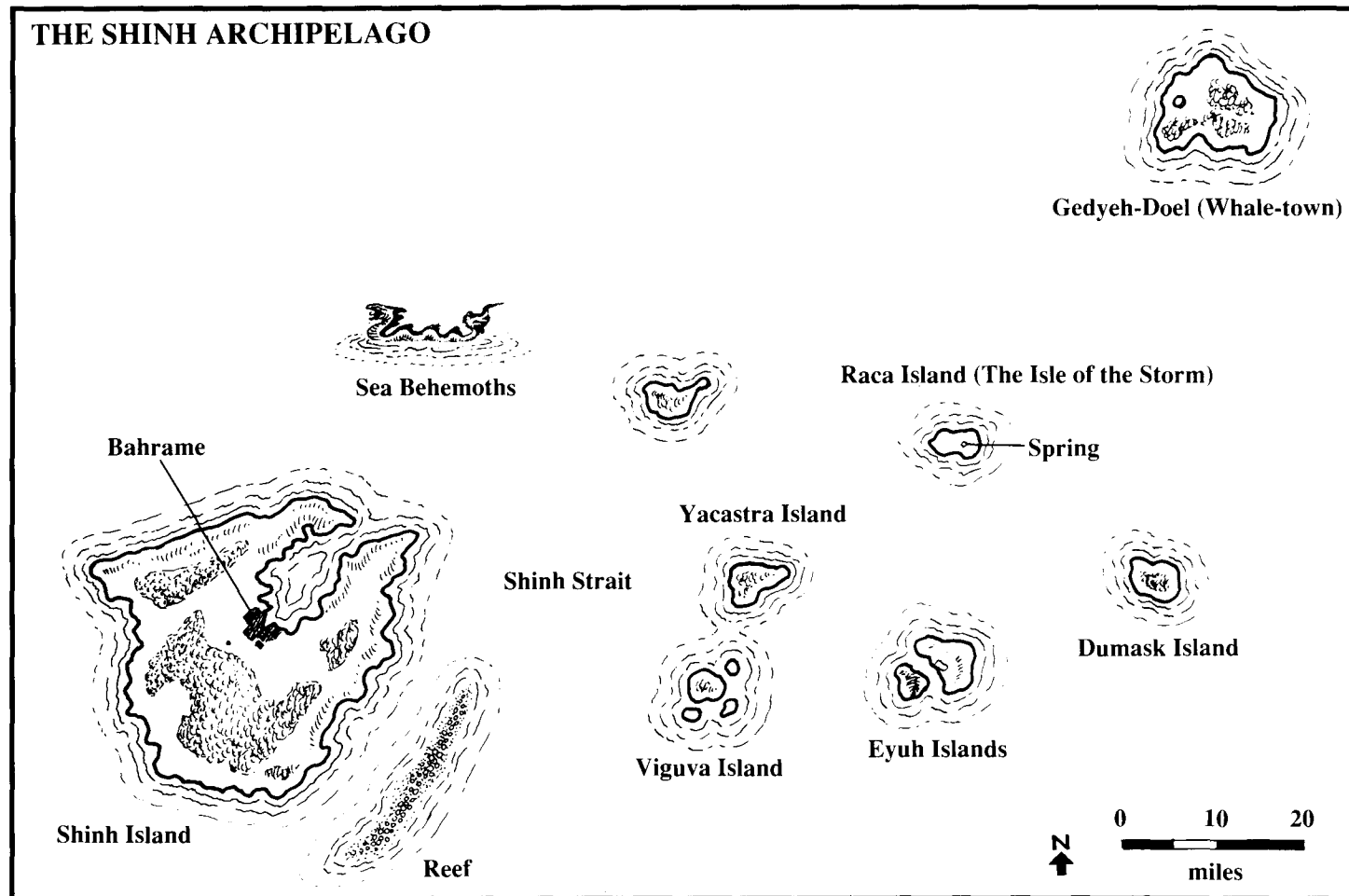
Not all islands in the Archipelago are made of volcanic rock. At first glance, perceived "islands" are actually giant sea-turtles who live in these warm seas, sometimes reaching over 100' in diameter.

The enormous beasts float on the surface, their heads submerged, feeding on fish. The turtles breathe through a blowhole, so they seldom need to raise their heads above water.

MONKEYS

The most widespread animals on these islands are monkeys with shaggy hair and no tails. These simians base their relationships on "friendships" established when one monkey gives a pebble to another, and the recipient responds with a similar gift. Each monkey lives in a tribe of "friends" and shares food with them. When the monkeys argue, whichever faction musters the most allies usually wins, although a group of large noisy monkeys can sometimes defeat more numerous opponents. Baby monkeys play a special role, since they are "friends" with all adults. Babies stop fights by scrambling between combatants. A monkey who strikes an infant may be torn apart by the tribe. Therefore, all battles end instantly when a baby intervenes, and weaker monkeys often appeal to infants for help.

Monkeys on different islands communicate with each other





KURI-RAFT

through a crude telepathy; all have the same skills, such as washing food, swimming to drown parasites and digging ants out of trees with pointed sticks. If PCs are kind or hostile to them in one place, monkeys everywhere will react accordingly. Characters who injure a baby monkey will be attacked at once on any island where these animals live.

MEN

Men dwell in the Archipelago too. They have their own language, called Luhi, but many speak Ky'taari and other tongues. Every syllable of Luhi has its own meaning; people invent new terms by linking old ones together, although most common words have

lost their secondary meanings. The people have swarthy skin and brown eyes, and wear bright pantaloons with boots. The wealthy have clothes embroidered with pictures of fantastic monsters. Women favor loose dresses, but most men leave their upper bodies bare, using a cloak to ward off the sun.

TURTLE RIDERS

A few of Shinh's hardest people live on the backs of giant turtles. They build wooden platforms on the animals, which act as rafts when the animals dive, or when the owners need to go to shore for supplies. Since the turtles eat fish, they lead their riders to bountiful schools. Turtle-dwellers seldom land in civilized places and live in clans. One forceful elder leads each family. These nomads call their mounts "Kahk" and consider them hallowed, although not individually sacred. Turtle-people will gladly curse their own beast for being slow and carve tools from its shell, but they cannot tolerate aimless abuse of a Kahk or insults to their race in general.

Turtle-riders control their beasts with "Kuri-rafts" carved from the tallest forest-trees. No wider than a kayak, a kuri-raft's length allows it to build up great speed; its solid prow is built for ramming.

SHINH FOLK

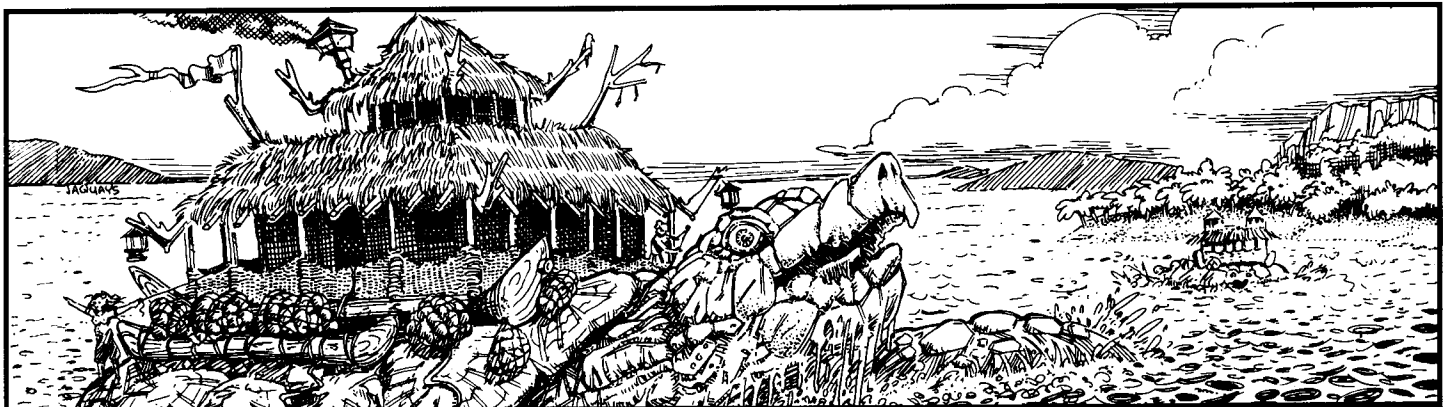
The people of Shinh also ship exotic goods to distant lands. Merchants deal in rare spices, along with ivory taken on the plains of Emer. They seldom venture into their own Archipelago, because there is nobody to trade with and from fear of coral reefs. People worship Kuor, master of weather and the Ocean Breeze; Phaon of the Sun; and Loki, god of wine and festivals.

NOBILITY

A noble family rules Shinh, with lordly rank being based on how many ships a man possesses. Dukes swear loyalty to the "Exalted King," a hereditary king who owns the island of Shinh itself, as well as a large fleet. The Exalted King is Son of the Wind; people respect him, but other members of the royal family often conspire to seize his throne. In fact, usurpers took power only five years ago.

THE USURPERS: A HISTORY

The old Exalted King had two sons, Valdich and Pieto. Valdich, the elder, was wise and modest. However, a greedy merchant named Avich conspired with Pieto to make him king. Avich wanted to be admiral of the Exalted King's fleet and hoped to win the title by installing a king who was indebted to him. Avich arranged for Pieto to receive commerce permits from most of the foreign rulers trading with Shinh, so that he could pledge continued prosperity — Valdich could not. The old Exalted King died. When a new King was to be coronated, Avich led the ship-owners, demanding that Pieto receive the throne. In turn, Pieto ordered his ship crews to arrest Valdich.



TURTLE RIDERS

When the sailors marched into his palace, the rightful Exalted King Valdich fled, taking the court cartographer's maps. He sailed into the deserted islands with loyal followers and established a base there, from which he hoped someday to return and recapture his kingdom. Valdich grew fond of the islands. Still, his forces increased, and the turmoils of Shinh began to make a coup possible. Then Pieto's navy found the hideaway. Valdich and his men fled to the islands, planning to regroup later and ambush their attackers.

Valdich shinnied up a great palm to hide. In the branches he saw a lithe girl wearing long, graceful grasses. To his surprise, the girl spoke Luhi and seemed to know who he was. She showed him hidden groves that no pursuer could ever find. But when the time of the ambush came, the woman pleaded with him not to go. She revealed herself as a Dryad of the island and offered him a choice between returning to only a possible triumph in Shinh or spending his life with her. He stayed, swearing never again to interfere in the wars of men. The crew attempted their ambush, but without Valdich's map, they crashed into a sandbar. Pieto's men watched them wade ashore and shot the sailors one by one, with long war-arrows.

Avich never got the post he wanted. Pieto did not trust the merchant and ordered him to go on a long sea-voyage, far from Shinh and power. After returning, Avich apparently continued to serve the royal court, but he secretly sought revenge upon the Exalted King he had created. His ships set sail as pirates, robbing the merchants of Shinh. Today, he lives in the city of Shinh, an embittered, scheming man.

OTHER ARCHIPELAGO ISLANDS

RACA ISLAND (THE ISLE OF THE STORM)

A lone cloud billows over Raca like a snowy mountain, visible for miles. As a traveller sails closer, he sees the island in the cloud's shadow. This grassy isle rises steeply; streaks of black run through the vegetation, where something burned it away. Fresh water run down the slopes. If PCs try to collect water, they can only obtain one gallon per hour. The island measures 2000' by 500'.

EYUH ISLANDS

Eyuh is a pair of islands a mile apart, making two encounters likely: "Newcomers" and "The Monkeys' Treasure."

NEWCOMERS

A ridge of black cliffs rises at the center of this island, protruding high above the trees. Wild dogs run free here, eating unwary gulls. (Avich purchased the dogs as guard-beasts, but they escaped from his ship while the crew gathered water.) When visitors enter the forest, the pack stalks them. As GM, let the party investigate other things while giving only hints about the dogs tracking them. The pack tries to isolate a lone victim, but if this is impossible, they wait for PCs to lower their guard. If the party wades into the water, the dogs will attack, biting the leg muscles so that their victims will fall.

PCs will find two sites to investigate. Nests rest on the cliffside, 500' up. Elsewhere, patches of freshly turned humus dot the underbrush of this island, places where something has dug into the ground. If the party splits to investigate both the nest and mounds at once, the dogs will attack whichever group is smaller.

PCs will find a red feathers and several eggs in the nests. Dogs ate the mother bird, but her eggs have survived because of the sun. PCs may hatch 1-10 of them. The eggs produce parrots which can be sold for 20 gp. They can be trained to speak or obey simple orders. Parrots can be trained one task every two weeks if a character passes a *Hard* (-10) [Dex Roll at -1] static action roll for each "trick."

It requires thirty minutes for characters to excavate a mound and to find only burrows and bones.



THE MONKEYS' TREASURE

A deep cove cuts into the other, larger isle of Eyuh, shaded by trees and forming an ideal harbor. Monkeys flourish here, 85 adults and 15 infants. One baby suffers from a level eight pneumonic disease and coughs constantly. The burned skeleton of a ship and several buildings lie on the beach. These are the remains of Valdich's camp, which was raided by Pieto's men. The attackers took everything of value.

The monkeys argue over an item which appeared among them several months ago. When Valdich's men fled, the inquisitive monkeys carried away several items, even before Pieto's raiders arrived. Most of what they found bored them, but one monkey discovered a finely carved staff buried in the beach: the magic Staff Of The Xyk, which once belonged to Valdich. (He kept it in a fake grave for safety, and he had no time to dig it up when his enemies came.) The monkeys quickly learned to use this staff's climbing power. Each time a group of "friends" grows large enough to claim it, the group splits into two opposing factions. Other monkeys claim that the staff is evil and should be thrown away.

When PCs arrive, 25 monkeys invite them to join a group of "friends," hoping to claim the staff. The characters may not understand what is happening at first. (Magic which allows humans to speak with animals would be extremely helpful.) A party of adventurers can win the staff for their faction by accepting "friendship," but 1-10 [2-12 turns] rounds later, a larger coalition will have formed to take it back. Fifty monkeys vie for the staff; the other 35 want to get rid of it. Infant monkeys cannot use the staff and take no side in the conflict.

PCs might want the staff themselves. They can enter the monkey disputes and make "friends," but the fifty contenders will always rearrange themselves to prevent anyone from keeping the staff. They will organize new factions and defect from ones which already exist. PCs might tempt monkeys with sweets, trinkets, or other items.

There are only two sure ways to make allies. If a PC cures the sick infant, it becomes the healer's loyal supporter, along with 1-10 mothers. The party may wish to appeal to the monkeys who want to throw the staff away. These monkeys would be quite willing to let the PCs take the staff if they sailed away with it.

If PCs refuse to obey majority decisions or openly attack their enemies, the opposing group will fight them. In addition, 1-10 infants dash into the battle. Babies position themselves between PCs and wounded monkeys. Remember that if a character hits a baby, all 85 monkeys attack him. The animals can find an invisible character by smell, so PCs cannot simply steal the staff and use it to escape.

The five-foot long Staff Of The Xyk allows one to become invisible three times per day and to move silently. Both effects are lost if the user attacks or is struck in combat. It permits the bearer to perform climbing maneuvers as if the maneuvers were three degrees less difficult than normal and offers a +75 to all *Trap Detection* Perception rolls.

CAPTAINS OF THEIR SHIP (VIGUVA ISLAND)

Tangling vines cover Viguva. Adventurous sailors find plenty of coconuts and date palms; several pools of clear, fresh water exist. A tribe of monkeys lives here. The moment anyone comes ashore, a yearling monkey descends from the trees, hooting. Twenty-four of his "friends" watch from nearby trees and investigate other things which interest them. The monkeys grab anything that is dropped. If adventurers go inland, the monkeys scramble into the party's boats. They quickly release any moorings and sail away from land at half the vessel's maximum speed. Worse, sharks infest these waters; three of them attack anyone who swims out to recapture a boat.

As the party prepares to leave, if they have not hurt any of the monkeys, one animal offers a pebble of "friendship," helpful when PCs visit other islands.

STILL TRYING: AN ADVENTURE ON DUMASK ISLAND

Only a few ridges of land rise permanently above the water here; sandbars emerge at low tide. No large animals live on Dumask Island except for two white-haired monkeys. The hulks of six galleys rest on the sandbars, the sea scouring them. Their sails are furled for battle; all oars are jammed into the mud where they were thrust as the ships labored to reach land. Valdich's warriors died here, shot as they waded ashore.

Valdich's first mate, Malcheck, remains in his flagship, bound to the world as a ghost. He sits just below the railing on the galley, dressed in a dashing red cape. The ghost must find living people to bury its body and those of Valdich's crew. Unlike many ghosts, it remembers the cause of its death and what must be done to end its hauntings.

Swords, axes and bows litter the old ships, although most have rusted in the salt air. The flagship's hold also contains a locker, bound with rope, which contains 2500 cp, 400 bp, 45 gp and five tiny pearls worth 100 gp each. On top of the money lies a leather whip, strangely undamaged. It is a magic Whip of Water Tracking. The hold also contains two barrels, one holding 100 bp worth of rum. The smaller contains three doses of Potion of Fresh Air.

Explorers here must keep their ship from running aground. The safest way for a party to investigate the ruined ship is to land on the island and walk out at low tide. Monkeys ignore visitors unless the party has made friends with primates on other islands. In this case, the monkeys hurry to the party, chattering warnings, tearing clothing and even attacking if characters persist in heading for the shipwreck.

When the party approaches the shipwreck, they hear the ghost muttering curses. Malcheck greets them: "Soon you'll be a signing aboard my ship for a long, grand voyage, lads!" The ghost speaks frankly about his death and hates Valdich, considering him a coward. Malcheck stays with adventurers, complaining about his death and draining life-energy until the party agrees to dig the corpses from the sandbar and to bury them inland.

Captains of the five other ships linger as ghouls, pinned underwater by sand. When PCs try to recover the bodies, the ghouls grab for the rescuers, dragging them down and trying to drown them. Furthermore, conger eels will not let anyone steal their food. While the ghouls fight off the characters trying to rescue them, two eels attack the PCs. Malchek watches any battle from his ruined ship, lost in memories of his own death, exhorting his crew to reach shore. It takes 1-10 [2-12 turns] rounds to dig up each body. After the party buries the five ghouls, this crew rests at last. Malchek vanishes, and his ship goes quiet.

To land at this island, the captain of a ship must make a *Very Hard* (-20) static maneuver roll [Sailing roll at -2] or mire his ship in the sand. Characters attempting to sail to the stranded galley must pass three successive checks. Once a ship is trapped, it requires 1-10 hours of work to remove it. After that, a character must repair the ship with an *Extremely Hard* (-30) static action roll [PS: Shipwright



DUMASK ISLAND

or INT Roll at -3], or it will be limited to half-speed until properly serviced in a port. Modify all these rolls by EM and IN if the character has a Sailing secondary skill (*Character Law*, 14.14).

When PCs fight the ghouls, remember that only stabbing weapons retain their full effectiveness underwater. Other arms suffer a -50 on their OB. [Non-stabbing weapons are at 1/2 DC underwater.] The ghouls and ghost cannot truly be killed unless their bodies are burned or brought to shore. If they are reduced to zero hits, they "drop" but regenerate one hit every ten minutes. When monkeys attain a critical, their next bite is made at an OB of 60.

