

**RuneQuest**  
Fantasy Roleplaying Adventure

# Daughters of Darkness

## and the Chronicles of Santon

Daughters of Darkness  
is a supplement for the  
RUNEQUEST roleplaying  
game. This book is useable  
with the Deluxe Edition  
of RUNEQUEST.



**The Avalon Hill  
Game Company**

DIVISION OF MONARCH AVALON, INC.

DAUGHTERS OF DARKNESS is The Avalon Hill Game Company's  
trademark for its fantasy roleplaying supplement to RuneQuest.

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# Daughters of Darkness

## The World of Adventure

The rugged geography of the mountain chains narrows the coastal strip to almost insignificant proportions in most places, except where the broadening valleys of the several rivers that cut across the landscape flow into the surrounding sea. The floodplains of these valleys provide Menetia with its primary areas of agricultural land and, consequently, the sites for virtually all of its large settlements. The interior rises sharply so that in many places a journey of only a few kilometres inland from the coast will bring the traveller to mountainous terrain more than 1,000 metres high. These upland areas are characterized by wooded lower slopes with deciduous and coniferous forest, giving way abruptly to scrub vegetation and barren rock as the altitude increases.

and dry seasons for the peninsula are roughly equal, with five to seven months in each year having rainfall in excess of five centimetres. The peak of the rainy season coincides with winter. Prevailing winds are from the east and consequently the western part of the peninsula enjoys less rainfall than the eastern. However, major climatic differences come more from changes in altitude and as one moves higher into the mountains so annual rainfall increases and average temperatures fall. On the peaks of the higher ranges snow can persist well into and sometimes throughout summer.

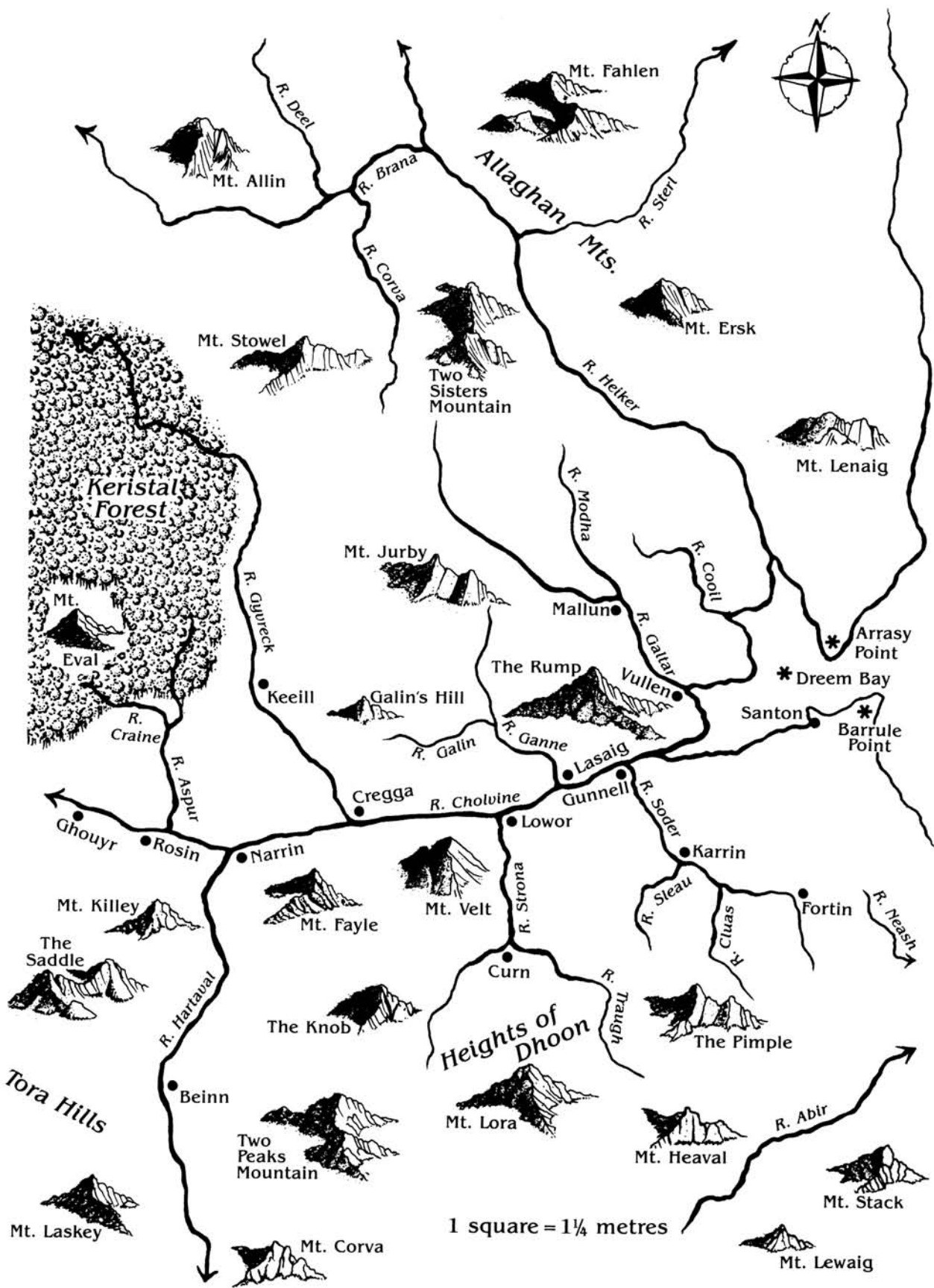
## The Land and the People

A small group of plotters representing the most important noble families of Menetia moved decisively and the King was slain, together with all members of the royal family who were unable to flee abroad before they were overtaken and captured.