The Whip of Water Tracking has a +10 bonus in combat and allows the user to track anything which passed through an area of water in the last eight hours by making a *Light* (+10) static maneuver roll. [Adapt to an underwater environment on an END reserve that lasts 1 hour.] Potions of Fresh Air can be used once to release a pocket of oxygen for one person that lasts for one hour. [The Whip has +1 Accuracy and will Detect and Analyze water "tracks."]

THE REFUGE: AN ADVENTURE ON YACASTRA ISLAND

Yacastra beach can be seen far out at sea as a ribbon of dazzling white sand. The island is several miles wide, with forests and fields inland. Monkeys, wild pigs, tortoises and fat flightless birds live here. Several holes pierce the ground in the shape of lighting bolts. Bits of glass lie near pits, charred black streaks and prismatic ridges.

A towering palm tree stands at the center of the island. Valdich lives here, along with Assandra, his Dryad wife. Usually invisible, she looks like a tanned woman with long, black hair when she wants to be seen. The former lord of Shinh lives in a lean-to beneath her tree. His beard and hair grow long and his clothes are tattered, but he retains the muscles and sculpted face of the lords of Shinh. Valdich carries a jeweled longsword.

The Dryad cannot root out the fear that her "husband" will leave if given a chance and hates intrusions of any sort. Assandra made the beach-glass by striking sand with Shock Bolts. She has furnished the lean-to with tables, silverware and other household utensils made of this material. A total of 1000 gp worth of fashioned glass is in the hut. Assandra would gladly cast 2-200 gp worth of glasswork for visitors to get them to leave.

If PCs approach the lean-to, Valdich welcomes them pleasantly. Assandra stands invisible behind him. Occasionally, Valdich glances backward, feeling her hand on his shoulder. Valdich would be happy talking with other humans, but the Dryad will not let him say anything which might incite attacks from Pioto or Avich.

Valdich will readily discuss the weather, sources of food and water, or other innocuous topics, but if a PC mentions Shinh or asks about his background, he jumps, as the Dryad gives him a reminding pinch. He will offer to answer PCs' questions with either "yes" or "no," and will hint about what characters should ask him. His lean-to contains excellent maps of the Archipelago. Valdich also knows about Avich's piracy and where his raiders can be found. Although the Dryad will not let him talk much about Avich, he may warn that the pirates are magicians, adding that one can only attack them "against the worst weathers of the sea." If anyone asks his name, Valdich says that it is "Gloca-Aclad," which means "Content-As-I-Am" in Luhi.

The moment a PC threatens Valdich or offers to take him off the island, he vanishes. (His Dryad-wife uses her spells first to hide her husband and herself, then to punish the intruders.) Valdich can fight with his sword. Neither he nor Assandra strays more than 500 feet from the palm tree.



NUCKLELAVEE

GEDYEH-DOEL (WHALE TOWN)

Seaweed covers the beaches of Gedyeh-Doel. The town derives its name from the whales which migrate nearby every autumn. Sometimes stranger things pass by, a capricorn or a great kraken. Rocks and dunes cover this island; people cut down the trees long ago. The Shinhese live on Gedyeh-Doel, a final stop before the great ocean. Sailors and their families toil at the docks and live in simple white houses. Merchants sell tools and weapons. There are no constables, but ship crews police the town when they are not tearing it apart. Few wander the streets at night, although lavish parties last until morning. Superstition holds that evil creatures come out of the sea at night, but they are seldom seen. Nearly 1000 people live here.

Pioto's admiral, Leata, directs the port, making him the unofficial mayor of Gedyeh-Doel. He can be seen anywhere in town, a burly man in a saffron cloak and sporting a long mustache. Shinh's admirals deal more with commerce than war. Leata plans trading voyages to distant parts of the world and often invites sailors into his harborside offices, eager to hear of distant riches. Leata is currently engaged in a campaign to eliminate oared craft in favor of sailing-ships which can weather storms, carry larger cargoes and need fewer crewmen. Leata does not know that Avich wants his position. He does not care much about the pirates, who do not trouble him.

The merchants of Gedyeh-Doel travel far, helped by V'or, a Navigator who lives offshore. A Merman, Vor hides his obelisk just below the waves. For a fee of one gp per ten miles per passenger (or fifty pounds of cargo), he provides rapid transportation along treacherous Flows of Essence. The Merman belongs to the Daruni Olkanin guild and lives at Gedyeh-Doel most of the time, although

other Guilds are occasionally granted his right to serve the Shinhese. V'or appears sullen; Luhi seems crude and impolite to him, but he does not reveal his original tongue except to say that his people call him "Volarinon." He has not bothered to build more than an underwater shack here. Still, his waistcoat is made of emeralds and mother-of-pearl strung on gold wires and would cost 2000 gp. Like most Navigators, V'or refuses to discuss his past.

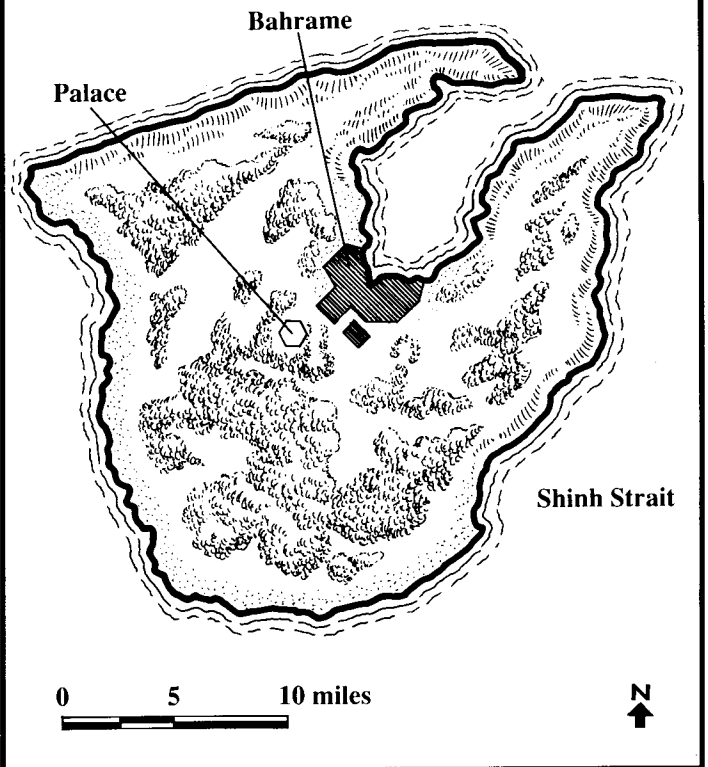
Should PCs scorn rumors of a nightstalking beast, a Nucklelavee will ride ashore, appearing as a horse dripping with foam and with a man growing from its back. The rider has no skin, leaving his veins, muscles and guts visible through thin membranes. This monster rides people down and eats them but flees from fresh water.

THE WORST WEATHER: AN ADVENTURE

Shinh Island forms a claw where rocky cliffs constrict the sea, making a trough where mists collect. A band of pirates cruises this strait. Avich sponsors them to prove that Pietro cannot master his own seas without a new admiral (and also because pirates garner larger profits than any honest workers). Patrols from Shinh cannot detect these buccaneers because they fly Avich's merchant flags when not robbing and looting. Luco commands the pirate fleet. The pirate displays no spoils of his trade except for a heavy gold belt worth 200 gp. Luco cannot bear to be argued with. Avich allows him complete command at sea, and Luco remains loyal in return.

Any ship in these waters is 30% likely to be attacked; each additional vessel adds 10% to this chance. There are five pirate galleys, each armed with a ram and manned by 50 sailors. In battle, they like to trap several merchants in Shinh Strait, where there is

SHINH ISLAND



LUCO'S PIRATES

little room to maneuver. The pirates rob victims one at a time, concentrating all five ships on one target.

Before the pirates attack, Luco sails in a wide circle around his victim, hiding in the fog. This places them inside the radius of a magical spell, cast with an enchanted bag Luco carries (see below). A sudden calm stills the sea. Sailing ships cannot move, and galleys must either stop or row, wearying their oarsmen. Luco sails on a magical breeze blown from the bag (at five knots per hour). The five pirate ships each carry two days worth of food for 50 people and 100 gp worth of furs, ivory, spice and other stolen valuables. Pirates wear leather armor, wield short swords and carry light crossbows.

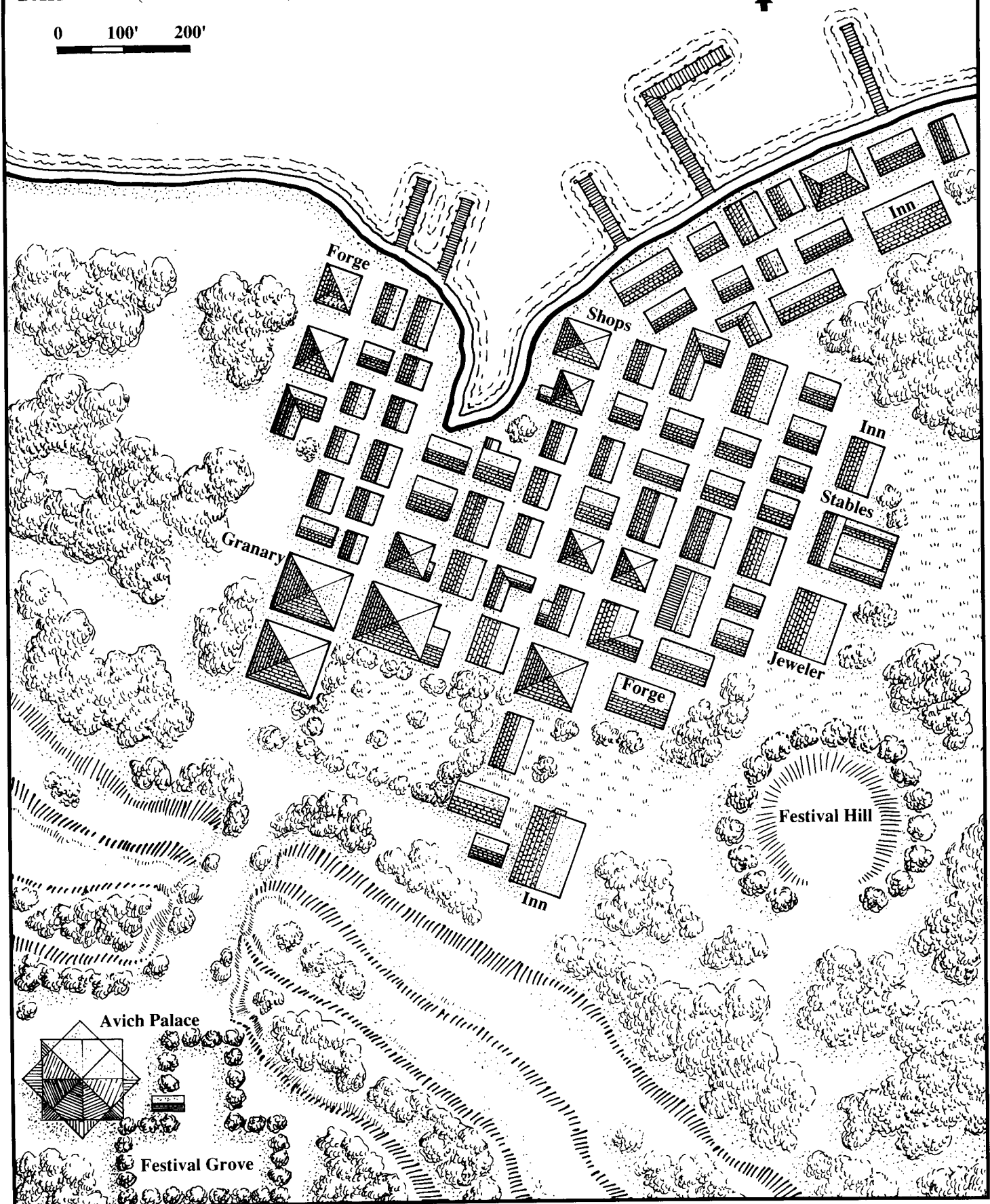
Luco's Bag Of Winds is a special magical item which can be used once per day. It causes *Airstop*, as per the eighth level *Wind Law* spell within a variable area of effect. This area can be chosen by the user, but the magic does not begin until the bag is carried in a full circle around its target region. Afterwards, all breezes within the circle cease. The owner may then command his bag to release the stolen winds, creating a great gust. This new breeze blows from the bag's mouth for three hours, but only affects ships within 150'. [This massive Psychokinesis effect with Extra Time runs off an END reserve that lasts 3 hours.]

BAHRAME (SHINH TOWN)

The western half of Shinh Island slopes gently down to the ocean. Fields and orchards cover its hills, serfs of the Exalted King tend them. The city of Shinh rests above its farmland, surrounding a sheltered harbor. Whitewashed buildings stand in neat rows along the quays, and perched upon a rocky cliff, the Exalted King's bamboo and bronze palace towers above the town. Gardens line the route up this hillside. Pietro's palace guard polices the streets. PCs can buy almost anything they want here, including precious gems.

BAHRAME (SHINH TOWN)

0 100' 200'



All items cost 10% more than usual. Notable features and people of Shinh Town are listed below.

FISI

The people of Shinh treat politics as a joke. A society opposing the King operates almost openly. The club calls itself "Fisi," or "Leaping Dragon," and claims that a noble named Vayshu should be King. (Vayshu descends from the bastard son of an Exalted King who lived two hundred years ago. Vayshu's ancestor was born first, but the Exalted King's legitimate daughter inherited Shinh.)

Fisi members have never been accused of subversion. Most members join Fisi as an excuse to hold secret meetings which degenerate into parties. A common joke is that even Pieto considered joining, and Fisi considered letting him.

This makes real plotters against the King all the more dangerous. Since so many prominent people belong to Fisi and most of what they do is so harmless, it is politically impossible for Pieto to destroy the society. Fortunately for him, it has been distracted from political goals. Other crimes are more profitable.

Long ago, the forerunners of Fisi realized that they had no hope of winning the throne. They decided to concentrate on gaining influence and subverting mercantile corporations until Fisi controlled Shinh. All members must steal money garnered in the name of re-initiations and devotions. They must also recruit new people to join. Few honest members realize how completely Fisi controls their society. Others become eager conspirators in return for shares of the booty. Vayshu himself wants money more than kingship.

Fisi meets in a different house every fortnight. The novice must present Fisi with an offering of stolen money. The exact amount depends on the new member's social status. Vayshu does not want anyone to refuse to join Fisi because of the cost, but he also needs their money. Each session includes initiations, a lottery in which winners must pay a devotion, a reading of Vayshu's family tree, and a series of farcical proposals for overthrowing the government.

Kura, acting as Pieto's secret agent, circulates through every meeting. He no longer bothers to report the coups which the club plans, since they never take place, but he does keep a list of members, so Exalted King-Pieto can deny them royal favors. Vayshu uses this agent to plant information in Pieto's court, and Kura eagerly transmits it. He never misses a chance to discuss "real" secrets, trying to seem important.

Vayshu is tall and jovial. He tries to seem like a harmless fop and drinks far more than an average person. Most followers assume that his jeweled longsword is only an ornament, or even a hilt and scabbard with no blade. Actually, he can wield it well, and it is worth 20 gp. Vayshu enlivens every party with unlikely tales. Because of this reputation, he can suggest murders, thefts and worse deeds quite openly. Nobody suspects that he means it. He might hire adventurers for some scheme, but if they want help, PCs learn how few of the members are sincere. Most live respectable lives and shun crime. Even Vayshu himself will abandon his servants if they are in danger, because the Leaping Dragon must always appear innocent.

AVICH AND THE MERCHANTS

The city's merchants scheme more seriously. Since the Exalted King owns all of Shinh's land, he alone decides which traders may sell its products and how much of the profit they keep. Ship-owners who do not get a commission from him must try to buy things from other lands with their own money, and then resell them. Most merchants compete honestly for commissions, volunteering their fleets for the Exalted King's expeditions and sending him expensive presents. Avich still hopes to seize power. Avich's importance has faded ever since Pieto failed to appoint him admiral, but he still runs

a moneylending business. He also supports a ring of pirates (see "The Worst Weather" above) and sometimes sneaks out to the cliffs at night to rendezvous with Luco. He might hire adventurers to perform similar piracies; if they seem audacious enough, Avich could try to replace Luco, an act which would certainly start a fight.

Avich lives in a large house in the center of town, with twenty bodyguards who wear chainmail and wield longswords. A vault in his cellar holds 5000 cp and three precious coins of mithril. His hair grayed early, and at thirty-two, his skin is beginning to wrinkle. Avich gripes constantly, calling Pieto ineffective and challenging the Exalted King to commission some great discovery or expedition. One would never guess that he once plotted to give Pieto power.

EXALTED KING-PIETO

The Exalted King is young, with handsome features and a far keener sense of politics than most people realize. His wife Fa seems to be always smiling. But she too is more intelligent than people expect, freely conversing with newcomers to court. She later tells Pieto what she thinks of his petitioners, and he almost always takes her advice. Fa despises Avich.

Exalted King-Pieto commands 200 city guards and owns eighty ships, although only 2-20 are in port at any given time. The guards wear leather coats and wield clubs. He holds feasts each evening, perhaps subtly trying to compete with Fisi. He grants all audiences at these affairs. If anyone wishes to deal with the Exalted King, he must attend the evening feast. Each party features a new fashion, and all guests must conform to it or be shunned. But someone brave enough to wear a dazzling and unexpected ornament often initiates a new fashion, in addition to impressing the Exalted King. For the conventional, peddlers sell jewelry and clothing outside the palace gate. It usually costs 1-10 gp to buy the evening's style. Typical fashions are silver rings, felt caps, long-toed shoes or silk scarfs.

Exalted King-Pieto covets exotic things from foreign lands. He likes to display them at his festivals, not only for excitement, but to prove the courage of his sailors and the range of their voyages. In turn, Avich scorns the items Pieto values. PCs could sell him whatever unusual and fascinating things they discover.

SCENARIOS IN SHINH

The Exalted King might hire PCs to comb the Archipelago for curios. The islands seem mysterious and exotic to the Shinhese, because the perilous sea and reefs make every voyage an adventure. Most encounters include seizing something appropriate, such as gems, rare parrots, giant turtles or clever monkeys. If a party accepts the task, Pieto's enemies will try to thwart them. Avich will send pirates to rob them. The Fisi could notice and make PCs the target of a scare. If PCs encounter some success, the Fisi might consider them a perfect target for robbery. PCs might begin this adventure lost at sea, victims of a storm. Their boats may wash into the Shinh Archipelago, where they must find water, food and a way home.

For another twist, Avich may finally decide that he chose the wrong brother. He might recruit the PCs to stage a coup, locate Valdich and bring him back in triumph. (Of course, Valdich does not want to return.) If PCs have ousted Pieto and cannot find anyone to replace him, chaos ensues. The only other heir is Vaysha, the plotter.

Pieto may hire the PCs to infiltrate Fisi. There, they must disentangle true plots from wild tales. Vaysha is plotting to make a contact in the king's navy and to control the royal fleet's treasury. Kura inadvertently spreads information designed to mislead investigators. As PCs learn more, Vaysha becomes frightened and may try to arrange "accidents." He may serve his enemies a tainted mushroom medley. Or, if the PCs joined Fisi to spy on it, Vaysha might send them on a suicidal mission into the other islands.

PART II

• THE FAST OF GIMGULSH •

Gimgulsh the Outcast King is a lord of bandits. He dominates outcasts and monsters from his stronghold in Jaiman where he dwells in the edge of woods north of the Bay of U'ruan. A desolate land, forests give way to stony bluffs of the Grey Mountains in the west and weave into muddy tangles near the Auser River.

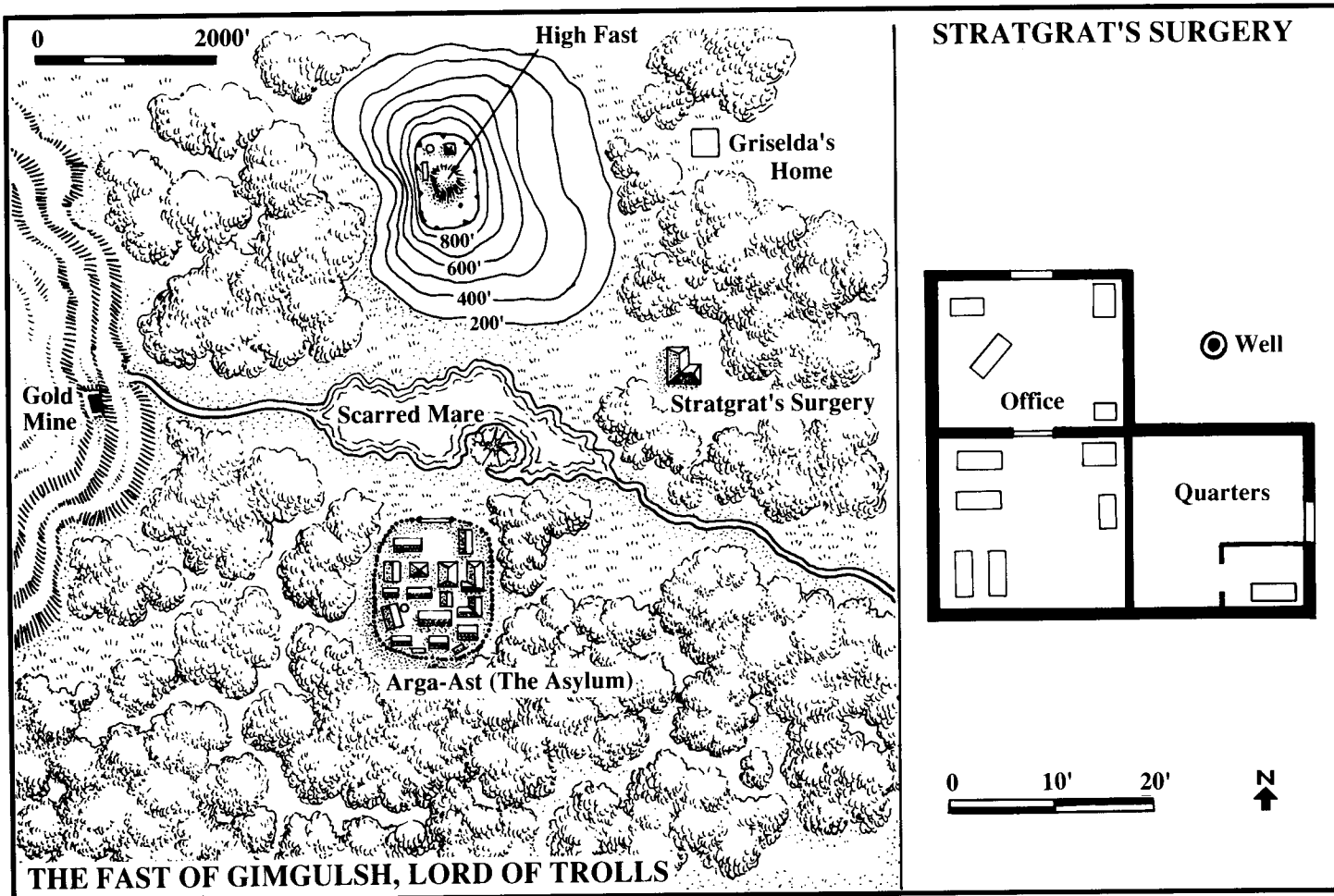
Wildlife is typical for a woodland. Pine trees mix with maples and poplar in the forests, and the usual herbs are available. Deer, fox, bear and assorted rodents live here. Wolves once ran in the woods before Gimgulsh caught and partially tamed them.

Gimgulsh's monstrous features prove that he is only half-human, but nobody alive can name his parents. He grew up with his brother in the hall of a stern knight who told them only that they should be ashamed of their parents and never mention them. The knight's name was Gregor, and he found the two while on a crusade against Trolls. Both believe that one of their parents was human, and the

other some sort of Giant. Gimgulsh's brother Stragrat thinks that Gregor fathered them with a captured Giantess, while Gimgulsh insists that they were kidnapped from the cave of a mighty War-Troll who would have made them kings.

The knight tried to "give with the rod what they lacked in inheritance," but this only made the brothers hate him. He apprenticed Stragrat to a healer; the wily half-breed quickly learned more than his master knew. Despite this, Stragrat never studied a healer's magic: he preferred more destructive spells with dramatic effects. Gimgulsh refused to learn a useful trade, so he had to pump the bellows for a blacksmith. At the ages of twenty and twenty-five, respectively, the brothers decided to flee.

Gregor was seventy years old when both brothers abandoned apprenticeship, supposedly to care for their aging foster-father. They slew the old knight and sold his armor for enough money to hire





GIMGULSH & STRATGRAT

a Navigator who carried them to a land where Giants lived. The brothers rose to power among the creatures, since they possessed a human's intelligence.

The brothers organized the local monsters to pillage human settlements and expanded the quarry near their lairs. They found previously-undiscovered gold in it and began a mine. Gimgulsh built a mountaintop stronghold and named himself Outcast-King over the land. All creatures of the area serve him. They usually speak in their own languages, but they also know the tongues of nearby lands. The monsters dislike Stragrat because of the harsh treatments he prescribes for their wounds, so they would never regard him as a Lord.

Gimgulsh suffers occasional pangs of guilt, causing him to consult priests in more civilized lands. He asks how he can atone for his sins while retaining status as Lord Of Outcasts. Stragrat despises this weakness and often threatens to kill the clerics. He insists on treating anyone who becomes sick or hurt in Gimgulsh's kingdom, not wanting his brother to become dependent on clerical healing.

Adventurers cannot expect to make many friends in Gimgulsh's land. Most of the creatures here rob and kill humans as often as they dare. Gimgulsh's servants know no loyalty to each other either. Ogres in his mine feel superior to the Giant who hunts, and the Troll who hoards gold would never help a Vulfen. These monsters are greedy and wicked, and GMs should portray them that way.

THE SCARRED MERE: AN ADVENTURE

This lake looks gray even on the brightest days. Mists rise from its waters, obscuring the mountains to the west. Its depth varies from a few inches in one place to six feet just a step away. Trees cast cool shadows over its twisting shorelines. Three leaky rowboats rest at different places along the marsh edge.

One crooked tree grows in the shadows of this pond's rim on a partially submerged island of mud. A beard of white spines sprouts from its roots and lower branches. Characters who approach this plant sense its hatred, for it is an Awakened Tree, miserable in the swamp and ready to kill. This tree is not only "awakened," it is a Spinewood, and its fuzz is poisonous. A Troll buried 120 gp worth of gold nuggets beneath this tree's roots. The tree is used to the Troll and will not attack them. Even if it did, its spines cannot pierce their thick hide.

Every two hours the creak of oars sounds as a boatman rows across this lake from west to east. Mists hide the rower's face, but a glint of gold comes from his bag. If characters approach, they notice that he rows only half a boat. The craft has no stern, and water laps in through its open back. Several stumps lie in the boat, along with a torn bag holding gold nuggets. When the rower turns his head, PCs see a gray face with a flat nose and brown fangs. He is a Forest-troll, rowing gold from Gimgulsh's mines to the tree which guards it. His boat floats due to a magical incantation.

If PCs approach the Troll, it attacks, trying to sink their boat. Fortunately the brute clings to shade, permitting PCs to escape on sunny days by rowing into the center of the lake. (The Troll's bag contains 1-100 sp worth of gold nuggets.) When the Troll has only ten hits left [has taken half or more of its maximum body or is knocked out and recovers], it howls to be taken alive. The party could question it to learn where the gold comes from (see "The Gold Mine" below) and where it goes (to the Tree). Naturally, the Troll neglects to mention that the tree is Awakened. PCs could keep the Troll as a prisoner, but it will run away or turn on its captors as soon as possible. A Troll cannot truly be disarmed: its claws and teeth do more damage than weapons.

Characters trying to wade in the lake suffer a -25 [must make a Dex Roll at -2 or be at 1/2 OV and -2 on all rolls] on all activities due to unexpected quicksands and drop-offs.

ARGA-AST: AN ADVENTURE AT THE ASYLUM

Tall pines surround a camp of low buildings standing in a grove, protected by a stockade of logs. The gate stands open during the day. Inside, the camp seems like a small town of ordinary humans, although there are no stores and only one small inn. Its people appear to be human but seem afraid to discuss why they live in Gimgulsh's realm or who rules the town.

These people were driven here as dangerous outcasts. Some are lycanthropes. Others are murderers. Gimgulsh offers all such people shelter so that he can send them to terrorize enemies. When they enter a frenzy, he sends them into the homes of foes or sets them against innocent towns to distract guards. Many of these people are kindly at heart. They hate Gimgulsh and their role as killers, but they have no other place to live. None dares to consider rebellion, for Vulfen-spies stalk the town.

Vulfen-spies are shaped like men, but sleek gray fur covers their bodies, and lust for blood fills their hearts. These creatures love the Lord Of Outcasts, who helps to feed them. Anyone may walk into this town freely during the day, although a Vulfen watches the gate, ready to prevent an escape. He also confiscates all weapons. Most buildings appear to be barracks. The party may not notice anything unusual until evening.

The only public building is the Full Moon Inn. It sells ale for four tp, brandy for 15 tp and meals for 12 tp. All drinks contain far more alcohol than one normally expects. (The Vulfen like their charges to get drunk.) No bedrooms are available, since all the customers live nearby, but a character could arrange to sleep on the kitchen floor for 12 tp. The inn's cash drawer holds 10 sp and 50 tp.

Sten, the innkeeper, is a Werewolf. His full jowl and long nose make him look slightly wolf-like even in human form. He loves the free life of a wolf and feels that Gimgulsh corrupts it. He might plot escapes or rebellions with the party and can recruit 3-30 random people from the table below as allies. Unfortunately, the moment his plans suffer a single setback, Sten will surrender like a wolf submitting to its pack leader.

When PCs encounter random people here, use the following table to determine who or what they meet.

Dice Roll Encounter

01-20	Drunk
21-30	Outlaw Warrior*
31-35	Pathological Killer
36-66	Vulfen
67-77	Werebear
78-88	Wereboar
89-00	Werewolf

*He attempts to slay anyone who offends him in any way.

Each night, the citizens rage through this town. Vulfen lock the stockade gates to keep them in and then join in the riot. People seldom kill each other, even in beast-form, but they run madly against stockade walls to roar, howl, bark, and bite. Any PCs in town must fight 1-5 enemies (from the table above). If the party seems to be participating in the riot, each attacker takes one swipe and passes on to a new victim. However, if the citizens feel that the PCs are trying to avoid the chaos, all attackers fight to kill. They live with this violence every night, and they will not tolerate people who shrink from it.

PLENTY, THANKS: AN ADVENTURE SCENARIO

A twenty-foot deep pit blocks this mountain pass. Cliff walls prevent PCs from going around the pit. Wet stone rises above them on the right a sheer drop of fifty feet looms to their left. Spikes line the pit's rim, angled down, and a raised drawbridge stands on the upper side. Gimgulsh chose a Giant who seemed too stupid for other work and placed him in the pit as a guard. The grumbling Giant's name is Nakrar, who keeps his treasure in a cistern of rainwater. It includes a silver badge in the shape of a crescent moon worth 50 sp, a golden dagger worth 10 gp (useless in combat), an iron sword with magical bonuses against demons and 10-50 gold pieces.

It may be nearly impossible to recover this treasure. The cistern is only three feet wide, but is fifteen feet deep and has ten feet of water in it. One cannot tip it over, because the pit itself is too narrow. Nakrar can reach the sword with his long arms but not the coins or other treasures. He feels almost proud of being unable to reach his own money because it "proves" how safe his treasure is.

Nakrar groans whenever a new victim falls into his pit. He has grown weary of eating only people. Gimgulsh and his men will assume that anyone falling into the pit is eaten, and Nakrar would never tell them otherwise. The Giant will talk freely with the party, telling them why they taste terrible and complaining about being kept in a hole. He might happily lift PCs out of the pit if they promise to find him something tasty to eat. PCs might also try to scramble through the three-foot wide drain. Unfortunately, it empties over an open cliff, twenty feet above ground. After 1-100 hours, Nakrar will be famished and will eat the PCs if they are present.

Jumping over the pit requires a *Hard* (-10) Moving maneuver [Dex Roll at -1]. PCs must make an *Absurd* (-70) Moving maneuver [Dex Climbing Roll at -5] to climb the walls of this pit without help. In the drain, characters must make a *Medium* (+0) maneuver roll [Dex Roll]] to avoid slipping out and suffering a Large attack on the Crush table [6 Dice of Normal Physical Damage].

THE GOLD MINE: AN ADVENTURE SITE

A stony cliff just above this barren mountain. Twenty Ogres mine gold for Gimgulsh here, and they have littered the peak's crags with a layer of tailings. A dam diverts the mountain stream into a pipe. This water emerges from a drain later, gray and filthy. The Forest-Troll (from Scarred Mere, above) visits frequently, carrying mined treasure to a secret hiding place. Once every 10 days, Gimgulsh sends a caravan to take the gold away and trade it for food or weapons.

When newcomers arrive at the mine, they must speak with Traver, the Mine Boss. A Troll standing at the mine entrance (area A) escorts visitors to the Boss. Traver is a scrawny human with blue flashing eyes. His chest caves in above the ribs, making his neck appear unnaturally long. He talks to the party for a moment to see if they might accept jobs as miners; if not, he orders them to leave. Traver can call four Ogres and the Troll to dispose of them. The mine wage is officially five sp per day.

The Mine Boss sends new workers to area B, where they wash ore in chutes, separating gold particles by gravity. Three Ogres work in the same room and scream if they catch a PC stealing gold. Traver condemns robbers to be eaten by Nakrar, the Giant (described in "Plenty, Thanks" above). Undetected thieves can obtain 1-10 gp worth of nuggets per day. Traver works hard and can squeeze through tiny crevices to find the richest ore. The Mine Boss urges other workers to do the same and yells furiously at anyone who appears lazy.

When PCs who have accepted jobs try to collect their pay, Traver tells them that they have not earned anything. In fact, he says, they owe him money. They allowed usable gold to wash away and must repay him. He always tries to choose a debt that the PCs will be unable to pay, forcing them to stay and work it off. Of course, when they earn enough money to pay one debt, he imposes another. The Ogres and the Troll enforce his orders.

After PCs learn of their debt, the Ogres gleefully tell them things they now already know, growling that the PCs will never get their debts paid, and that none of the gold will ever be theirs. The Ogres all claim to hate the mine, but if any PC suggests rebellion or flight, they cry out that Gimgulsh will never let anyone leave. Should any miners escape, the Ogres track them down. Traver orders fugitives to be fed to Nakrar the Giant.

Traver hates the mine, for he had once hoped to become rich by digging Gimgulsh's gold, but he has long since realized that the Outcast-King will never share his wealth. The Mine Boss is working on a secret tunnel of his own and plans to escape with as much gold

as possible. He quickly sends other malcontents to Nakrar, lest they do something so outrageous that it might prompt Gimgulsh to post guards in the mine. Traver has his tunnel and his access to gold, but he dares not vanish. He knows that Gimgulsh would track him with dogs. The Mine Boss might do favors for PCs who offer to help him escape. He never tries to cheat or rob his friends and among friends jokes bitterly about Gimgulsh.

The Mine Map shows how this gold mine is laid out. Its major areas are described below.

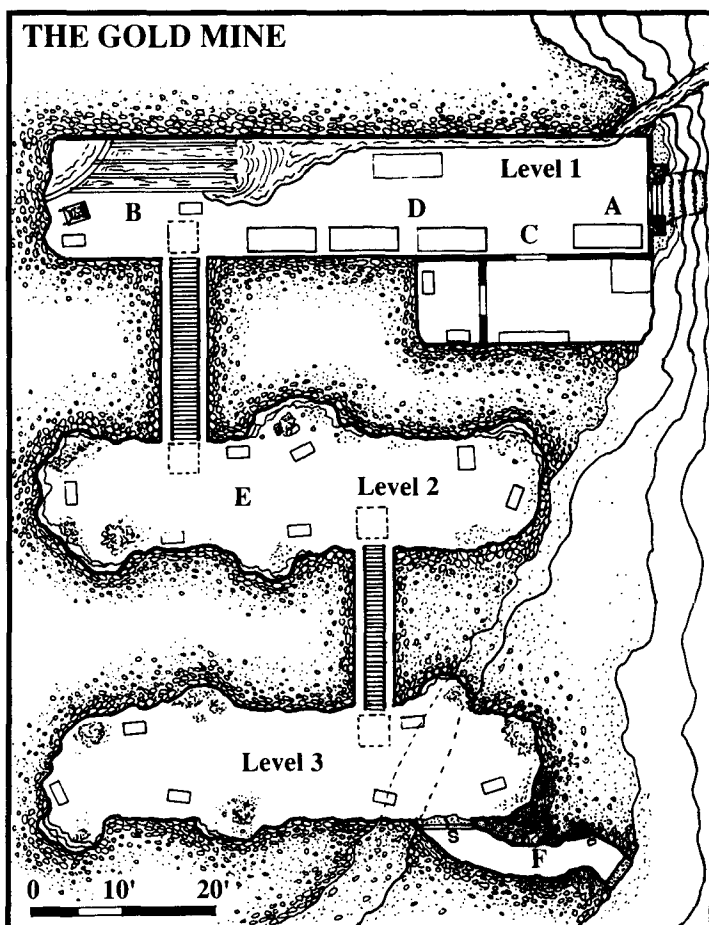
A. Entry Post. Vorg, a Troll, stands guard. He keeps the keys to the mine vault (area C) and brings visitors before Traver. Vorg normally obeys the Mine Boss, but he is truly loyal to Gimgulsh.

B. Launder. Water cascades through a series of wooden chutes here, flushing earth away from gold. Three Ogres use wooden tools to keep gold from being washed away with the earth.

C. Offices. Two Ogres watch this room at all times, armed with battle axes. The room contains records and all gold which has not been spent or taken elsewhere. A locked iron vault holds the treasure. It is worth 500 gp. Sets of tally sticks show how much gold the mine has produced and indicate that it has been delivered to Gimgulsh or spent on his affairs. Runes on one stick indicate that some gold is being "tree-buried" as a secret hoard. (This refers to the Scarred Mere, above.)

D. Barracks. This hall contains beds for the workers. At any time, five Ogres sleep here.

E. Mineshafts. The air becomes less breathable on each deeper level — until the lowest, where fresh breezes circulate. They seep in through Traver's escape tunnel (area F.). At any given time, there will be four Ogres working on each level.