The structure of political power in Menetia is laid down in the Convention of Josdooomer which places the reins of government firmly in the hands of the aristocracy.

The urban population of the Autocracy is concentrated predominantly in the twelve major cities of the peninsula. The inhabitants of these cities range in numbers between 3,000 and 100,000. Smaller towns boast populations of from 500 to 2,000 and

2  
**AROUND SANTON**





there are numerous villages scattered across the landscape.

The average inhabitant of Mentia will have a restricted horizon. A journey of even as little as ten kilometres from home will be an adventurous undertaking and many will spend their entire lives without travelling as far as this. This isolation imposes an attitude of mind, a disposition to regard travelling and the unknown with apprehension, uncertainty and fear. It is safer and less disturbing to remain with what is familiar and while traders and government officials may be required to travel to strange and distant places, most will prefer the security and comfort of the surroundings in which they and their ancestors for as far back as can be remembered lived and died.

So, although the land of Menetia is relatively small (roughly the same size as Greece), to most of its inhabitants it encompasses an entire world. Difficult terrain, psychological barriers and hostile and powerful neighbours make any journey beyond the frontiers of civilization a difficult and dangerous undertaking. Even travel within the borders of the Autocracy can be hazardous and exciting.

## **Agriculture and Mineralogy**

Agriculture is restricted largely to the raising of crops in the lowland river valleys and their associated floodplains. Olives, vines and maize form the main crops and the average diet is predominantly vegetarian. However, while meat is usually reserved for feast days and other special occasions, these are by no means rare events and the nearness and influence of the sea makes fish (both fresh and dried) a staple constituent of many meals. The major rivers also yield good catches of freshwater fish. Eggs and honey are widely available, as are many kinds of fruit and vegetables.

In the plains there is little pasture and horses are comparatively rare, being largely the preserve of the rich. Because of this shortage of pasture, cattle tend to be replaced by sheep and goats as the sources of meat and dairy products. Pigs are also kept. Oxen are a necessary aid to ploughing and are bred for this purpose. Occasionally an ox will be slaughtered and roasted for an important celebration.

Few roads are capable of bearing wheeled traffic outside the towns and cities of the peninsula. Even where such routes do exist a few days of rain are sufficient to sink carts axle-deep in mud. Thus, where large cargoes are not carried by coastal shipping, donkeys are much in demand for pack transport.

Generally the peninsula is poor in useful minerals with such deposits as there are being sporadic. Volcanic action has been mainly responsible for the deposits of gold, silver and copper that do occur. Of these three ores, copper is mined in the largest quantities, with gold being the rarest. Both tin and

lead are available in greater amounts than the other three ores, but neither may be considered plentiful.

## **Town and Country in Human Society**

The predominant social relationship in Menetia is that which exists in the countryside between aristocratic landowner and peasant. The peasant is a universal phenomenon throughout the peninsula and his labour provides the food to feed the thousands who live and work in the towns and cities. Most peasants live in small villages, the dwellings of which are owned by the aristocrats whose fields those same peasants work. Often the lord and his family will occupy a substantial home near to or actually in one of the villages that he owns, but the more important aristocrats live in the cities and larger towns. Within each village a number of craftsmen have their trades. Amongst these there will be blacksmiths, millers, carpenters and masons, but like the peasants they will be tenants of the local lord.

However, the economy and sociology of Menetia cannot satisfactorily be described as a single phenomenon. There are differences in emphasis: while the peasant is the dominant feature of the countryside, the mountain, the forest, the marsh and the seashore all have their distinctive and unique aspects. The shepherd and goatherd work the highlands, the forester and woodsman the forests and woodlands, the mariner and fisherman the sea.

Urban-dwellers teem in closely-packed towns and cities, usually confined behind the protection of a wall built to keep out marauding raiders and armies. Where he is in employment, the urbanite will nearly always be a wage-earner free to offer his services wherever they may be needed, but numerous independent small businesses also exist. The trades and professions which can be found in the urban environment encompass all those that might be expected.

## **The Shen Barbarians**

The Shen Barbarians are a human group distinct from the people of the Autocracy. The Shen were the original inhabitants of the peninsula, but they were driven northwards into the less hospitable hinterland by invaders from the west who settled the land and called it Menetia. The term 'barbarian' is that applied by the Menetians and is an appellation that emphasizes the deep-rooted antagonism that exists between the two groups.

Fortunately for Menetia the Shen are not a major threat to the Autocracy. Their power has been dissipated by the numerous defeats they have suffered in the past and their tribal relationships are riven by rivalry and dissension. Their strongholds are distant from the main areas of civilized settlement in



*The Shen Barbarians*

the peninsula and effectively the only invasion route available to the Shen is down the valley of the River Mona. To take advantage of this path the Shen must first conquer Lingague and Sostris, tasks that they have never proven equal to. Although their occasional raids are a continuing source of irritation to the Autocracy, the Shen are by and large a minor factor in the politics of Menetia.

## The Non-Human Factor

There are three organized racial groups that provide the non-human aspect of social and political relationships in Menetia. These three groups are the dwarves, the elves and the trolls. Intelligent creatures of chaos such as broos and ogres provide a fourth group, but one which tends to be fragmented and unorganized with little social and economic infrastructure beyond the band. Ogres, for example, frequently blend into human society without too much difficulty.

Both dwarven and trollish societies are characterized by settlements comparable with the larger human towns, but the dwarves are essentially mountain dwellers while the trolls also favour more barren upland terrain than that settled by humans. Elves, on the other hand, have a completely different form of group organization. Elves enjoy a unique relationship with the woods and forests in which they dwell and the concept of the town and the village is completely alien to them. Dwarves, trolls and elves all tend to reflect a more unified racial group than humans, but this is partly a result of their fewer numbers. Nevertheless, all three races do have independent groups separate from the main areas inhabited by each race.

None of this should be taken to mean that conflicts do not exist amongst the various races. However, for the most part these conflicts take place at the individual level or between relatively small groups. The Autocracy has too many internal political problems to be able to seriously consider attempts to bring dwarves, elves, trolls or Shen under its effective control, although it claims all to be within its jurisdiction.

## A Word to Gamemasters

Our intention has been to construct a land which has social, economic and political relationships that adventurers can relate to and function in both entertainingly and realistically. We have tried to produce a package that allows gamemasters to develop their own styles and interpretations freely, using the information on the background and scenario material as guidelines and suggestions for how a campaign and individual adventures may develop. How far we have succeeded in these objectives can be judged only by those most important individuals, the players themselves.

## A Note on Usages and Spelling

Throughout this pack, usages are European. Thus, for example, floors in a building are referred to according to the convention *ground floor* (US *first floor*), *first floor* (US *second floor*) and so on.

Similarly, spelling conventions are English rather than American, thus *neighbourhood* rather than *neighborhood*, *travelling* rather than *traveling* and so forth.

## Fauna in Menetia

Like all fantasy worlds, Menetia is populated by a variety of intelligent, semi-intelligent and non-intelligent creatures of varying types and abilities, all intended to help give those adventuring in the peninsula something to worry about other than completing their next tax return. However, if there is an overriding theme in *Daughters of Darkness* it is that the most dangerous game of all is indeed Man — be he called dwarf, elf, ogre, troll or whatever.

There are two creatures that may be encountered in Menetia that are not detailed in the *RuneQuest* book. The characteristics and abilities for these creatures are given below:

### Deathflyer

Deathflyers are an extremely aggressive and large species of bat. They are chaotic and carnivorous and very ugly to look at. Fortunately they are quite rare in Menetia and tend to live only in isolated areas. Like most bats they are nocturnal in habit and use echo-sounding for guidance and locating their prey.

Characteristics		Average	
STR	2D3	4	Move 1/10 flying
CON	2D4	5	Hit Points 4 _____
SIZ	1D3 + 1	3	Fatigue 9 _____
INT	3	3	
POW	3D6	10-11	
DEX	3D6 + 12	22-23	
<b>Hit Location</b>		<b>D20</b>	<b>Points</b>
Body		01-20	0/4 _____
<b>Weapon</b>		<b>SR</b>	<b>Attk%</b>
Bite		6	40 + 3
			<b>Damage</b>
			1D4 + disease

**Skills:** Dodge 60 + 18, Scan 90-10.

**Armour:** None.

**Magic:** None.

**Notes:** A deathflyer will have one chaotic feature. Anything bitten by a deathflyer will be exposed to disease.

### Gargoyle

These are strange, stone-like creatures which are quite happy to sit motionless as statues for long stretches of time. They will uncomplainingly sit out in all weathers and require little feeding. They make excellent sentinels, and they are very loyal to their masters.

Because of their appearance, gargoyles might easily be mistaken for statues. It takes one melee round for a gargoyle to activate from rest.





*Deathflyers and Gargoyles*

Characteristics	Average			
STR 1-5D6 + 12	4	Move 3/8 flying		
CON 2D6 + 6	13	Hit Points 12-17	_____	
SIZ 1-4D6 + 6	10-20	Fatigue 18-45	_____	
INT 2D4	5			
POW 3D6	10-11			
DEX 2D6 + 6	13			
APP 1D6	3-4			
Hit Location	Melee (D20)	Missile (D20)	Points	
R Leg	01-03	01-02	6/5 _____	
L Leg	04-06	03-04	6/5 _____	
Abdomen	07-09	05-08	6/5 _____	
Chest	10	09-13	6/6 _____	
R Wing	11-12	14-15	6/4 _____	
L Wing	13-14	16-17	6/4 _____	
R Arm	15-16	18	6/4 _____	
L Arm	17-18	19	6/4 _____	
Head	19-20	20	6/5 _____	
Weapon	SR	Attk%	Damage	Parry%
Claw	7	35 + 4	1D6 + 1D6	35 + 3

**Skills:** Dodge 20 + 3, Scan 50-2.

**Armour:** Stoney skin worth six points.

**Magic:** Under exceptional circumstances a gargoyles may learn spirit magic.

**Notes:** Hit points, strike rank, attack, parry and skills are figured for a gargoyles with STR 22, CON 13, SIZ 15, POW 10, INT 5, DEX 13. A gargoyles may be trained to use weapons, such as javelins or bows, but it is much more effective in diving raking attacks with its vicious claws. It may attack with two claws on the same strike rank each melee round.