F. Secret Tunnel. Timbers conceal the entrance to this tunnel, and tree roots cover its exit to the hills outside. Traver will use this path when he escapes. He keeps a purse of ten gp here.

The vault in area C requires a *Very Hard* (-20) static maneuver to unlock. (Pick locks at -2.)

THE TRADERS: AN ADVENTURE SCENARIO

PCs can meet this wagon train anywhere in Gimgulsh's realm or outside it. It frequently appears in distant lands, rarely assisted by a Navigator, and could be used to bring a party into Gimgulsh's domain. The caravan consists of three wagons, each manned by two men. Gimgulsh's traders wear green coats and respectable tunics, but they have ragged beards and talk in an uncouth manner.

Gimgulsh hires human wagoneers and pays them generously, since he must trust them to carry his treasure through distant lands. The caravan drivers serve their master well, although they sometimes wager his money when gambling or spend it on things they want, such as liquor. These merchants carry twenty gold nuggets worth five gp each. They hide each lump of gold under a different section of wagon-paneling. Gimgulsh currently wants them to buy Ogre-sized weapons, grain, leather, and prayer books. Each trader also owns a purse of four bp. These characters know Gimgulsh's fiefdom thoroughly.

The riders defend their caravan against minor attacks and flee when facing strong enemies. Then they sneak back to ambush their foes as they pry gold from hiding places. The merchants wear light chain armor and carry longswords openly. Each also hides a dagger in his boot. The merchants are members of the Rogue class. They Ambush at skill level three.

A PC must make a *Hard* (-10) Static maneuver modified by Intuition [Concealment Roll] to find each gold nugget. While characters are searching, double the skill level of Ambush attacks against them unless they post guards [the characters will be at 1/2 DCV while searching].

STRAGRAT'S SURGERY: AN ADVENTURE SITE

Ivy covers this stone hut; a clear well lies just outside the door. Stragrat, Gimgulsh's brother, lives here. He looks half-Trollish, with red eyes, large canine teeth and a pointy skull. Stragrat wears a black apron, for although he is a healer, he performs surgery, not magic. Two Ogres restrain patients during operations and also defend Stragrat's home.

Stragrat can cure the worst wounds and diseases. Regrettably, he displays no sympathy for patients and willingly prescribes the most horrible treatments. He is an expert with the lancet and the cautery, the bonesaw and the knife. The doctor plunges his rough fingers into wounds to examine them, and prods diseased organs with needles. Stragrat also serves as Gimgulsh's torturer. Actually, he treats prisoners less brutally than patients: he feels that punishment dilutes the effects of fear and the unknown. He considers nothing but rational means to his end and easily suppresses his human instincts.

Roll a six-sided die and subtract two to see how many patients Stragrat has when the party arrives. On a result of zero or less, there are none. Patients will be either Foul Gnomes from The High Fast (80% chance) or Ogres from The High Fast (20% chance). They lie on top of their pallets and cannot move because of their wounds. These wretches resent being seen incapacitated and yelp angrily at intruders. All of them mock new patients with delight. If anyone provokes a wounded Ogre, he attacks, knowing that Stragrat will operate on anyone wounded at the Surgery.

The hut contains four pallets for convalescents and a room full of medicines and instruments, kept in cabinets. The drugs act as deadly poisons when improperly used. A stone wall separates them from his private bedroom and kitchen. He keeps a chest of 100 sp in his bedroom. Ogres sleep outside.

Stragrat will also converse with healthy PCs, being careful not to give away secrets. While guests stay here, he quietly sends an Ogre to tell Gimgulsh about each visitor. If the Outcast-King asks, he will drug characters into a stupor or poison them. He does not always need Gimgulsh's approval. The doctor likes to get information and help from anyone, whether associated with Gimgulsh or not. A party might be able to sell him herbs or healing potions they find.

Stragrat has all the herbs listed in Part V:4 in his cabinet.

THE HIDEOUT

This swamp appears devastated. Two Giants crushed and tore its willows like children playing in grass and filled the mud with their great footprints. They are trying to hide, but PCs spot them at once. Nobody could miss the gigantic, lumpy figures crouching under trees, covering their heads and wrapping themselves in branches.

These two Forest Giants once served Gimgulsh, but decided to steal his treasure and to escape to kingdoms of their own. They move constantly, trying to evade the Outcast King's hunters. When the party arrives, they have been in this swamp for only a few hours. The Giants are not aggressive but will attack any PCs who seem to be making noise or otherwise attracting attention. When characters behave appropriately cautious, they bellow "SHHH!", putting huge fingers to their lips. The Giants might invite other people to join their band and hide with them. They own maces, longbows, a sack of 200 sp and a magical gold bracelet. If the PCs helped them escape, they would give them the bracelet in celebration. The Hunting Party (see below) searches for these Giants and will attack any PCs with them.

The gold bracelet acts as a +1 spell adder for Channeling. One Giant will use it if in battle, wearing the bracelet on his thumb. [Bracelet has 0 END, usable for spell casting only; recharges 1 pt/3 hours.]



THE HUNTING PARTY

Players can meet this encounter anywhere, not just in the glens where it is shown on the map. This hunting party roams wherever Gimgulsh sends it. It is currently tracking the two Giants (see "The Hideout," above) and would chase any PCs who aid them. The Giants run in panic once the hunters find them and cannot be persuaded to fight.

A Forest Giant named Ogult directs the hunt, but he lags behind while his pack of wolves tracks the victims. Ogult's wolves spread out through miles of woods, following scents. The wolves may tear

their victims apart and eat them, but Ogult can restrain his pack if he needs prisoners. When the wolves find prey, they rally, alerting each other with yips and howls. A new wolf arrives every minute until all twelve are present. Ogult himself needs 6-60 minutes to hear their noises and find the area.

Once the wolves unite, they stalk PCs, peering from underbrush, then coming forward to creep along behind. The largest wolf thrusts out his muzzle and walks just beyond reach of the rear party-member. If a character turns to fight, the front wolf retreats, leading the foremost PC into the pack. Otherwise, the wolves follow their marks until the PCs become distracted or Ogult leads an attack.

Wolves know no loyalty to Gimgulsh or to Ogult. The pack obeys instinct and the orders of whatever leader it fears. A bold PC could seize mastery from Ogult by fighting the largest wolf and defeating him in single combat. The lead wolf succumbs when he knows he cannot win, and then his whole pack crawls toward the victor, tails down and tongues out. If the victorious character can magically speak with wolves, (s)he could have them bring food, find safe paths through the woods or attack their former master, Ogult.

GRISELDA AND SON

Here, a wide clearing surrounds a hill of stones and turf. The hill looks like a small volcano, with smoke pouring from the rim and cinders lying around its base. A Fire Giantess named Griselda lives here, along with her son Gorg. Griselda tears up all grass and trees around her home to keep the woods from catching fire.

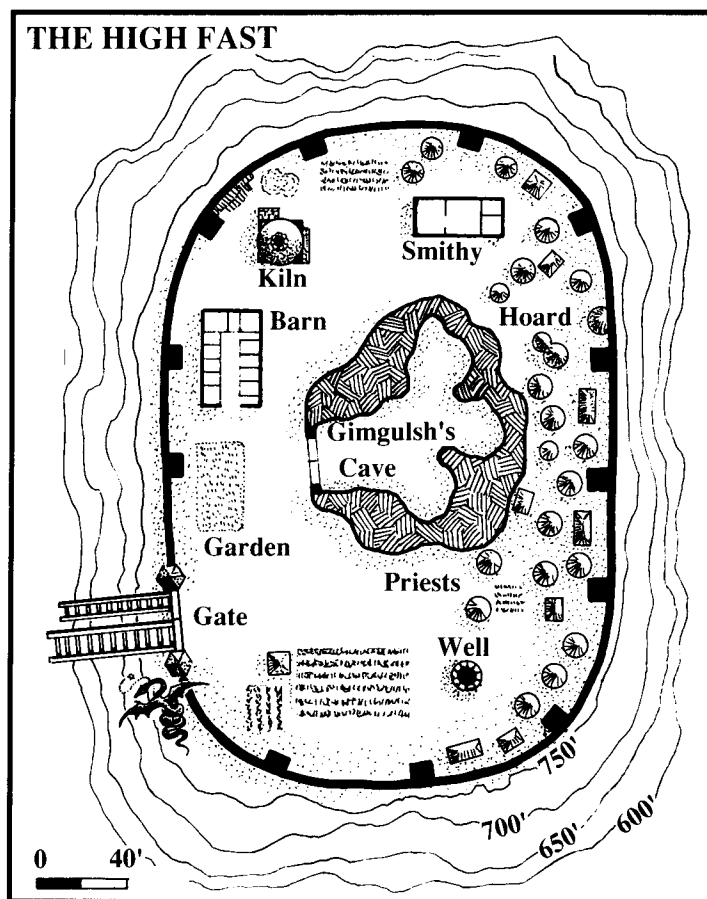
Gimgulsh lived with Griselda until he built his High Fast (see below). After he moved into his castle, he still visited her occasionally, but he gradually became more interested in the Forest Giantesses who entertained his bodyguards. When Griselda became pregnant, he stopped coming at all. Griselda tried to take her son to him for a blessing, but Gimgulsh hid in his cave while his servants pelted the mother with stones.

Griselda lives in a cave under the hill and keeps a bonfire burning at its center. Smoke escapes through a hollow log "chimney" in the ceiling. Something is always cooking, perhaps a pot of soup, ham on a spit or meat pies in an iron oven box. The Giantess hides her treasure within the coals. It includes five diamonds worth fifty gp each, 100 bp and the remains of 20 gold coins which have melted together and are only worth 10 gp now.

Both Griselda and Gorg are usually here, tending the fire and pulling up grass. Griselda is a comely Giantess, with bright red hair and flushed skin. Gorg is nearly grown up but still only eight feet tall. His mother towers over him. Both red and black hairs grow from Gorg's head, and huge warts dangle from his jaw.

The Giantess offers to let PCs stay in her cave and gives them a dinner of bean soup. She talks with guests about their adventures, asking what they think of Gimgulsh. If PCs behave rudely, complain about the soup, like Gimgulsh or just seem stupid, she kills them for pot-pies. Otherwise, PCs are safe here.

Griselda wants her son to grow up far from Gimgulsh, in the rich lands of men. If she trusts the party, she asks them to take Gorg with them. He does not seem eager to come but will not protest. Gorg could become a loyal friend for the party if they treat him well. He might adventure with the PCs, or they could apprentice him to some tradesman. However, if PCs allow people to make fun of him, or refuse to reward his help, he may run away, or join with other Giants and seek revenge.



THE HIGH FAST

Gimgulsh's Fast stands on a peak with cliffs surrounding it. His masons smoothed every foothold, making a 150' sheer drop all the way around the fortress. One reaches the gate by climbing. Gimgulsh provides a great array of ladders made by Gnomes and Giants. A fell Guard-Beast protects the entrance, chained to the slope by his neck. This creature snarls through a dragonlike maw, chafing his snakelike body against the rock. He strikes with claws and stinks. The Guard-Beast can rise to the top of the cliff by beating his batlike wings, but thankfully, the chain reaches no farther. A 10' high wall rises from the cliff edge inside is the entrance to the Outcast King's cave. The cave has one central room with branches leading to small chambers.

When Gimgulsh founded his Fast, a court of evil Gnomes already lived in the hill. The little people abandoned their peaceful ways to steal and murder. Gnolls lined their lairs with stolen coppers, nursing a hatred of unfairly large and prosperous creatures such as humans. Few travellers enter this land, one reason why Gimgulsh chose it for his lair.

Foul Gnomes appear to be tiny men, with bulging stomachs, gray skin and beards. They flex their grubby fingers constantly, ready to throttle or snatch purses. The Lord of Outcasts killed the Gnome's old king and enslaved the wicked little creatures, using them to work his land and forge his tools. Gimgulsh understands Foul Gnomes; they serve him loyally, although they outwardly rant against Gimgulsh and call him "The Toad."

Thirty Gnomes live in huts scattered around the courtyard. Each performs a chore. A dairyman works in a barn with ten cows and one bull. The smith can forge most weapons and suits of armor, but he has no spare arms available. A Gnome gardener grows several deadly herbs which he only uses with Gimgulsh's permission. The Gnomes wear little but sackcloth skirts, leaving their gray skin bare.

Gimgulsh loves to dominate his Gnome servants, forcing them to bow before him and accept punishment. The smallest Gnome, Nark, appeals to the PCs for coins, whining that he could never escape Guard-Beast. The party might persuade him to spy or commit other minor crimes in return for protection. He gleefully helps them, mouthing strings of insults about the Outcast King and praise for the party. Still, Nark cannot imagine life without Gimgulsh. If the PCs propose killing the Outcast King, the Gnome secretly begins reporting their plans to the Lord Of Outcasts.

Gimgulsh lives in the cave at the center of his courtyard, along with two Stone Trolls, five Ogres and ten Forest Giants. They spend their time scuffling. Four of the Giants are women, with black braids which hang nearly six feet long. They flirt freely with everyone, except for the lewd little Gnomes. These Giantesses find most human-sized men attractive.

The Lord Of Outcasts appears human at first glance, but his eyes are red, and his teeth grow into tusks. Two deep wrinkles run from his jaw to his ears. In a somewhat human fashion, he likes to think up nicknames for people, both as insults and praise. And like some great human lords, Gimgulsh spends most of his days sleeping or reliving the previous night's exploits. At night, he holds huge dinners with mandatory attendance, drinks, plans, or gathers friends and launches a raiding expedition into civilized lands. On other evenings, guilt overcomes him, and he stays in a cave beating the stone walls and listening only to the priests.

Gimgulsh and his band keep their treasure in a storage cave. Gimgulsh personally owns a chest of 1000 bp, two pearls worth ten gp each, 100 sp and 10 gp. Other creatures quarrel over the other treasures. It includes 7500 tp, 500 cp and five copper rings worth one gp each. Thirty leather purses belong to Gnomes and hold fifty bp each. The storeroom also holds enough food and ale for all the creatures in the Fast for one month.

Three priests wait on Gimgulsh and live in a chamber of the cave. The Lord Of Outcasts paid his mother's priest, Joran, to move here. An Elf named Hador wandered in uninvited, and Gimgulsh captured the third priest, Vicor, on a raid. These priests heal Gimgulsh's wounds, but he insists that other wounded characters go to the Surgery. His brother would kill the priests without this requirement.

When PCs arrive at Gimgulsh's keep, a Guard-Beast howls a warning. If the party attacks, everyone except for Vicor and Hador fight. The Giants have three dozen boulders to drop from the walls. PCs who approach meekly may be spared if they have something to offer Gimgulsh. The Outcast King always wants more fighters for his raids. While characters are here, the Gnomes constantly harass them, trying to "accidentally" wound a PC so (s)he will have to be treated at the Surgery (see above). Except for the Rules, creatures here live in anarchy, fighting over honor, ale and prized sleeping spots. The Outcast King would consider suggestions from PC clerics. However, Stragrat may assassinate characters who wield too much influence.

PART III

• NIGHT COMES SOON •

Vampires, thieves and others haunt the desert town of Shyrac. Yet if the PCs try to save it, their reward may be jail. This town is lies the grasslands south of the Grey Mountains on the continent of Jaiman. Winds have worn away the harder rocks, leaving sharp spires and buttes jutting from the plain. Plants grow in damp areas, but most of the plains are dry and dusty. Not many animals live here although plagues of mice spring up from the grass occasionally. A few antelopes bound across the land.

The people of Shyrac farm the grasslands, which are extremely fertile when irrigated. A deep well which provides enough water for most crops. The people speak Zori, a language from nearby Tanara, although none of them know anything about that hidden land. They dress in white and work from dawn to noon, then rest in the hot part of the day and return to the fields until dark. Most of them keep cats.

The Shyra Dynasty founded this town and rules it. Whenever a Shyra dies, his eldest son takes power and assumes the name "Shyra." These rulers are sovereign Lords, but they have established a strong tradition of law. Any king who breaks the culture's taboos risks sparking a revolt. The most influential laws forbid rulers from

contaminating themselves with sorcery. Furthermore, even a Shyra cannot condemn a criminal without a trial where all witnesses may speak. However, no law sets a time limit in which a criminal must be tried, so an accused person can await trial forever in prison.

The people of Shyrac regard magic as a dangerous art. Still, the most recent Shyra studied enchantments and sorcery, probing darker magic and the causes of disease. In his youth, while he was reading this book, his eyes glimpsed a cursed rune, which struck him with a bone disease. Shyra was doomed to die young.

He did not dare call court physicians, lest the country learn of his impure studies. Instead he turned to books and researched spells for delaying death, casting them frantically. They did not save his life, but they did allow him to sterilize his skeleton in bronze and animate it, living on as a Lich. The spells required three rituals, each of which produced an Undead Spirit. He bled a criminal to death, seeking the blood his marrow could not produce. The victim did not truly die but remained a Vampire, hiding coffins throughout Shyra's castle and seeking more blood for his veins. Shyra hurled another convict into the molten bronze; this victim became a Firephantom. The Lord of Shyrac hired a musician to sing the spells in the required cadence and meter and then killed him to preserve the secret. The bard became a Mara, singing the songs of nightmares.

Shyra tried to function as Lord, hiding himself with padded robes and a mask. The other Undead terrorized his town. Shyra tried to control them but could not; people began to wonder why their Lord no longer showed his face. The Lord withdrew and enchanted his Captain Of the Guard, ordering him to suppress any rumors about Undead. Now he must let his officials control the town while he tries to master the other Undead.

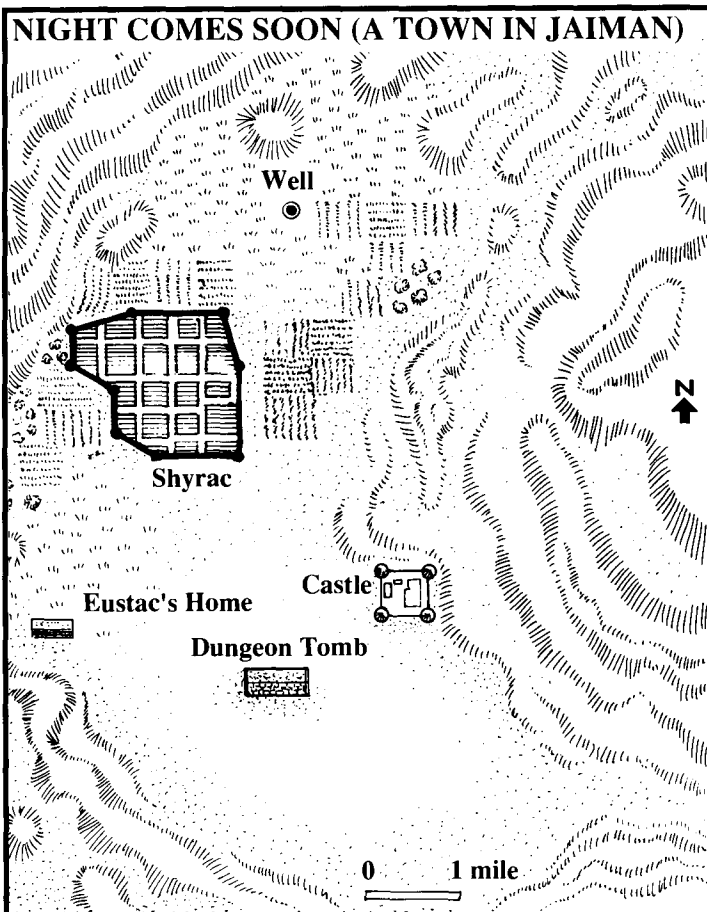
SHYRAC

Limestone bluffs shelter the town from the desert wind. People farm outside the city walls during the wet months. Shyrac's citizens are industrious and not wealthy. Most of them jump at minor alarms or appear vaguely sick, both of which are symptoms of hauntings. The town has inns, stores, smithies and most other common shops. People treat strangers cordially but do not talk much. Rumors say that Robere the Blacksmith has inherited a fortune and no longer needs to do his excellent smithwork. Another tale hints that Obaar the gravedigger buries coffins empty. Why?