## Authority in the Autocracy

Government in Menetia has the formal structure of an autocracy, established as a consequence of assassination of the ruling monarch followed by a period of internal upheaval.

The Convention of Josdoomer places the power of government in the House of Lords, which represents the gathering together of the aristocracy of the Autocracy in order to pass laws, decide on taxes and appoint the officers of the Magistracy. It is with this latter body that the administration of the Autocracy lies, and its officers hold the posts of Guardians (the senior administrators), Judges (who administer justice) and Wardens (who have responsibility for the government of the Districts into which the land is divided).

While the Convention describes the powers and limits of government, the nature of politics in Menetia determines that these powers and limits can be and are subordinated to the ambitions of the leading aristocratic families of the Autocracy.

**The Magistracy:** Judges are usually appointed for life, while Guardians and Wardens serve a term of five years. The Guardians of Land and Naval War may only be appointed on the declaration of war by the House of Lords and serve in office for the period of the war named in their letters of appointment or until they are dismissed by the House, whichever shall occur first.

**Guardians:** There are ten posts for Guardians:

1) The Guardian of Embassies is responsible for all relations with external powers.

2) The Guardian of Law is responsible for the Watch, for the appointment of Public Prosecutors, for the appointment of Court officers and for the supervision of markets.

3) The Guardian of Morality has supervision of all temples and festivals in his jurisdiction and he has the power to intervene in religious affairs for the public good.

4) The Guardian of Peace is responsible for the peacetime organization of the Autocracy's defences and he has supervision and control of the Militia under his office.

5) The Guardian of Public Buildings is responsible for the construction, maintenance and administration of all public buildings in the Autocracy.

6) The Guardian of Public Welfare is responsible for ensuring that food supplies are available to counter potential shortages and famines. He also has the power of food distribution.

7) The Guardian of Public Works has authority for the construction, maintenance and administration of mines, quarries, roads, sewers and water supplies.

8) The Guardian of the Treasury is tasked with the collection of taxes authorized by the House of Lords. He has the power to appoint Tax Collectors.

9) The Guardian of Land War has full authority for the conduct of land warfare by the Autocracy.

10) The Guardian of Naval War has full authority for the conduct of naval warfare by the Autocracy.

**Wardens:** Wardens are provincial governors who administer the twelve Districts into which the Autocracy is divided outside the capital city of Stugadhoo.

**Judges:** Judges are responsible for the administration of justice. They are appointed by the House of Lords, but in practice the appointment of Judges of the Low and Middle Courts is delegated to the Guardian of Law and rubber-stamped by the House, other than in exceptional circumstance.

Judges of the Low Court are tasked with the hearing of all criminal cases and legal disputes with the exceptions of murder, treason and those involving members of the House of Lords. Judges of the Middle Court hear all cases of murder and treason with the exception of those involving members of the House of Lords. Judges of the High Court hear all cases involving members of the House of Lords.

Any person losing a case or a dispute has the right of appeal to the Court of Appeal. A mechanism serving in theory to reduce the propensity to appeal against verdicts of lower courts is that if the original verdict is confirmed by the Court of Appeal it is required to impose a severer penalty than that called for by the lower court.

## Politics in the Autocracy

Politically the Autocracy is dominated by the leading aristocratic families. The means by which these families exercise their power is through control of the Magistracy, for ultimately it is the Magistracy that is the wielder of power in the Autocracy. Influence in the House of Lords is the means by which the families get their members appointed as Guardians, Wardens and Judges.

The power of the leading families is diluted, however, by the competing ambitions of the various families, and even by rivalries and jealousies within the individual families themselves. Alliances between the most powerful families do exist from time to time, but where they do they are rarely more than ones of convenience in pursuit of some short-term objective.

Each political faction in the Autocracy is centred on one of the most powerful families in the Autocracy, bringing into its orbit a varying group of lesser families, each of which hopes to gain advantages for itself by virtue of its support. These lesser families will often change their allegiance when opportunity is seen to beckon, but many are loyal to their chosen faction for years and, occasionally, decades.

The objective of each faction is to gain as many posts in the Magistracy for its own members as it can for this allows the faction access to political and economic power. The Guardians control all of the important functions of government in the Autocracy, while sympathetic Judges can enable a faction to defy the law with relative impunity and to manipulate it to its own advantage.

As the House of Lords is the key to this objective, each faction seeks to sway the favour of the House in its own direction by manipulation of the membership of that body. The tendency of the House to be influenced by the Stuggadhoo mob is a factor in determining how it will act in given circumstances. Demagogy is the ruling force in the House, backed by bribery, corruption, intimidation and, where necessary, by violence and murder—instruments of power that operate across the political and economic life of the Autocracy.

## The Leading Families

There are five leading families in the Autocracy. The immediate positions of power and influence that they and their supporters currently occupy are summarized below.

**The Penmor Faction:** One of the founding fathers of the Autocracy was Orell Penmor and his family has been active in the politics of Menetia ever since. Currently the Penmor family leads a group of seven other families. Between them they provide the following Guardians and Wardens: Guardian of Morality, Guardian of Public Welfare, Guardian

of Public Works, Warden of Banipa, Warden of Hansak, Warden of Susennesh.

**The Eldeman Faction:** This family is one that has risen to prominence in the affairs of the Autocracy in the course of the last ten years. It provides the focus of leadership for a group of five other families. The offices which this faction control are: Guardian of the Treasury, Warden of Denela, Warden of Linguae.

**The Staskin Faction:** Like the Eldeman family, the Staskin family has come to the forefront in political life in the Autocracy in the last decade. The Staskin family leads a faction of six families and currently is allied with the Penmor faction. Between the six families the Staskin faction controls the following offices: Guardian of Law, Warden of Lahun, Warden of Stuggadhoo.

**The Loarin Faction:** The Loarin family has a pedigree as well-founded as that of its greatest rival, the Penmor family. The enmity between these two families provides the greatest impulsion towards bipolarity in the political life of the Autocracy. The Loarin power group is provided by seven other families who look to the Loarin family for leadership. The faction controls the following offices: Guardian of Peace, Guardian of Public Buildings, Warden of Maddrell, Warden of Diodor, Warden of Santon.

**The Mandel Faction:** The Mandel faction is the weakest of the five leading factions in Menetia, although Kevan Mandel was one of the leading conspirators in the murder of the king. However, during the two decades of the Autocracy the Mandels have been declining in influence as other families have risen to prominence. The faction comprises a total of five families. The offices that the faction controls are as follows: Guardian of Embassies, Warden of Eshwe, Warden of Conister.