ENCOUNTERS IN SHYRAC

THE BLACKSMITH WHO DOES NO WORK

People say that Robere, the town blacksmith, can forge excellent armor, but his shop is always closed. Actually, a trio of "ghouls" caught Robere at the well outside town and took him back to his home, where they stole his equipment. The robbers were actually human bandits (see The Well, below). Robere will not discuss the robbery. He stubbornly maintains that he is too busy to do more work and gets angry if PCs ask what he is busy with. The blacksmith is a stocky man with a great black beard and huge arms.



THE FRIENDLY FARM

The only person who talks freely with PCs is Ann Utney, a friendly, middle-aged woman who hangs over her fence to give advice to people walking by. She introduces herself to the party by observing their weapons and commenting, "You either have some mighty enemies or want them, from the look of things." PCs can learn general information about the town and Lord Shyra from her. She will mention that "things are a little queer after sundown," but she does not suspect that Lord Shyra himself is Undead.

Ann would like to arrange a match between a handsome male PC and her niece, Abeia, who lives upstairs in Ann's house. She is not especially attracted to any PC but willingly goes along with her aunt's whims. Abeia has large feet but a fairly nice face and fine-blond hair. She does not dare think much about the town's bizarre events, but she knows that things are somehow wrong and wants to do something. Her mild disposition conceals an active mind, and she might become an excellent adventurer if the PC is interested, and the GM wants to give them NPC help. Even if the prospective husband spurns Abeia, Ann keeps trying.

UNDERTAKING A DIRTY ADVENTURE

Obaar the undertaker knows more about the town's plight than anyone else. Shyra hired him to prevent any new haunts from forming, and he has stolen corpses for months. Obaar cremates all victims to be sure that they cannot rise as Undead. He usually impales them on stakes as well. If anyone reports a death, he will do anything to obtain the corpse. The undertaker knows that Lord Shyra is a Lich, but he refuses to say so out of superstition and reluctance to excite Shyrac's people. Obaar does not object to handling corpses, but is lonely and weary of being shunned by people who consider him macabre. Shyra warned him not to tell anybody about his assignment, but Obaar is lonely enough to forget if PCs seem friendly. Obaar's shop contains a purse of 10 gp which Shyra paid him. He keeps a barrel of corpse ashes in his basement.

SPIRITS IN SHYRA

Several spirits haunt this town: a Vampire, a Firephantom, and a Mara. At night, they strike anyone who attracts them. Bright flames beckon to the Firephantom, parties who sleep without guards draw Mara, and the Vampire pursues particularly alluring females. When the party does nothing to invite attack, there is a 50% chance that a random Undead attacks them anyway because they are new and have few friends. Otherwise, each one of the creatures has a 5% chance of molesting someone the PCs met and a 5% chance of attacking total strangers. If PCs are not attacked but someone else is, they hear horrible screams coming from the victim's home. Adventurers can ignore them or hurry to save the NPC. Assume that the struggle is in a building 1-100 yards away.

REPERCUSSIONS

There is an 80% chance [14 or less] that Shyra learns of anything PCs say with his Scrying Eye (see "Shyra Castle," below). If they seem to be searching for the source of the hauntings, he orders them arrested. He also seizes any NPCs who seem to cooperate with the PCs. When Shyra's guards arrest someone, five of them push around the victim, jostling bystanders out of the way. They try to find their victims alone and will follow a party for days, waiting for them to split up, if only to use a chamber pot. Then Areer, Captain Of The Guard, uses his magic to silence the victim and shrink him [A 4D Transformation Attack]. Constables take their prisoner to the

castle in a black case. Despite these secret tactics, the five constables fight well, and ordinary citizens who see an arrest avert their eyes. The guards can call for ten reinforcements, which require twenty rounds [15 turns or 3 minutes] to arrive. Areer himself is enchanted by Shyra and cannot be bribed or threatened.

As guards carry the prisoners to jail, they hear the town crier announcing their arrest. He claims that their "unnatural interest in things supernatural" is evidence of evil sorcery. The crier promises, "They shall face trial shortly, at our Lord's pleasure, and if the wretches have no alibi, then let this be a summons to crows. The gallows await!" Shyra plans to delay their trial forever. These threats are intended to cow prisoners so they will not demand judgment.

THE WELL: AN ADVENTURE SITE

Water is scarce in the plains around Shyrac. Some people have shallow waterholes, and there is a deep well in Lord Shyra's castle (see below), but people depend on this public well. Three bandits take advantage of this. They dress as hideous Undead and rob people who come to draw water. The people dare not fight back and will not mention them because of the taboos against discussing hauntings.

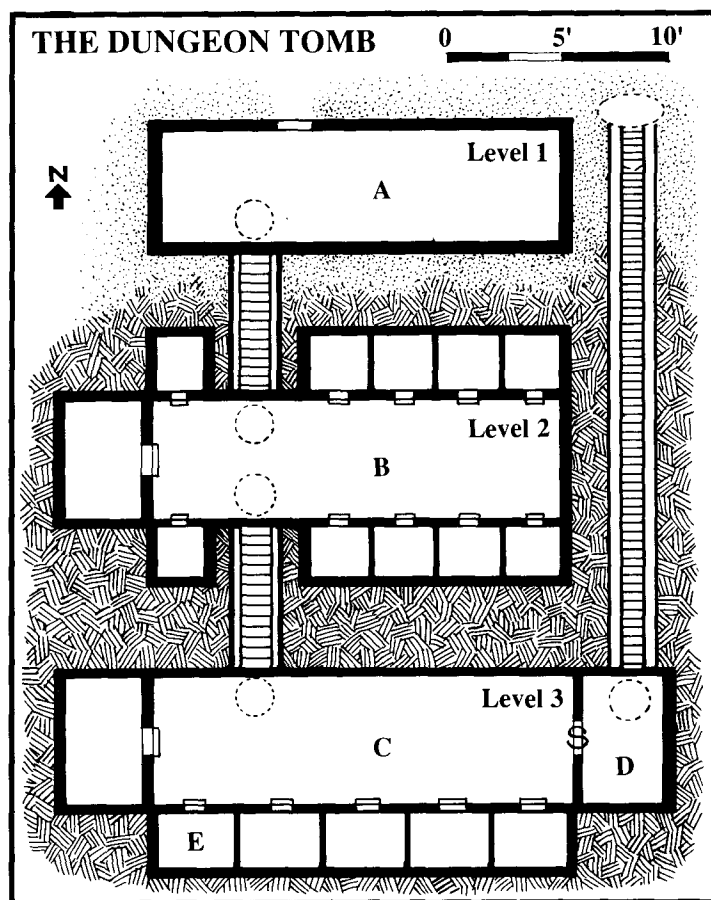
The well seems deserted until noon. Then almost everyone in Shyrac converges here, with barrels and dippers, forming a line which stretches back to the town gates. Anyone who tries to get water then must wait for 1-2 hours. When PCs visit it, roll a die. On a result of one to five they get there in one hour, but if the score is five or higher, they must wait for two hours. If adventurers ask people why they came at noon when the line is so long, the NPCs claim that it was chance; they just happened to need the water then.

The bandits do not dare attack noontime crowds. Whenever a smaller group comes, they lurch towards them, mouths flapping, dirty hair drifting in the wind. They wear chainmail, carry bows and wield maces shaped like spines topped with skulls. One hisses, "Fool! You cannot run; our darts are faster. Offer us riches that we be content without your flesh." They not only take what people have with them but occasionally force people to take them home and give them treasures. In town, they hide their wild hair and weapons under cloaks, looking enough like the humans they are to avoid notice.

In a battle, these bandits will fight first with spooky howls, then finally abandon all pretense of being Undead. They are not cowards but have no reason to fight to the death. The bandits will confess their plot when captured and agree to give PCs their treasure.

They live in a brick hut hidden by an outcrop. The building contains a forge engraved with Robere's name (see "Shyrac," above), in which they can repair their own chainmail and weapons. Their treasure also includes three tin buckets worth five tp each, 50' of thin, strong rope worth 15 bp, a set of nonmagical daggers +5, and a purse of fifty bp marked with crossed lightning bolts. Two light horses are tethered in a tent; one belonged to Ann Utney (see above).

Everyone in Shyrac pretends not to believe in these bandits. Nobody dares discuss hauntings or allude to them, for reasons described above. As nobody has defeated an Undead before, townspeople do not believe PCs can make the well safe. They accuse the PCs of murder if party-members try to prove their story with bandits' bodies. If PCs try to return the stolen items, people deny they ever owned them, although Robere looks longingly at his tools. But if characters keep the loot and reveal it in town, there is a 40% chance someone will recognize it and call the adventurers thieves. Unless innocence is proven, Areer (see "Shyrac" above) will lock them in prison (see "The Dungeon Tomb" below) for 1-10 days. Their possessions are seized and they are then driven out of town.



THE DUNGEON TOMB: AN ADVENTURE SITE

Shyra keeps his prisoners in this box of sun-baked bricks, half-buried in the sand. The upper floor contains guard quarters. One reaches the cells by being lowered through a trap door on a rope. The guards let common criminals mill about in the underground corridor and place a stone on the trap door to keep them in. Important people can be locked into individual cells, each of which contains a set of manacles and a waste hole. Empty cells are kept open, and unused manacles lie unclasped because once locks are fastened, the guards cannot undo them. Only Shyra has keys to this prison.

If PCs are imprisoned here for probing the appearances of the Undead, they are taken down through several trap doors to a corridor far below ground. The guards search prisoners carefully and then lock them in separate cells, chained by the arms and legs.

THE DUNGEON

A. Guard hallway. A single guard usually patrols the top floor but there can be up to ten when dangerous criminals are apprehended.

B. Holding Corridor. Common criminals are stored here. They have locked all the cells, but nobody is in them. At any given time, there will be 1-10 thieves in this hallway. They are surly, terrified of the noises from lower levels, and willing to steal from anyone.

C. Secret Cells. This is where PCs are imprisoned (Levels 1 & 2).

D. Secret Entrance. Guards use this long tunnel to bring food to the prisoners on the deep level when they have ordinary criminals in area B. The ladder has one broken rung near the top, and characters who do not know about it (*Medium*, +0) [+/-0] may fall the forty feet of the chute. The room at the bottom of this chute looks like another prison cell. A clockwork arrangement within the walls makes it

impossible to open the trap door without closing the cell door. The cell door does not lock, but escaping prisoners may not know this. On the surface, this shaft looks like a sewer.

E. Amon's Cell. One other prisoner is in these cells. He is Amon, the ghost of a man who served as Lord Shyra's chamberlain one hundred years ago. Amon worked diligently until the day he accidentally surprised his Lord in the bedchamber. He walked in and glimpsed his Lord's face, which was a skull. Amon tried to sneak away again, not knowing whether to run away, warn the town people, or keep Shyra's secret. Before he could decide, the captain of the guard arrested him and brought him here, with no explanation.

Amon has passed decades in this cell, never seeing light, feeling wind or hearing speech. He did not notice when he died. Now a ghost, Amon unintentionally drains the life of his guard. Amon beckons to anyone in the dungeon, calling them to his cell door. He wants to talk, and he might well be persuaded to tell the details of Shyra's palace, including the location of the coffins (in areas B and G of Shyra Castle), which even Shyra does not know. He would prefer to discuss news from the outside world and the outdoors. While PCs linger, a cold force saps their strength; they cannot locate its source. Amon is draining their life-blood, as ghosts do. He calls to characters who try to depart, begging them not to leave. If characters manage to open the cell door and undo the fetters around the ghost's wrists and ankles, Amon vanishes, dying at last.

Most locks and shackles in this prison are *Medium* (+0) [+/-0] to pick or *Very Hard* (-20) [-20] with improvised tools. The locks in Amon's cell have rusted and are *Very Hard* (-20) [-2] to pick [Lock Picking -2], *Sheer Folly* (-50) [-6] without lockpicks. As PCs try to unfasten them, Amon will drain their Constitution.

The guards wear chainmail shirts and carry whips, broadswords and light crossbows. They are equally proficient in each weapon.

SHYRA CASTLE: AN ADVENTURE SITE

A mesa stands directly behind this castle, rendering its two rear towers superfluous for guarding the keep. Shyra spends his days hiding in his palace. Since Shyra cannot appear in public, he makes a special show of being generous and open to his subjects, at least through subordinates, to avoid a sinister reputation. His servants give beggars food, settle people's disputes and fete noble guests with wine and song. Shyra himself appears when necessary, draped in padded robes and masks, but his staff deals with guests. PCs with official business must talk to Belgi, the Sensechal (who lives at area F), who acts as a judge in trials.

THE CASTLE

A. Gatehouse. Shyra keeps his gates open, but Vear the Porter hurries to meet everyone who comes through. Vear is a jolly man who always seems to offer more help than people want. The porter carries a purse of fifty sp and will give 1-10 of them to anyone who begs. Whenever people go into the castle, Vear insists that a servant go with them. He can call any of the hundred servants (from area D).

B. Garden Maze. A maze of hedges stands here. A huge fountain sprinkles cool water onto it, dampening everyone who goes in. Shyra keeps it for the amusement of guests. Whatever servants accompany the PCs suggest that the party hunt for a way through, looking for the "golden beauty" at the center. Of course they all know the maze well but pretend not to. Anyone who reaches the center discovers a grotto where the sun shines in on white marble tiles. Two hundred copper pieces are scattered across the ground, and servants invite each PC to take one. They each have a map of the maze engraved on one side and a profile of Shyrac (young and

alive, with a stern face and beard) on the other.

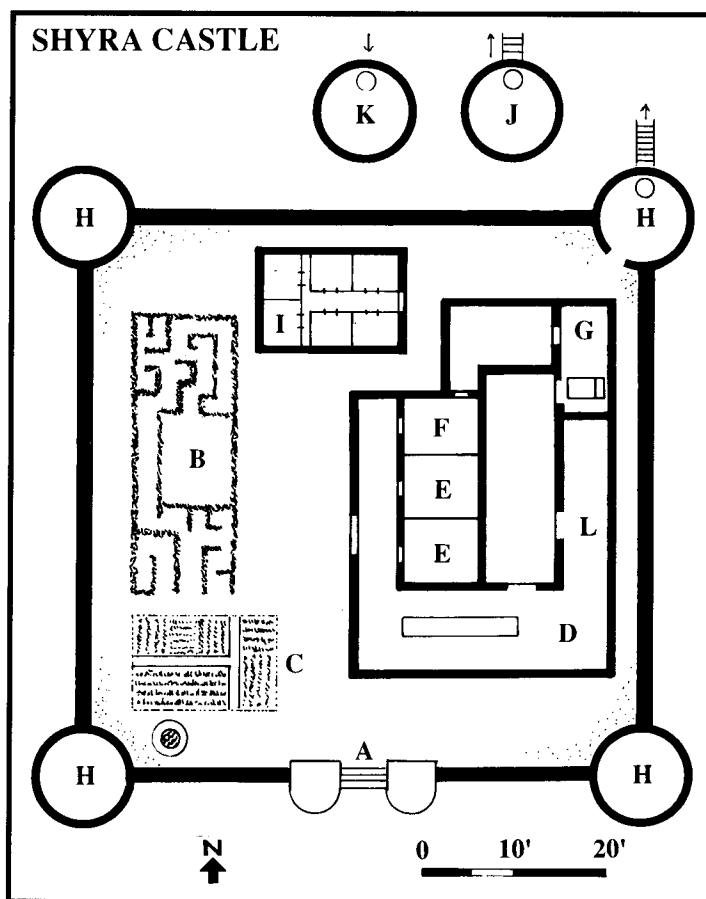
The tiles reverberate as characters walk across them. Most are loose and could be lifted away. The servants become increasingly nervous if PCs investigate this and finally command them to stop, not knowing exactly why themselves. There is a coffin beneath the tiles. It belongs to the Vampire (at area K).

C. Garden. Shyra's servants grow spicy herbs and vegetables here. A discerning character will notice several unusual plants. One yields poisonous berries. There are 1-100 doses of each herb. Of course, the guards (see H) do not let characters pick them. Shyra's well provides water for the garden.

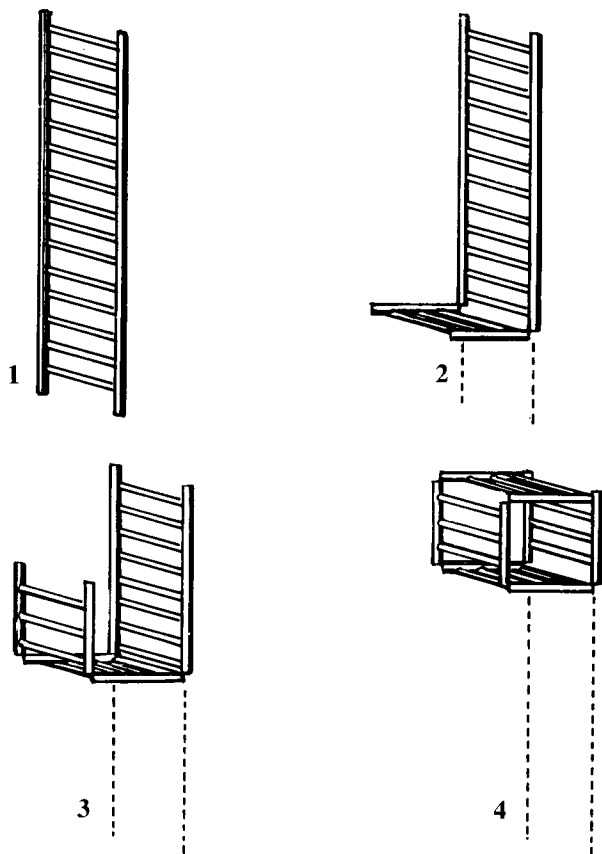
D. Dining Hall. The castle staff serves sumptuous meals in this hall. Anybody at the castle may eat with them. Shyra never dines here. A kitchen, storeroom and quarters for servants adjoin this hall. One hundred servants live here. The castle has enough food to feed 500 people for one month.

E. Guestrooms. Visitors may sleep here.

F. Sensechal's Office. Belgi the Sensechal handles Shyra's business. He is a tall, strong man who habitually shrugs one shoulder, a nervous tic. The Sensechal judges anyone who is arrested for minor crimes, usually finding them guilty. He also manages castle accounts and supervises the servants. Belgi always seems to be distracted by something and tries to prevent any incident which might anger his master. Unlike other servants, Belgi actually reports to Shyra, although he has never seen the Lich's naked skeleton. The Sensechal assumes that Shyra still lives in his chambers (area G). This office contains a chest of 20 gp, 100 sp and 500 bp. Belgi also has a box of five hundred more special copper pieces for the maze at area B.



LADDER TRAP



G. Lord's Chambers. Nobody is permitted to enter this part of the castle. Dust coats these private offices and bedrooms. A set of five golden candlesticks stands in the royal bedroom, worth ten gp each. Characters could find a varnished coffin under the bed. It is a spare resting-place for the Vampire at area K.

H. Guard Towers. Ten palace guards live in each tower, ready to respond to any disturbance. They carry clubs but wear longswords at their belts and dress in chainmail shirts.

I. Stable. Shyra keeps three medium horses and one warhorse here, along with their tack.

J. Trapped Room. The door to this tower is locked (*Hard*, -10). It has no windows or lights and is dark as a cave. The room contains nothing, but a ladder with round pipelike sides and thin metal rungs leads up to a trap door. The rungs are set in slits along the metal sides. This ladder is a *Hard* (-10) mechanical trap. [The trap does (12D6N) damage. If the body damage done is half or more of the victim's total body before defences are applied, he suffers Impairing wounds to both arms and legs.] Shyra only sets it in the daytime. At night, the Undead may use the ladder themselves.

This trap works as follows. The ladder's sides contain hinges, and when the center step is disturbed, springs fold the ladder so that it wraps around the climber, forming a cage (see diagram). Then clockwork nets the whole apparatus with copper mesh. This process mangles the victim and traps him against the ceiling. Afterwards, the Undead (from area K) come to reset the trap and devour its victims.

K. The Chamber Of The Lich. This room is a ghastly sight. Shyra, a naked bronze skeleton, sits cross-legged reading, with a burning figure nearby him, its flesh endlessly shriveling in red flames. The pale outline of a singer dances wildly about them, kicking at the ceiling. Shyra's companions are a Firephantom and a Mara. A white

coffin stands behind the whole group, occupied by a Vampire. The Undead pretend to share desire for blood, but Shyra wants to destroy his rivals, and they know it. In the day, these creatures attack anyone who enters. The Vampire stays in his coffin, but the others can fight.

At night, the Vampire, Mara and Firephantom leave to haunt. Only Shyra remains, and he may bargain with PCs for help in killing the other Undead, consolidating his power. The Lord of Shyrac does not know where the Vampire's other coffins are (at areas B and G). Even if he cooperates with PCs, Shyra may try to enchant them. He desperately wants to keep his Lichdom secret. The Lord may offer bribes to keep the secret, but he prefers to bend minds with his spells.

Shyra's book is a tome of spells. He also owns a golden cup with an eye inside it, floating in reddish grease. This magical device is

called a Scrying Eye and allows its owner to spy on any area he has visited with a 70% chance of success [Long Range Clairvoyance that requires a Magic Roll at -2]. The user sees the target reflected in the eye's pupil and hears any sounds in the area echoing from the cup. Shyra's treasure also contains a chest of 1000 sp, the keys to the Dungeon Tomb (see above), two emeralds worth 50 gp each, a feathered cap with a mask worth 10 sp and flowing robes worth five gp. He also owns a crystal of rock-vision, which lets the user see through 150' of solid earth for 1-20 rounds [Also a Clairvoyance effect on an END reserve that lasts 8 turns]. In combat, Shyra wields a magical saw-toothed scimitar.

L. Courtyard.

• PART IV •

• SARNA, LAND OF MASQUERADES •

Located on the northern edge of the woods above the Bay of Urulan on Jaiman, Sarna is a land free of war and dreadful monsters. Most of the countryside is composed of woods and grassy hill. A ducal family rules Sarna from a small fortress. A Spirit dominates the woods of Sarna, manifesting itself as a great tree. The Tree controls everything in the region for its own unfathomable motives. A Dragon named Rakanor also abides here, waiting for his chance to raid and to ruin the peaceful human settlements nearby.

Forests gradually give way to settlements as one goes north, and a Duke's castle is set into the woods. Those people under the thumb of the Duke have a simple government and culture. The common people obey their Lord, who manages their affairs and protects them. They speak a dialect of Zori and are descended from forefathers who lived far to the south.

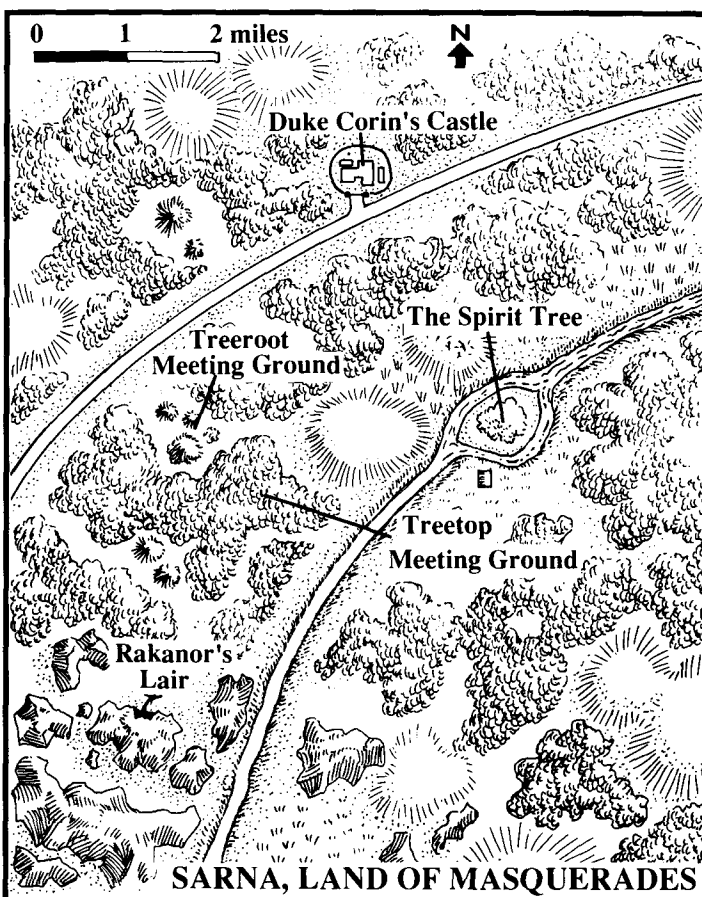
Duke Corin the Roving Eye rules here. He earned this title with his frequent romances, each new one of which Corin unsuccessfully plots to keep secret from his wife, Sharel. Despite his efforts, she knows what he is doing and seeks to punish him. The Duke ostentatiously gave his wife private apartments in the castle to appear generous — but did so to keep her from learning about his behavior.

The Duke's nephew, Naro, also disturbs the peace of the castle. Naro's father sent the boy here to keep him away from cities, with their inns and temptation. The youth likes to drink and became engaged in several melees and burglaries at his father's urban villa. He has matured and would not be interested in petty crime, but Naro now hopes to take over Corin's fief. Duke Corin knows of Naro's desire but does not wish to insult his brother by sending Naro home.

Everyone plots in the Duke's castle. The old codes of the warrior have faded to mere pageantry; struggles are rarely violent. Furthermore, the royal court is preoccupied by a secret. All the nobles practice magic and serve a secret cult of spell-users, not knowing that their rivals also belong to the sect.

The Tree Spirit organized this Magician's Circle as people wandered into its domain. Duke Corin was lost in the woods as a teenager and learned the arts of an Animist from the Spirit. After he married, his wife learned of his frequent trips to the forest and

followed him, suspecting that he was meeting a lover. While searching for him, she fell into the Tree's domain, and it drew her into the Circle. Naro met the Tree hiding after a blundered robbery. It quickly decided that he would make a poor magician, but Naro continued his studies from Rakanor the Dragon. The Duke's squires



found the Tree while hunting rabbits, and Shela, a merchant's wife who studies Illusion, read about it in an old tome. She convinced her husband to do business here so that she too could serve the Tree.

Every magician lives a double life. They pretend to be ordinary nobles in the castle and then sneak into the woods, where the Circle's Illusionist alters their appearance (see "Treetop Meeting Ground," below). At the palace these people seem haughty and distant, acutely aware of having a secret. In the forest, they are free of the burden of secrecy. Few surmise that their comrades in the Circle also have other identities. But since nobody really knows who the others are, the magicians treat each other as equals and do not argue about castle affairs.

TREEROOT MEETING GROUND

One of the magicians' hideaways lies within a dark grove of ancient trees. Roots twist together along the ground, wider than a horse's back. The wrinkled bark tendrils are woven into a hut caulked with mud. The roots cover a single chamber, lit by a magical glowing fungus, with elegant chairs arranged in an orderly circle. A polished table stands in the center. One corner contains a stove, another holds several beds. (The wizards provide these comforts for travelling sorcerers.)

A Construct guard visits this area every hour. It also comes immediately whenever anyone calls the command word, "Agantyr." When the Construct appears, it lurches forward, stands at attention for three minutes, then hides under a root if not given orders. The being appears to be a suit of clothing pulled over plate mail, with thongs wrapped around each joint. Both arms end in wicked blades.

A bandit named Nain lives under another root, taking care of the meetingplace for the magicians. Nain convinced Naro to watch for sentries during a robbery. After guards caught them, Naro's father banished his son to live with Duke Corin and condemned Nain to the dungeon. Several months ago, Naro visited his father's court and managed to free Nain with the aid of magical spells. The knight asked his old companion to maintain this forest hideout for "magicians and wayfellers." Naro added that he would pardon Nain when he became Duke.

Nain wears a black cape and pointed cap, making him look quite wizardly. Although he dislikes servitude, Nain considers it necessary. He does not realize that Naro is also Vann, but he knows that the knight has some connection with magic and a Dragon (see "Rakanor's Lair," below).

Nain greets visitors politely, inviting those who serve the Circle to sleep in the meetingroom; others may find a root overhang. He gravely warns them that a Construct stalks the area, not mentioning that it obeys him. He may add, "Thank the Essence, this monster can be tamed." The caretaker wants to trade PCs a striped rock, which he claims is a charm to keep the Construct away. Since Nain has no place to spend money, he cares not for gold, but would be interested in a weapon or a magic item. If PCs buy the rock, he will contain the Construct. Otherwise, he orders the monster to terrorize them.

TREETOP MEETING GROUND

One could walk under this meetingground without knowing it. It is set fifty feet up on the branch of a massive pine tree, hidden by short leafy poplars below. There is a small shelter on the branch, covered by needles. It only contains one room with the brown, patterned bark for a floor. Neighboring trees thrust their branches through the room, pushing furniture aside. Most magicians come here first when they arrive in the forest.

A sorceress lives in the tree-house and disguises each guest. She is always here in the day, but at night there is a 40% chance that she

will be unavailable for 1-10 hours. When the sorceress first returns, she is tired and worried that her latest excuse for disappearing will not be believed. Over time she becomes perky and begins to tease. Cybillia the sorceress is a young woman, with shadowy hair falling about her oval face. She wears a magical cane band under her gold wedding ring (worth 100 gp) and carries a bronze dagger. The sorceress tells nobody the truth about where she goes. Cybillia is actually a rich merchant's wife (see F at "Duke Corin's Castle") who loves the study of wizardry and comes here to pursue it. She owns several leather-bound books on the role of delusionary thought in controlling essence. Cybillia may be the most dedicated sorceress in the Circle. Although the others amuse her, she occasionally sighs and wishes that someone wanted to seriously research arcane lore. Her husband knows nothing of her talents.

Cybillia may be the most important magician in the society because she does not meet any of the magicians in their ordinary lives. Therefore, they trust her to disguise them.

Several trees jut up through the canopy into the building, and their leaves form a curtain around Cybillia's "closet." She forbids anyone to enter. A carpet of leaves on springy young branches serves as the floor. Anyone sneaking in risks a fall (see below). Cybillia walks into this room by holding a secure branch above. The closet contains clothing of every sort, including the ordinary clothes of all nobles who are currently in their magician costumes. Thieves can find 100 bp, 14 sp and 11 gp by picking pockets. Cybillia's books would be worth 20 gp to an Illusionist, for they can halve the time needed to research an Illusionist magical item.

When attacked, Cybillia likes to use Displacement, a fifth-level spell from the Guises spell list. This makes her appear to be standing a slight distance from her actual position, on an unstable branch. Enemies who move in for an attack her must make an *Extremely Hard* (-30) maneuver roll [Dex Roll -3] or fall.

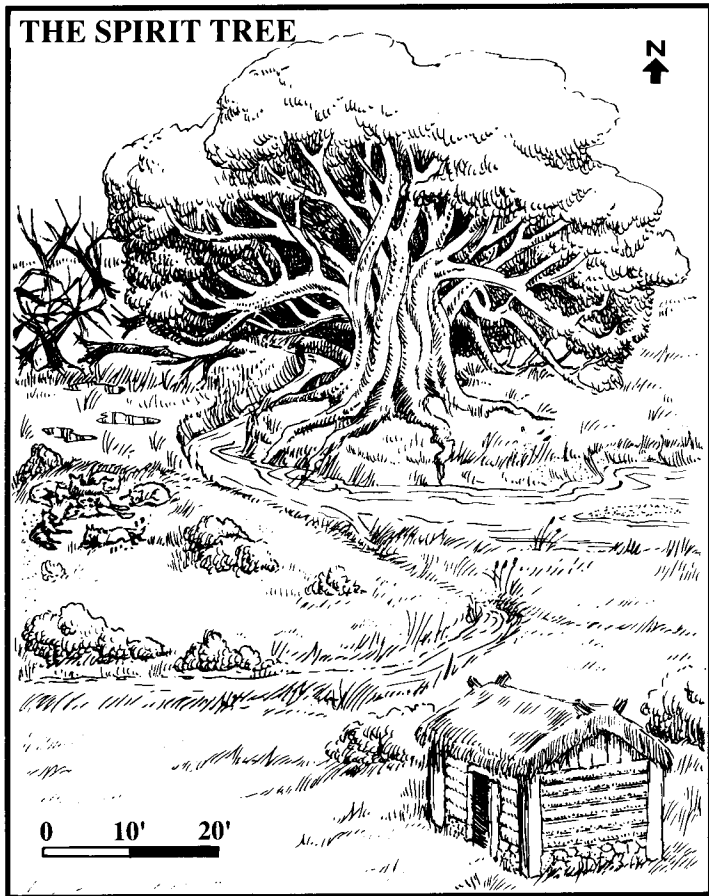
Characters who enter the "closet" must make a *Very Hard* (-20) moving maneuver [Dex Roll -2] to catch a branch before falling. If they have been warned about the floor, this check automatically succeeds. Anyone who falls from the treehouse takes damage as if attacked on the Fall/Crush table by something with an OB of 50 [Damage from falling (6D6N)]. This represents striking both the ground and several tree limbs on the way down.

THE SPIRIT TREE

The Circle was founded around a marsh. Water collects in this sunken area, forming puddles and islands black mud which contrast with white roots. One huge tree dominates the whole swamp, split into dozens of trunks. At any given time, each of this swamp's attendants, Crissa and Ander, has a 60% chance of being present. Crissa appears to be tall and dark-haired, with some traces of gray and a sagging stomach, tightly restrained by a girdle. (She is actually Sharel, the Duchess. The Duchess intentionally mars her beauty in the form of Crissa, with the egotistical thought that nobody could ever recognize her in an ugly disguise.) Ander takes the form of a plump, smiling man with wild brown hair. (He is the Duke. Neither realizes who the other is.)

Crissa and Ander treat their duty to the Tree with reverence. They believe that the Tree contains the unborn spirit of the greatest magician the world. According to them, he will live many lives in the form of this Tree and the creatures beneath it. They refer to the Tree as "The-old-one-who-shall-be-young" and make offerings to it by pouring milk on the Tree's roots.

The Spirit of the Tree is a unique creature, with no ties to humanity. It can control in trees and animals, animating them with its alien desires. The Spirit communes with sorcerers because they



seem so strange and naive. The more venal a character is, the better this Spirit enjoys him. The Spirit speaks only Kugor, the tongue of dragons, and Kuskaruk, a lost language of wizardry, but characters can communicate with it by casting telepathy spells. They could also use magic which allows one to talk with animals or plants at the same time it does. The Spirit centers on a huge rotting tree which overhangs a swamp.

Encounters with the Spirit are described below:

A. Tree. A mass of gray trunks drapes over the muddy ground. This is an Awakened Tree, although it is not evil. The Spirit can speak through the rustling of its leaves and move its branches like arms. Characters lose all sense of time beneath the Tree's limbs. When they emerge, they find that they spent ten times as long in the swamp as they believed. Over time, one becomes used to this effect and learns to overcome it. Crissa and Ander always know exactly how long they have spent under the Tree.

B. Gully. A muddy ditch runs under the Tree's roots, with brown water flowing through, broken by little sandbars. Mists rise from it. The water is warm, heated by the power of the spirit, so that a school of fifty piranha can live there. These creatures are under the mental domination of the Spirit and attack upon command of the Tree.

C. Hill. This leafy hill rises above the rest of the swamp. Eight wolves sit curled on it, under the control of the Spirit. If anyone injures the wolves, the Tree Spirit is infuriated and will avenge the injury.

D. Fallen Logs. Dead trees litter this slope. Characters must move at half-speed in this area.

E. Shelter. Crissa and Ander sometimes seek refuge in this hut.

The Spirit occasionally becomes hostile; it wants no one to become too dependent on it. Each time characters go into its swamp there is a 5% cumulative chance (10% second time, 15% third time, etc.) that it decides to drive them out. The Tree rumbles as they enter, branches flailing as if in wind. Blinding mist fills the air. All the creatures attack, and the Tree refuses to grant favors or information. The Tree takes 1-10 days to finish this black mood and become helpful again. Ander and Crissa blame the party if the Tree becomes hostile while PCs are nearby. They ask PCs what happened to anger it and demand that they atone for the crime by offering milk or valuables to the Spirit.

RAKANOR'S LAIR

A vast stone split in half towers above the trees in this region, forming a great gap. Rakanor the Fire-Drake nestles in the rocky chasm. His huge scales are gray tinged with fiery orange, like coals about to burst into flame. Ten years ago, he flew into this land, seeking new conquests. He hoped to pillage the countryside, drive Duke Corin from his castle, and build a nest of treasure in the ruins. Then he learned of the nearby magicians and their Tree. Rakanor immediately loathed the Tree. He did not know its powers but assumed that it would wield the essence of cold and water, the banes of every Fire-Drake. He felt sure it would never let him rule in peace.

PCs may beg Rakanor for magical knowledge, although few could learn much from his arrogant explanations. He never forgets that he is a noble beast and his students are but fools, unworthy of wisdom. After the lesson Rakanor demands money. He may send a party to destroy the Tree but will only entrust this task to powerful agents who can cope with magic and the supernatural. If PCs fail to pay, Rakanor hunts their party by air and withers them with flame.



RAKANOR

A human who calls himself Vann studies under Rakanor. (He is actually Naro, the Duke's would-be usurper nephew in disguise.) Vann appears to be a pot-bellied bald man and chews on a quill while he talks. He has a 40% chance of being present at any given time. Vann once hoped to learn enough magic to overthrow his Duke. However, the knight finds Rakanor so confusing that he no longer thinks he has an aptitude for sorcery. Vann now hopes to lure Duke Corin into the forest, take him to the Tree and leave him in the enchanted marsh where time flows strangely. While the Duke lingers, Rakanor is to swoop over the palace, horrifying the populace. Then Naro will tame the Dragon with but a word, appearing as a savior. By the time Corin returns, Naro hopes to be crowned Duke. The plan has two flaws: one, the Dragon would have no use for Vann and would roast him without a thought; and two, Corin would not be confused by the Tree's magic.