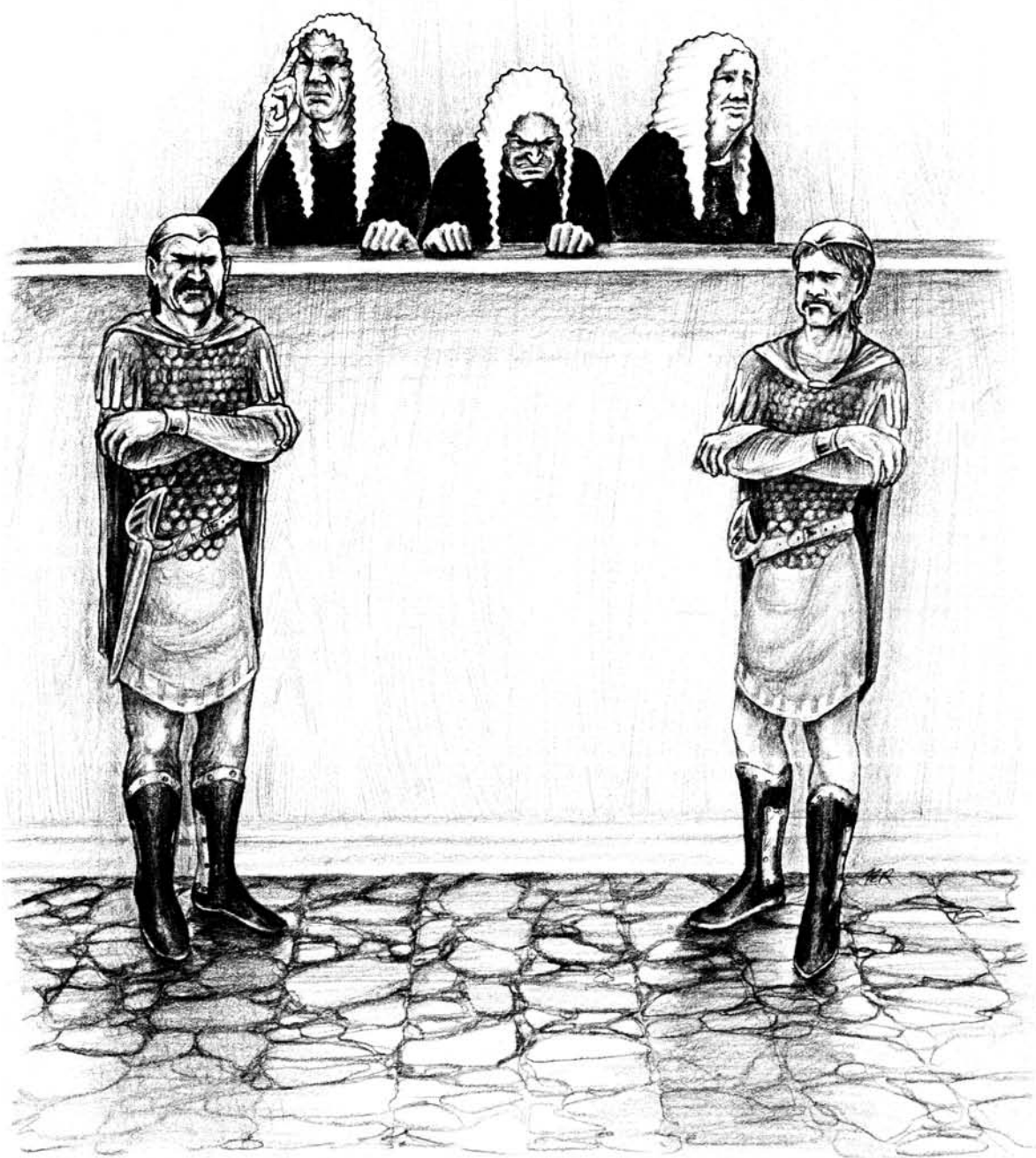
## Jurisprudence

The basis of criminal justice in the Autocracy is prosecution by the state and judgement by a bench of three Judges. There are three levels to the nominal administration of justice laid down by the Convention of Josdoomer.

In the first place, the maintenance of law and order in the Autocracy is vested primarily in the Watch, a band of police officers appointed by the Guardian of Law. The Militia also has a residual duty for keeping law and order.

The second level of administration of justice lies with the Public Prosecutors. It is the responsibility of the Guardian of Law to appoint a Public Prosecutor to bring each arrested person before the proper Court so that the question of his guilt may be resolved and sentence passed if necessary. Every person arrested for an offence must be brought before a Court within seven days of arrest and the





*The Judges of the Autocracy*

case for his guilt must be made by the nominated Public Prosecutor or the person's innocence is presumed, he is allowed to go free and he may never be tried for that particular crime again. Trials take an adversarial form and a person accused of a crime may either choose to defend the case himself or he may hire someone else to defend it for him. Such a defender will usually be one well-versed in the laws of the Autocracy and also one skilled in the arts of oratory.

The third level of justice lies with the Judges, upon whose shoulders rest the burden of determining the innocence or guilt of an accused person and the duty of fixing the punishment for the guilty. Judges arrive at their verdicts by majority decision and the punishments that they may decide upon are entirely at their own discretion, although precedent is used in most situations.

Punishment for crime rests upon the time-honoured principle of an eye-for-an-eye. There are no prisons in which sentences of confinement may be served, although jails for the holding of accused and sentenced persons are maintained. Thus many punishments involve restitution to the injured party with such additional compensation as may be judged appropriate. Where a criminal is unable to make restitution and recompense, slavery may be nominated as a sentence. Punishments for serious crimes such as murder and treason all involve death, except under exceptional circumstances, and the method of that death may be fixed by the Court with due consideration for the details of the crime.

## Local Government

Local government in the Autocracy is carried on by the duly appointed officials of the appropriate Guardians and those agents appointed by District Wardens to carry out strictly local duties and responsibilities. In the Districts all officials of whatever type are supposed to operate through the Warden, whose office acts as a co-ordinating supervisor and administrator.

However, the realities of power in the Autocracy mean that local government is as fragmented and faction-ridden as government at the national level. Wardens of families of those opposed to a particular Guardian will do their best to obstruct and ignore that Guardian's officials. Similarly, many officials in such circumstances will ignore the local Warden and report directly to their Guardian. This makes local government very complicated for those who live under it; for example, sometimes they can find themselves visited by two tax collectors demanding payment of the same taxes, one on behalf of the Guardian of the Treasury and one on behalf of the Warden.

## The Watch

The Watch is organized into thirteen companies.

One company—the First—is based in the city of Stuggadhoo and is concerned with the maintenance of law and order in the capital alone. Each of the remaining twelve companies is based in one of the Districts of the Autocracy.

To oversee the Watch generally and to act as its overall commander, the Guardian of Law appoints a Captain-General of the Watch who is immediately responsible to him for the Watch and for its actions. Each company of the Watch has a Captain of the Watch appointed to command it.

The First Company is divided into five troops, each troop comprising ten Sergeants and 90 Constables of the Watch. Each of the other twelve companies of the Watch comprises two troops, each of the same organization as that described above. In Stuggadhoo the Watch is directly under the control of the Guardian of Law. In theory, the Watch in each District is administered and directed by the District Warden on behalf of the Guardian of Law, but in practice the constraints of faction politics prevail.

## Farweed

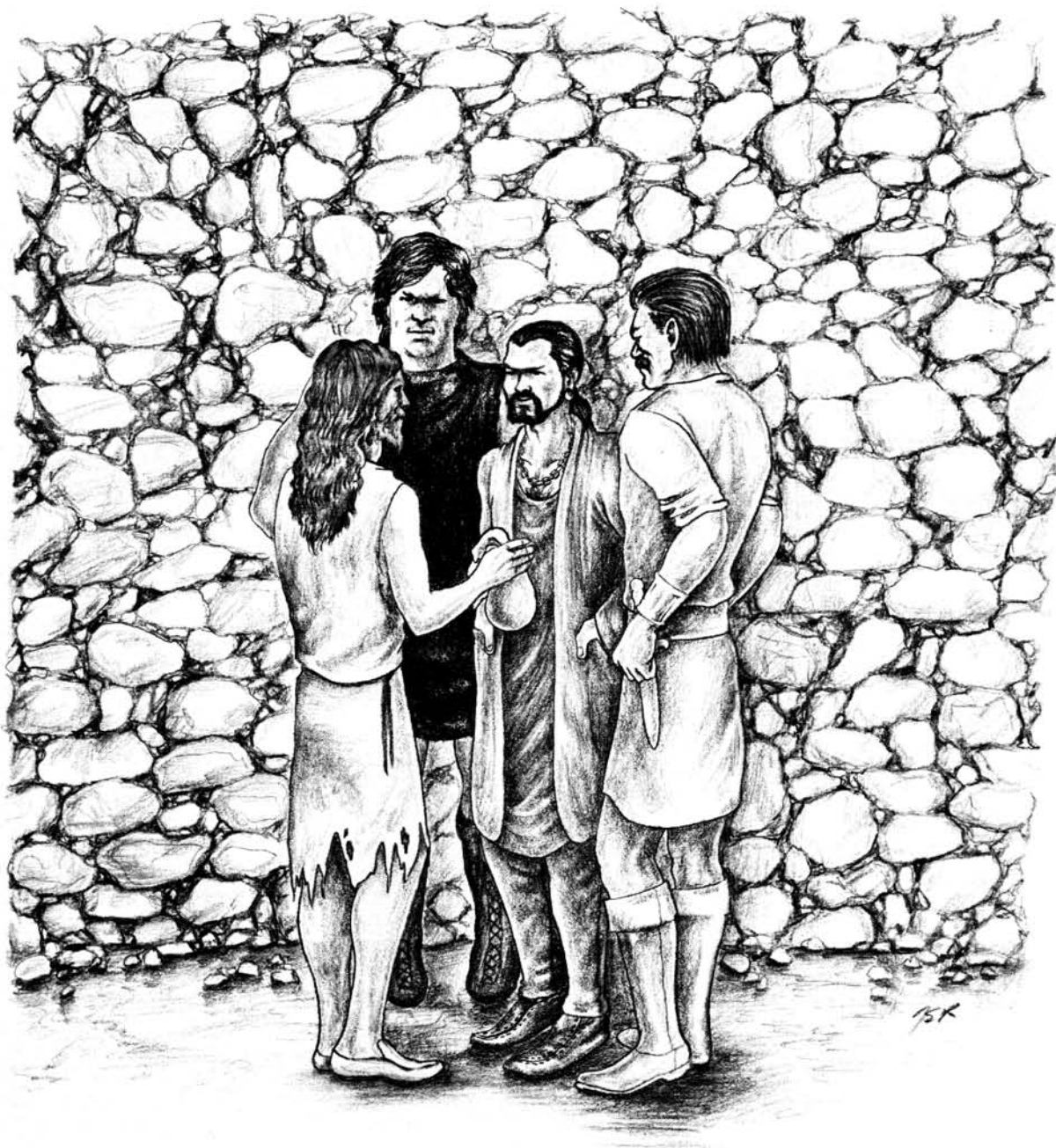
Like most societies the Autocracy has a variety of vices. One of the most significant of these is the use of farweed, the rare and expensive euphoric drug favoured particularly by many of the Autocracy's inhabitants. The drug is made from the leaves of a plant that grows only in remote places high in the hills, often beyond the frontiers of the Autocracy.

Farweed is a bulky commodity when unprocessed. Processing farweed reduces its effective encumbrance by a factor of five. Thus 100 ENC of farweed leaves would be processed into 20 ENC of the drug.

Dealers typically pay traders 50 pennies a kilo (ENC) for the plant. After processing, they sell the drug for anything from 1,000 pennies a kilo upwards, depending upon the quality of the individual batch. A kilo of processed farweed (a *key* in street parlance) is a lot of drug and would keep a user happy for a long time.

The drug is sold on the street in much smaller quantities than a kilo usually. A kilo of powder will usually be divided into fifty equal parts and each part, or *fifty*, is sold separately. A *fifty* will last the average user for a week although serious addicts can get through this much in less than a day.

The drug is usually taken by sniffing pinches of the powder into which it is processed from the leaves. It is possible to prepare infusions of the unprocessed leaves, or to smoke the dried leaves, but the euphoric effect is greatly reduced when used in either of these fashions.



*The Farweed Deal*



# Religion, Cults and Magic

In Menetia the basic framework for religion, cults and magic remains the same as it does in the RuneQuest rules. There are three cults of significance in the Autocracy. These are listed below in Table 1, together with their RuneQuest equivalents:

Table 1: Cults in Menetia

Cult Name	RuneQuest Equivalent
Sensu	Sea Goddess/Ruling Deity
Perang	War God
Mowta	Underworld God

There are other deities of less immediate importance in Menetia. While their religious significance is low, nevertheless they have their roles to play in the mythos of Menetia. These lesser deities are listed below in Table 2, together with their types:

Table 2: Lesser Deities in Menetia

Name of Deity	Type of Deity
Nerukata	Sun God/Ruling Deity
Bumi-Bijiran	Agricultural Goddess/Earth Goddess
Satrom	Storm God
Ciha	Healer God
Loksan	Trickster
Neraka	Night Goddess
Ba'ath	Moon Goddess
Yesan	Famine God

The pantheon of deities is divided into two houses: the House of Law and the House of Evil. In most cases, deities from the same House will be friendly to one another, but hostile to those from the other. Nerukata, Sensu, Bumi-Bijiran, Satrom, Ciha and Perang are all to be found in the House of Law. Neraka, Mowta, Ba'ath and Yesan dwell in the House of Evil.