Three other jester-magicians study under Rakanor occasionally. There is a 20% chance that they will be here at any given time. (They are actually Duke Corin's squires.)

Rakanor's bed conceals 1,000 gp and 20,000 sp., much of it hidden in rock crevices. The Dragon's hoard also contains six magical slates with valuable lore carved on them, worth 50 gp each.

DUKE CORIN'S CASTLE

The Duke's castle sits on a knoll at the edge of the forest. Dark alders blend with birches and gray poplars, screening the Tree Spirit's forest. A road leads off east to more settled lands. This castle is a set of pastures and one-story buildings surrounded by a ten-foot-high stone wall. Cows graze within the walls. The mansion is built with two wings, one for the Duke and the other for his wife. A dining hall and servants quarters join the two.

The following encounters are keyed to the map.

A. Great Hall. These are the castle's dining rooms and servants' quarters. Duke Corin has thirty servants and hired craftsmen.

B. Ladies' Chambers. The Duke provides a private chamber for his wife and other noblewomen. Sharel's dresser conceals a secret door which leads outside the castle. The Duke's wife crawls through this exit when visiting the Magician's Circle.

Three ladies-in-waiting work in these rooms, weaving and talking. Prelladorl, Herla and Paschenta praise their Duchess lavishly, forbidding their mistress from doing any strenuous work.

There is a 40% chance that Lady Sharel will be here at any given time. As the Duchess, Sharel appears slim and blond. The duchess owns a silver mirror worth 10 gp, two crystal vials of an enchanted facial wash worth 100 gp each, and three golden coiled bracelets worth 20 gp each. Her golden hair-net is worth five gp. Sharel is brusque, even with other nobles, because magic impresses her more than birthrights. Sharel believes that Naro is the only other magician in the castle and treats him with respect. Naturally, Sharel conceals her magical talent.

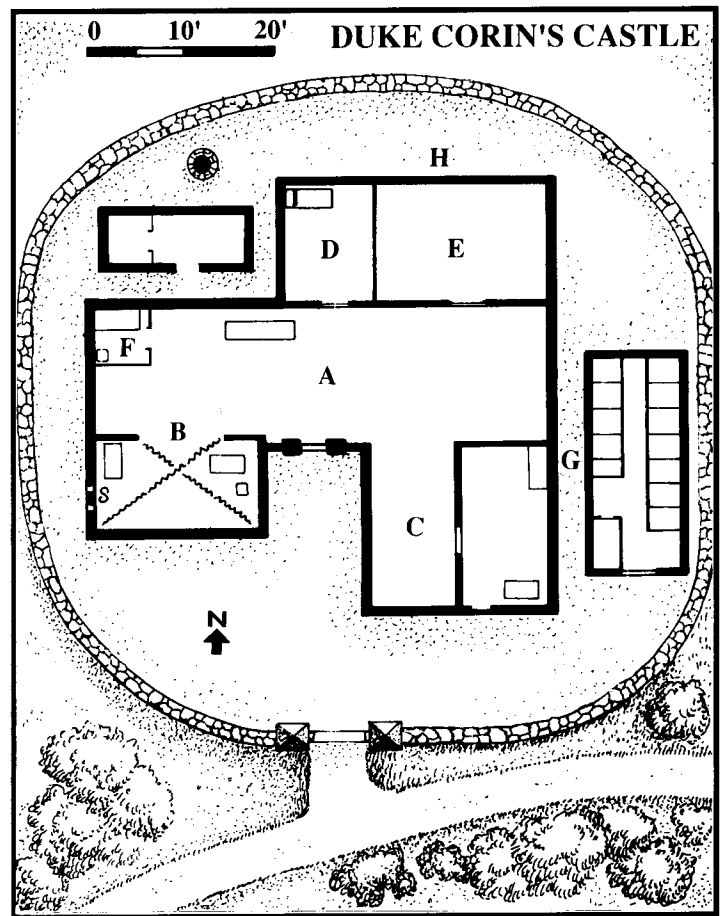
A servant boy with long blond hair stands outside these chambers. He shouts for help if prying men go inside, but actually he is there to watch Lady Sharel. Whenever she emerges from her quarters, he slips away too and walks past Duke Corin's room, idly rapping his brass ring against the metallic candlesticks which line the hall. This warns the Duke that his wife is abroad, and he must be on guard. The boy is lively and fresh, knowing that his master will not allow him to be punished. He wears a fine doublet worth 50 bp and carries three sp in one pocket.

C. Ducal Apartments. Sixteen silver candlesticks worth one gp each line the hall outside Duke Corin's bedroom. He never lights them, preferring a dark, romantic atmosphere. Duke Corin is a clean-shaven, pale man, quiet and cautious, but he cannot resist a

pretty face. Since he neglects physical training but also must conceal his sorcery, Corin appears rather soft.

Corin indeed has a very favorite lady-of-the-household: Astel, an energetic redhead. The Duke used to watch Astel milking cows outside his window; now she boldly enters his chambers, except when Sharel is present. Then Corin hustles her out a window. The two tease each other. Astel calls the Duke a "puffing coward" and derides his timidity. The only other person she so scorns is Naro.

The Duke is here 40% of the time. He vanishes frequently and spends whole days gone, attending the Spirit Tree. Everyone else in the castle assumes he is with Astel and discreetly avoids mentioning his absence. Astel cannot discuss the mystery with others; there is no legitimate reason for a milkmaid to know where the Duke may be.



Duke Corin owns a suit of filigreed plate armor, although he can barely move in it. He hides the key to his vault (see H) in the armor's toe. A carefully crafted sword with a scalloped hilt goes with it.

D. Naro's Apartments. Naro lives in a barnlike room of wood beams. He wants to seem like an ordinary soldier so the garrison will like him because he will need the support of the castle guards in any attempt to seize power. However, although he eats their rations and lives here, Naro does not associate with the lesser knights. He spends most of his time on "hunting trips," studying with Rakanor. Naro takes a bow when he goes, but he handles the weapon clumsily.

E. Garrison. Thirty lesser knights and men-at-arms sleep here. They keep their spears, longswords and heavy crossbows on nails in the wall. These warriors suspect that Naro would run from any real battle. Duke Naro's three squires live here too, 80% of the time. They amuse the troops with sleight-of-hand under the name, "The Brothers Three." They like keeping their magic source secret.

F. Merchant's Quarters. A merchant named Faron lives in Duke Corin's castle. This man serves as a purveyor, buying expensive items from abroad. There is a chest of 500 cp and 20 sp in his room. Faron does not get much business, for the Ducal family never seems to be present when he wants to arrange a purchase. The merchant dislikes this castle and its people. Faron is married to a woman named Shela. He insists that she stay locked in an inn room far from the castle, away from Duke Corin. Shela does not object. Although Faron does not know it, his wife belongs to the the Magician Society (see "Treetop Meeting Ground"). During the day, she magically undoes the latch, closes it behind her, and leaves the inn to serve the society. She returns at night, should her husband visit. There is a 60% chance that she will be in the inn after dark.

G. Barnyard. The Duke's serfs keep cattle here, within the castle walls. Ten cows and a bull graze directly outside the duke's window.

H. Treasury. The Duke's vault is artfully concealed under a dung-heap. It is made of six-inch thick steel and fastened with a padlock. The chest contains 1000 sp and two gold ingots worth 10 gp each. Although this area looks unguarded, the garrison at E watches the area from their window and will hurry to capture anybody who disturbs the vault. The lock on the vault is *Absurd* (-70) to pick [Lockpicking at -5].

ADVENTURE SCENARIOS

The party might come here seeking magical lore or to join the cult of the Tree Spirit. They would quickly become involved in the NPCs' plots. If they stay in the Duke's castle, their entanglements will become even more convoluted as they meet the same characters twice, assuming them to be different people. PCs might anger Ander in the woods and then wonder why Duke Corin treats them so coolly. They could injure Vann, only to see Naro limping later. Some PCs might try to blackmail nobles, threatening to reveal their secret identities. Or PCs might take on alter egos of their own to protect everyone's privacy.

Adventurers can pass through this region on their way elsewhere. If they meet Duke Corin, he could become infatuated with a female PC. Parties which encounter Rakanor may hope to slay the Dragon in typical heroic fashion, only to learn that he has allies in the Duke's court. The Duke's castle also presents opportunities for thieves and charlatans.

PART V

• TABLES AND CHARTS •

1 • MASTER NPC TABLES

ROLEMASTER NPC TABLE							
Location/Name	LVL	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob
Still Trying							
Malchek	3	55	1(10)	N	N	40MCl	—
(Ghost) Malchek drains 3 Con points per round from everyone within 10'. He can only be damaged by magic weapons and cannot be killed except by burying five members of his crew on the island. For his MS/AQ, use the values given for the Ghouls in the Rolemaster Creatures Table, pg. 30.							
The Refuge							
Valdich	8	105	1(30)	N	N	100ls	100sb
Valdich is a human fighter, and wields a magic longsword +15. SD 70, Co 90, Ag 70, Me 66, Re 60, St 98, Qu 50, Pr 100, In 50, Em 58.							
Assandra	9	65	1(60)	N	N	55ss	40sb
Assandra is a magician and knows the spell lists Invisible Ways, Spirit Mastery, Lofty Bridge, Light Law, Wind Law, Water Law, Lesser Illusions, Detecting Ways and Essence Hand all to 10th level. In combat, she uses Leaving and Invisibility (I) to conceal herself and Valdich. SD 50, Co 50, Ag 90, Me 56, Re 60, St 40, Qu 100, Pr 95, In 70, Em 78.							
Whale Town							
Leata	10	95	6(30)	N	N	115ss	115sb
Leata, a human fighter, wears a leather coat and carries a non-magical short sword +30. SD 57, Co 90, Ag 50, Me 56, Re 60, St 90, Qu 80, Pr 60, In 50, Em 58.							

Location/Name	LVL	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob
V'or	21	100	1(60)	N	N	120da	70sb
V'or is a Merman astrologer. Gems on his waistcoat give him a +40 on DB and act as a +2 channeling spell adder. He also owns the compass of the Daruni Olkanin. He knows the following spell lists: Time's Bridge, Way Of The Voice, Holy Vision, Far Voice, Starlights, Starsense, Lofty Bridge, all to level 20, Lofty Movements, Physical Enhancements, Detecting Ways, Essence Hand, Lesser Illusions, Elemental Shields, Weather Ways, Detection Mastery, Locating Ways, Rapid Ways, all to level 10. SD 57, Co 90, Ag 80, Me 96, Re 90, St 90, Qu 99, Pr 70, In 70, Em 88.							
Typical Sailors	3	45	6(30)	N	N	60cl	60cl
Typical Citizens	0	20	1(10)	N	N	10da	10da
The Worst Weather							
Luco	7	25	1(5)	N	N	65da	—
Luco is a sorcerer and knows the following spell lists: Mind Destruction to fifth level and Gas Destruction, Solid Destruction, Flesh Destruction, Fluid Destruction, Weather Ways, Lofty Movements, Spell Defense, Barrier Law, Lesser Illusions, all to level ten. In hand-to-hand combat, Luco wields a magical dagger +25. SD 47, Co 90, Ag 50, Me 56, Re 90, St 90, Qu 80, Pr 20, In 50, Em 98.							
Pirates (250)	3	35	6(30)	N	N	50ss	50lcb
Shinh Town (Bahrame)							
Citizens (5332)	0	20	1(10)	N	N	10da	10da
Sailor-guards (500)	3	45	6(30)	N	N	60cl	60cl
Kura	5	50	1(25)	N	N	75ls	75sb
Pieto	7	95	1(40)	N	N	95da	95sb
The Exalted King is a human fighter. Pieto can obtain any sort of armor or weapon but carries only a curved dagger with two rubies in its handle and a magic bonus of +20. SD 57, Co 90, Ag 70, Me 76, Re 60, St 90, Qu 90, Pr 99, In 80, Em 70.							
Fa	1	25	1(60)	N	N	35ls	35sb
Treat Fa as a human fighter. SD 67, Co 70, Ag 60, Me 66, Re 90, St 60, Qu 90, Pr 90, In 50, Em 68.							
Avich	2	35	1(60)	N	N	47ls	47sb
Avich belongs to the fighter class. He wears a ring which adds 30 to his defensive bonus. SD 37, Co 80, Ag 60, Me 76, Re 70, St 65, Qu 80, Pr 50, In 70, Em 71.							
Vayshu	10	60	1(30)	N	N	90ls	70sb
Vayshu is a thief. SD 40, Co 50, Ag 70, Me 60, Re 65, Qu 95, Pr 70, In 60, Em 56.							
Arga-Ast (The Asylum)							
Drunk	1	25	1(30)	N	N	35ss	35sb
Outlaw	3	35	1(25)	N	N	45ss	40sb
Killer	7	95	1(30)	N	N	95ls	95sb
Sten	8	75	1(50)	N	N	95ls	95sb
The Gold Mine							
Traver	5	35	5(35)	N	N	60ss	50sb
Traver wears a leather jerkin and carries a short sword. SD 60, Co 60, Ag 50, Me 66, Re 70, St 48, Qu 98, Pr 65, In 50, Em 58.							
Stragrat's Surgery							
Stragrat	20	85	1(25)	N	N	60da	—
Stragrat is a Lay Healer/Evil Mentalist. His apron acts as a Cape of the Black Hand, which projects a 20' radius circle of darkness once per day. This penalizes all melee attacks by -75 and missile attacks by -100. The wearer can see through it easily and suffers no penalty. Stragrat also carries a mirror which acts as a x2 spell multiplier for Mentalists. He knows all Evil Mentalist base lists, all Lay Healer base spell lists, and Mind Attack to 20th level, and the following lists to 10th level: Mind Control, Presence, Delving, Attack Avoidance. SD 95, Co 60, Ag 70, Me 76, Re 75, St 48, Qu 98, Pr 25, In 70, Em 48.							
The Traders							
Merchants	1	20	13(25)	N	N	—	—
Griselda and Son							
Gorg	1	50	10(30)	Y20	N	65sp	25sb
Gorg is a Giant fighter. He wears a collection of leather plates for armor and carries a wooden shield with a DB of 20 vs. melee weapons and 10 against missiles. SD 50, Co 100, Ag 50, Me 66, Re 60, St 100, Qu 88, Pr 15, In 45, Em 39.							
Griselda	3	250	11(50)	N	N	85fl	90LCr
Griselda causes triple damage with her flail. She can throw boulders 300' with an OB of 90 which causes damage on the Large Crush table. She takes no damage from fire attacks but double from cold or water attacks. The Giantess can cast spells from the Fire Law list up to sixth level, with 12 power points per day. SD 60, Co 100, Ag 65, Me 75, Re 60, St 100, Qu 78, Pr 30, In 60, Em 50.							

Location/Name	LVL	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob
II. THE FAST OF GIMGULSH							
Gimgulsh	15	155	17(40)	N	N	150ba	140sl
Gimgulsh is a fighter who wields a magical battle axe +25 and wears a bronze breastplate. He also carries a sling. SD 50, Co 98, Ag 80, Me 76, Re 70, St 98, Qu 94, Pr 65, In 50, Em 58.							
Joran	2	20	1(15)	N	N	35da	30sb
Joran is a thief. SD 50, Co 55, Ag 90, Me 56, Re 50, St 48, Qu 90, Pr 55, In 50, Em 48.							
Hador	15	90	1(20)	N	N	55da	20sb
Hador is an animist and carries a vial of seawater which acts as a x2 spell multiplier. He knows the following spell lists: Natures Movement, Plant Mastery, Animal Mastery, Nature's Lore, Nature's Protection, all to 20th level; Weather Ways, Concussion's Ways, Purification, Spell Defense and Barrier Law to 10th level. SD 60, Co 70, Ag 70, Me 100, Re 70, St 88, Qu 58, Pr 65, In 99, Em 78.							
Vicor	3	15	1(20)	N	N	25da	—
Vicor is a cleric. He knows the spell lists Channels, Summons and Protections, all to 10th level. SD 70, Co 60, Ag 50, Me 96, Re 60, St 58, Qu 68, Pr 65, In 85, Em 39.							
III. NIGHT COMES SOON (SHYRAC)							
Abeia	0	21	1(20)	N	N	25ss	25sb
Abeia isa zero-level fighter and could still adopt some other class. SD 70, Co 55, Ag 60, Me 76, Re 70, St 48, Qu 90, Pr 85, In 60, Em 53.							
Ann	0	20	1(20)	N	N	25da	25sb
Areer	5	20	1(20)	N	N	20da	—
Areer is an illusionist and knows the spell lists: Living Change, Sound Molding, Illusion Mastery and Living Change, all to 10th level. He carries a magnifying lens which acts as a x2 spell multiplier. In an arrest, Areer uses silence (from Sound Molding) and Shrink (from Living Change) to hide the victim. He is under the effects of a Master Of Kind spell from the Spirit Mastery closed essence spell list. It will not wear off because of Areer's willingness to be dominated. SD 50, Co 60, Ag 60, Me 76, Re 80, St 40, Qu 99, Pr 85, In 60, Em 71.							
Citizens (2500)	1	25	1(30)	N	N	25da	25cl
Constables (5)	2	35	13(30)	N	N	45bs	45sb
Obaar	1	20	1(30)	N	N	25da	25sb
Robere	1	25	1(30)	N	N	50ha	10sb
The Well							
Bandits (3)	2	40	15(30)	N	N	60ma	60lsb
The Dungeon Tomb							
Guard	2	34	13(30)	N	N	50bs	50lcb
Thieves	1	15	1(15)	Y	N	20ss	(unarmed)
Shyra Castle							
Belgi	1	30	1(30)	N	N	25ss	25sb
Guards (40)	3	45	16(30)	N	N	60cl	60sb
Servants (100)	1	25	1(30)	N	N	25da	25cl
Veear	5	65	3(30)	N	N	80ss	80sl
IV. SARNA, LAND OF MASQUERADES							
Treeroot Meeting Ground							
Nain	3	28	1(15)	N	N	45cl	40sl
Treetop Meeting Ground							
Cybillia	10	40	1(20)	N	N	20da	—
Cybillia's bronze dagger has a nonmagical bonus of +5. Her cane ring acts as a x2 spell multiplier for Illusionists. She is an Illusionist and knows the following spell lists: Guises, Unbarring Ways, Essence Hand, Mind Sense Molding, Illusion Mastery, Rune Mastery, Essence's Perceptions, Spirit Mastery, Spell Reins, Lofty Bridge, Detecting Ways, Delving Ways, all to 10th level. SD 60, Co 85, Ag 60, Me 76, Re 98, St 48, Qu 98, Pr 95, In 50, Em 98.							
The Spirit Tree(Note: you will find the Tree Spirit's stats in the Master Creatures Table which follows.)							
Ander	7	45	1(20)	N	N	40da	10sb
Ander is an Animist who knows the following spell lists: Barrier Law, Lofty Movements, Nature's Law, Nature's Protection, Herb Mastery, Nature's Lore and Nature's Movement, all to 10th level. He communicates with the Spirit by casting Animal Tongues at the same time it does. SD 30, Co 55, Ag 60, Me 76, Re 58, St 48, Qu 58, Pr 85, In 90, Em 50.							

FANTASY HERO MINOR NPC TABLE

Name	STR	DEX	CON	BOD	PRE	tPD	rPD	tED	rED	SPD	REC	STN	OCV	DCV	Damage	Move
Bandits	13	11	13	11	15	10	(6)	9	(6)	2	6	28	6	1	1D6+1k w/Mace	7"
Notes: also use Medium Bow, -1/3"R Mod, 1D6kDam, 1-1STNx, STR Min=11																
Belgi	15	11	13	12	13	3	0	3	0	2	6	28	4	4	3D6N (unarmed)	7"
Boy	8	10	8	6	8	2	0	2	2	4	14	3	3	1	1/2D6N (unarmed)	6"
(unarmed)																
Citizens	10	10	10	10	10	2	0	2	0	2	4	20	3	3	(2D6N) unarmed	6"
Constables	12	11	11	11	13	9	(6)	8	(6)	2	4	25	6/+	1	1D6k	7"
w/Broadsword																
Faron	13	11	11	11	13	5	0	3	0	3	6	30	5+	4	1D6+1k	6"
w/Broadsword																
Forest Giants	60	17	38	30	45	25	5	16	4	3	20	78	5/-	6		13"
Dam: 5D6k w/Giant Axe; Great Bow-1/8"R Mod, 4D6kDam, 1-1STNx, STR Min=49																
Notes: 1 lvls Size Increase; Magic Use: Nature (Druidical) spells up to 58 Active Points																
Giants	60	7	38	30	45	25	5	16	4	3	20	78	6	6		13"
DAM: (15D6N) w/Great Mace, Great Bow: -1/8R Mod, 4D6kDam, 1-1STNx, STR Min=49																
Notes: 2 lvls Size Increase, Magic Use: Nature (Druidical) spells up to 50 Active Points																
Griselda	58	14	38	29	43	27	5	17	4	3	20	74	6/-	5	5D6k w/Flail	11"
Notes: 2 lvls Size Increase; 3/4 Resistant Damage Reduction vs/fire																
Magic Use: Fire spells up to 45 Active Points; double damage from ice or cold																
Guard	13	11	13	12	13	10	(6)	9	(8)	2	6	28	6/+	1	1D6+1k	
w/Broadsword																
Kura	12	14	10	10	13	5	0	3	0	3	5	25	8/+	5	1+1D6k	7"
w/Broadsword																
Merchants	13	11	13	11	13	8	(4)	7	(4)	2	6	26	6	2	1D6+1k	6"
w/Broadsword																
Nain	13	14	13	11	13	4	0	3	0	3	6	28	6	5	(4D6N) w/Club	6"

2 • MASTER CREATURES TABLES

ROLEMASTER CREATURES TABLE								
Creature	SZ	Hits	AT	DB	MS	AQ	LVL	Attacks
Amon (ghost)	M	55	1	40	MF	MF	3	40MCI
Amon drains three Con points per round from everyone within a 10' radius, whether he wants to or not.								
Ants	T	1	11	30	IN	VF	0	0TPi
Bull	L	150	4	10	MF	MF	4	50MHo/60LBa/70LTs
Cats	S	60	3	60	VF	VF	3	30MCI/20SBI/Both40
Cow	L	100	3	5	MD	MD	3	25MHo/30LBa
Construct	M	150	20	0	VS	MD	3	60sp/60sp
The Construct also fires darts from its mouth with an OB of 60, at a rate of one per round for a range of 4'-6'. It cannot use darts in melee.								
Eels	L	65	3	30	FA	FA	4	70LBi
Firephantom	M	90	1	50	FA	FA	5	50 OB fireball
Firephantoms cannot be hurt by non-magical weapons, but cold and water spells cause double damage. Fire does not damage them, but they can be killed forever by immersion in water. These creatures can immolate themselves in a 50 OB fireball.								
Forest Giant	L	250	11	35	FA	MF	7	80ma/100lb
Forest Troll	L	190	11	10	MF	MD	6	70LCI/60LBI/see below
The Troll can throw stumps 100', with an OB of 50 and damage on the Large Crush table. It is at -50 when exposed to sunlight.								
Gargoyle	M	80	16	35	MF	FA	5	60LCI/40MBi/50lasso
Ghouls	M	25	4	10	SL	MF	1	25SBA/30SCI
When ghouls score a critical, they may make an extra 10SBI attack. They have a grappling statistic of 50 and use the M grappling critical table. A character being held underwater may hold his or her breath for one second per point of Constitution. After this period, (s)he takes 1-10 points damage per round. Thirty percent of the wounds these ghouls cause become infected.								
Giant	L	240	4	20	FA	FA	7	50LGr
The giant will attack with an 80LCr in the next round if he scores a critical with his grapple.								
Gnomes	S	50	3	20	SL	MD	5	20ss/15lcb
Guard-Beast	L	240	11	40	BF	VF	12	80HCl/60LBa/90LBI
Hodhedhel	M	90	4	50	MD	MF	7	130ma/120sc
Horses	L	150	3	40	MF	VF	6	70MCR
Jellyfish	T	2	1	30	IN	IN	0	see below
The touch of a jellyfish inflicts 1-10 hits.								
Kahk	SL	300	20	30	MD	SL	15	120SLPi Giant Turtle
Lead Wolf	M	130	3	30	FA	FA	4	65MBi
Mara	M	70	1	30	FA	FA	2	special
The Mara causes nightmares, removing all beneficial effects of rest from sleepers in a 10' radius. The victims get a Resistance Roll at -30. Only magic weapons can damage him. He drains two Con points per round from everyone in a 10' radius who fails an RR.								
Monkeys	M	65	3	30	MD	FA	4	30MBi/40SGr
When monkeys achieve a critical, their next bite is made at an OB of 60.								
Nucklelavee	L	150	3	30	MF	FA	5	40MBa/70LTs
If a Nucklelavee achieves a critical, it continues to use 30MGr and 90MCR.								
Piranha	T	8	1	50	FA	FA	0	0TPi/10SPi(6)
Pegasus	L	150	3	40	VF	FA	6	50MBa/60MTs
On any round that the Pegasus scores a critical she can also make a 40MBi attack.								
Rakanor	L	340	12	70	BF	VF	20	70HBI/120HCl/80HBa/50HHo
(Dragon) Rakanor can breath fire once per minute, up to 50 times per day. He has an OB of 80 for this attack, which should be treated as a fire bolt with a range of 500' or a cone 300' long and 100' at the base. He can also cast the Fire Law and Spell Reins lists with 24 power points per day. This Dragon has wings and can fly. In addition to his other magical powers, Rakanor is a 20th level magician who knows the following spell lists to the 20th level: Rune Mastery, Spell Wall, Wind Law, Fire Law, Spell Reins Lesser Illusions, Spirit Mastery, Invisible Ways, Elemental Shields, Physical Enhancement. He knows the following spell lists to the 10th level: Ice Law, Earth Law and Light Law.								
Sharks	L	150	4	20	FA	FA	5	110LBI
Shyra (lich)	M	160	18	75	SL	VF	20	70sc
The mere sight of Shyra unrobed causes fear. His touch delivers a Cold Bolt (+50) and drains five Con points per round (-20RR). He knows the following spell lists: Spirit Mastery, Spell Reins, Lesser Illusions, Delving Ways, Rune Mastery, Spell Enhancement, Dark Summons, Dark Contacts all to 20th level; Dispelling Ways, Physical Erosion, Matter Disruption, Darkness, all to 10th level.								
Starfish	T	5	8	30	IN	SL	1	40TiGr/30TiPi
Starfish inject a second level nerve poison with each hit.								

Creature	SZ	Hits	AT	DB	MS	AQ	LVL	Attacks
Tigress	L	190	4	30	FA	VF	7	75LCI/90MBa
If the tigress scores a critical, she also uses a 110LBI attack.								
Tree	L	200	11	0	—	MD	5	60LBa(x3)/50LGr
If the tree scores a critical, it makes an extra 60LCr attack. Whenever it inflicts damage, it also injects spinewood venom, which can be treated as a level five poison. On a Mild or Moderate result, it causes convulsions and a -50 on maneuvers. A Serious result causes blindness, and an extreme result causes death.								
Tree Spirit	L	500	11	0	—	MD	15	80LBa(3x)/70LGr
On any round that the Tree achieves a critical, it also makes a 60LCr attack in the same round. When it is hostile, all creatures within 20' must make an RR or suffer feelings of despair. Because of the Spirit within it, this Tree can cast one hundred power points per day from the following spell lists, with no limit on level: Weather Ways, Barrier Law, Calm Spirits, Creations, Disease, Curses, Detection Mastery, Nature's Law, Animal Mastery and Plant Mastery.								
Vampire	M	110	1	100 VF	BF	10	90da	
A Vampire uses a 70MBi attack the round after he scores a critical. It casts all Evil Mentalist base spells to 10th level, its bite drains 20-30 hits and its touch drains 2-4 Con points (-15 RR). Victims become lesser Vampires under its control. Only magic weapons, silver weapons, cold, electricity and puncture criticals from wooden weapons can damage it. It may change form to a bat, wolf or cloud of mist at will. This Vampire tries not to kill its victims, draining 20-30 hits of blood and leaves to return another night.								
Viper	Ti	15	1	30	SL	VF	1	20SSt
Vipers inject lvl 2 muscle poison.								
Vulfen	M	55	3	35	MD	MD	3	60 Melee/40 Missile/50MCI(2x)
Werebear	M/L 250	8	40	FA	FA	8110MBa/90LGr/75LCI		
After scoring a critical, Werebears may also use an 80MBi in the same round. Each time they bite a victim, there is a 10% chance that he will contract lycanthropy.								
Wereboar	M	120	4	40	MF	FA	6	70MHo/70MBa
After scoring a critical, Wereboars may also use a 60STs in the same round. Each time they bite a victim, there is a 20% chance that he will contract lycanthropy.								
Werewolf	M	150	4	50	VF	VF	7	70MBi/30Scl (2x)
Wolves	M	110	3	30	FA	FA	3	65MBi

FANTASY HERO CREATURES TABLE

Location/Name	STR	DEX	CON	BOD	PRE	tPD	rPD	tED	rED	SPD	REC	STN	OCV	DCV	Damage	Move
Bull	35	18	28	23	20	18	3	13	3	3	15	55	9	6	3x1D6k	15"
Notes: 1 lvl Size Increase																
Cow	30	10	23	20	15	14	2	8	1	2	12	47	3	3	2x1D6k	12"
Notes: 1 lvl Size Increase																
Dogs	13	15	13	8	13	4	0	2	0	3	6	22	5	5	2x1/2D6k	7"
Eels	10	17	10	12	15	5	0	3	0	3	6	26	8	8	2x11/2D6k	7"
DAM: touch does 8 dose of Blast																
MOVE: 10" Flight, 1/2 DCV while flying, may hover																
Notes: Automaton, Noncorporeal, Double damage from cold and water-based attacks																
Forest Troll	30	15	23	18	45	25	5	16	4	3	20	78	6	6	(15D6N)	13"
Notes: 2 lvls Size Increase, half CV when exposed to sunlight																
Forest Troll	30	15	23	18	35	12	5	6	0	3	11	45	5	9	see below	9"
2x1 -1/2 D6k bite or claw; 3D6-1k at -1 OCV w/ Morningshot																
Notes: Limited in sunlight; 12 CV (OCV + DCV)																
Ghouls	15	8	—	5	15	—	1	—	1	2	—	—	3	3	2x1/2D6k	5"
Notes: Automatons. Will grab, then bite, in next phase, doing the damage listed above. Regenerate 1 Body every hour while in the water. Cannot regenerate damage caused by fire.																
Giant Turtle	28	8	15	14	13	17	8	13	8	2	9	46	3	3	2x1D6-1k	5"
Notes: 1 lvl size increase. Resident defense provided by shell is on top only, activates on a 14-																
Guard-Beast	50	20	30	25	30	19	4	11	2	4	20	65	10	7	2x1-1/2D6k	13"
Notes: 1 lvl Size Increase																
Infants	5	10	3	3	3	1	0	1	0	2	2	8	3	3	1pipk	2"
Lead Wolf	13	18	15	13	15	9	2	4	1	4	8	28	8	6	2x1/2D6k	7"

FANTASY HERO CREATURES TABLE

Location/Name	STR	DEX	CON	BOD	PRE	tPD	rPD	tED	rED	SPD	REC	STN	OCV	DCV	Damage	Move
Lycanthropes All lycanthropes have 3/4 Damage Reduction against non-magical, non-silvered weaponry. They may shapechange from human to animal form or the more common "mid-form" listed above. They must make an Ego roll to maintain human form once per hour at night or in tense situations. This role at a penalty from -1 to -5 if the moon is in the sky, depending on the phase. Every time they cause body with a bite, there is an 8 or less chnce the victim might resist a 2-12 die (roll randomly). Transformation attack. If the attack succeeds, the victim will become a lycanthrope during the next full moon unless the transformation is dispelled during that time.																
Mara	10	15	—	10	20	—	0	—	0	2	—	—	5	5		
DAM: 20 Stun Drain in a 1" Radius MOVE: 10" Flight, 1/2DCV while flying, may hover Notes: Automaton, Noncorporeal																
Monkeys	10	13	8	6	8	3	0	2	0	2	4	15	4	4	1/2D6k	4"
Nakrar	50	14	38	30	45	23	5	15	3	3	18	76	6	5	(10D6N) Unarmed	13"
Notes: 2 lvls Size Increase																
Nucklelavee	25	14	23	17	25	11	1	8	0	3	10	42	5	5	(8D6N)	7"running 9" swim
Notes: breathes strong venom in a 3" cone																
Ogres	30	16	23	18	25	12	2	8	1	3	11	45	5	5	(9D6N) w/club	11"
Parrots	-20	14	3	2	8	1	0	1	0	3	3	4	5	5	2x1pipk	14"
Sharks	30	18	25	27	28	16	4	17	5	4	15	55	0	6	4x1D6k	13"
Notes: 1lvl size increase. Berzerks (11; recover8) in the presence of blood																
Starfish	-18	5	3	2	5	4	2	3	1	2	1	4	2	2	(2D6N)	1/2"
Dam is with no defense vs exposed flesh (Defdo) Notes: 2 lvls Size Decrease																
Tree	40	3	—	11	30	—	4	—	1	1	—	—	1	1	(8D6N)	—
Notes: Automaton, 2 lvls Size Increase, 1/2D6 constant Presence Drain in a 3" radius causes fear and despair. Spines inflict strong venom on any succesful hit that causes body or vs/Def 0																
Vampire	30	23	20	15	40	12	0	6	0	4	10	50	8	8	see below	12"
DAM: 1D6+1 with Dagger, 1D6k Bite Notes: 75% Damage Reduction vs/all except magic, silvered weapons, cold, electricity and wooden impaling weapons. Magic Use: Mentalisk spells up to 50 Active Points, Bite Drains 2 Dice of Body, Torah drains 1. Mayu shapechange into a bat, wolf or cloud of worst (Noncorporeal) at will. Bite is a Transformation attack that makes victim a lesser vampire, but only if victim is killed.																
Vulfen	13	11	13	11	15	5	1	3	0	3	6	25	4	4	various weapons doing 1D6+1k	7"
Werebear	40	20	28	20	30	14	2	14	9	4	14	54	7	7	2x1-1/2D6k	6"
Wereboar	25	14	18	13	25	9	1	7	1	4	12	35	6	5	1-1/2D6k	7"
Werewolf	20	18	20	15	25	8	1	6	0	4	11	35	7	6	2x1/2D6k	11"
Wolves	10	18	15	10	15	8	2	4	1	4	6	23	7	6	2x1/2D6k	7"

3 • MASTER FLORA CHART

Herb	Codes	Preparation	Value	Effect
Arlan	c-M-2	leaf/apply	13sp	Heals 4-9 hits
Nur-oiolosse	f-F-8	clove/eat	200gp	Lifegiving (1 day) Kills one day later unless Sorul nut is ingested. (Sorul costs 1 sp from an herbalist. Can be found in cold-climate forests, an Easy (+10) maneuver.)
Galenas	leaf	ingest	5sp	Relaxes victim's muscles (-75 to all actions for 1-10 rounds).
Hoak-foer	s-S-2	flower/eat	67gp	Hallucinogin. Cures mind loss and mental diseases but paralyzes movement for 1-10 weeks.
Kly	s-H-5	berry	154 gp	Juice causes 3-300 hits.
Taynaga	c-C-5	powder	27gp	sterilizes, inflicts 5-50 hits. LVL 8.
Juth	a-Z-5	liquid	41gp	Causes insanity after 1-100 weeks. LVL 2.
Uraana	t-S-3	leaf/paste	12gp	Causes 3-30 hits
Wek-baas	h-O-9	liquid	70gp	Acts in 1-100 rounds. RR failure of 31+ results in total paralysis, failure by 16-30 results in loss of balance and hearing in 1-10 days. RR failure of 1-15 results in coma.

Shadow World™

TALES of the Loremasters™

Shadow World products form a rich, self-contained fantasy environment for

Rolemaster™

&

Fantasy Hero™

and may also be used as isolated or hidden areas in any Gamemaster's campaign world.

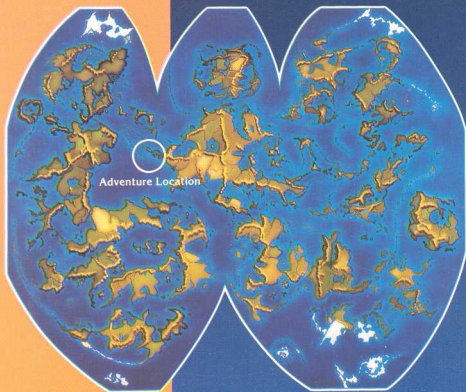
Tales of the Loremasters™ takes you to exotic isles where natives ride giant turtles over aquamarine waters. Here are 3 detailed adventure sites as well as a dozen smaller ones, all suitable for your game! If characters can avoid turbulent seas and sea serpents and come to port in Shinh-town, they may hear tall tales about a bloodthirsty Giant or a quick-tongued Dragon, both of whom own a king's ransom of gold and weapons. In "The Monkey's Treasure," lucky adventurers may uncover the staff of Xyk, which allows the wielder invisibility. On another small island, Malchek and his crew of ghouls could welcome you ashore—forever! The bandit

leader Gimgulsh and his scalpel-wielding brother may be of some assistance to your party . . . if you can escape their bloody grasp. Further tales may lead you to Sarna, the Land of Masquerades, where the famed Spirit Tree guards its territory jealously. Are the rumors of spirits haunting a desert well to be believed, or is the haunting an excuse for bandits to rob the weak and unarmed? Unfortunates may end up in Shyrac's Dungeon where a phantom and other undead prowl the corridors in search of amusement!

Tales of the Loremasters™ includes:

- **Complete maps and descriptions** of six islands, their beasts and their bounty!
- **Maps and views** of the Fast of Gimgulsh, Lord of Trolls; the Gold Mine; Duke Corin's Castle; the Land of Sarna and other sites of danger and interest.
- **Complete Stats** for Rolemaster™ and Fantasy Hero™ characters, beasts, plants, etc.
- **Detailed Adventure Scenarios** for 3 large sites and a dozen smaller ones.

The adventures in this book will fit easily into any campaign or adventure setting!



Produced and distributed by
Iron Crown Enterprises, Inc.
P.O. Box 1605
Charlottesville, VA 22902



Made in U.S.A.

#6004



ISBN 1-55806-073-1