Virtually all of the lawful gods and goddesses have at least shrines in the Autocracy, but only Sensu and Perang have large temples throughout the land. Evil gods are worshipped, and especially Mowta, for there will always be those who find the vices associated with these deities attractive, but perforce this worship is never public and advertised only surreptitiously.

## Creation Mythos

In the beginning there was the Abyss and filling the Abyss was chaos and the essence of chaos was Tiada, the primordial dragon. Tiada had a thought and from the first thought was born Time. Following this, Tiada had many other thoughts and each thought became one of the greater gods.

The gods were confused by the chaos that surrounded them and jealous of Tiada. Time, the first of the greater gods, began to organize chaos and Tiada knew Fear and began to devour those who displeased her. Conquering Fear she renamed him Mowta and placed him at the head of a host of monsters, ordering him to destroy all who opposed her.

The gods would all have perished had not Time

sacrificed the greater part of his own power. Gathering all his strength he sprang into the Sky Goddess, Neraka, where filling himself with fire he became Nerukata, the Sun. With the light of Nerukata to lead them the gods took heart and rallied, but Neraka was burnt beyond recognition and she fled to Tiada, who gave to her the command of all those who had died. Calling upon the primal chaos, Tiada, Mowta and Neraka led their legions to battle, falling upon the gods in a final attempt to destroy them. But Time had weakened chaos and Nerukata leapt into the midst of his foes, casting fire about him, and slew Tiada whilst making a prisoner of Mowta.

Neraka escaped from the field of battle and retreated to the lowest part of the Abyss. From here, where the gods forbore to pursue her, she continued to rule over those who had died and she sent forth their ghosts to haunt the living. She created the Underworld to torture those of the gods and their servants who fell into her grasp.

Meanwhile, although Tiada had been defeated the gods were unable to consolidate their victory. Nerukata no longer controlled Time for much of his power had been dissipated in the struggle to overcome Tiada. Time began to eat away at the power of the gods and so they held a council to devise a means of replenishing their loss. Dividing the huge corpse of Tiada, Nerukata created the Heavens as a home for the gods and the Earth as a place from which to draw power.

But to the consternation of the gods the plants and creatures that had been placed on the Earth were insufficient to furnish them with the power that they needed so badly. Nerukata consulted with his wife, Sensu. She advised him to create beings in the image of the gods that they might worship the gods and so give power to them. This Nerukata did, giving life to mortals by draining the blood of Mowta, his prisoner, and mixing it with clay to form flesh. But the blood of Mowta was tainted with evil and the essence of the captive deity flowed in it, so that although mortals were created by those who had conquered evil they were touched by the shades of evil and coloured with the knowledge of Fear.

While Nerukata was engaged by Sensu's beauty and consuming passion Mowta escaped from his fetters and slew his wardens. When the news was brought to Nerukata he gave Satrom, God of Storms, the task of recapturing Mowta. Satrom sent messages upon the winds to all the other gods commanding them to acknowledge and accept his leadership and orders in the coming struggle against Mowta.

Now it so happened that Nerukata had begat a son upon his daughter Bumi-Bijiran while Sensu was secluded in pregnancy and unable to receive him. This child was born in the heat of the Sun and his name was Yesan and his power was that of

sterile heat and dust. Yesan was jealous of the authority given to his brother-uncle by their father, believing that the honour was properly due to him. Treacherously he fell upon Satrom and consumed him. There followed seven years of drought and famine during which time Yesan kept captive and tortured his mother-sister, Bumi-Bijiran. But Sensu devised a scheme to rescue her daughter and for an instant Yesan's attention was diverted by the beauty of his grandmother and in this moment Bumi-Bijiran rose up and clove her son with a sickle. She took his body and winnowed it, grinding it like corn and scattering its grains like seed upon the face of the Earth where they lay, took root, grew and ripened.

The first crop of this seed was Satrom and the land ran rich with oil and honey, with milk and wine. After a period of great feasting and celebration, Satrom sought after Mowta, but in the confusion which Yesan had caused Mowta made good his escape to the Underworld.

After a further seven years Yesan reappeared, having gathered the scattered parts of his body from the fields of the Earth, but Satrom now was prepared to deal with him. He had asked his brother Mitron, the demi-god, to make him a strong weapon with which to smite his foe. Mitron constructed a finely-wrought iron mace. Satrom took this weapon and gave it to his brother Perang, commanding him to strike and slay Yesan.

With mighty shouts Perang and Yesan sprang to battle. The fight was long and hard, spreading death and destruction across the Earth, their chosen battlefield. The gods watched the struggle with concern for they had not anticipated such devastation. Eventually Sensu declared that chaos would prevail if the gods continued to fight one another. The gods agreed on a truce and Yesan joined Neraka and Mowta in the Underworld. Thus peace came to reign amongst the gods.

In the time of the Great Truce another god made his presence known. This was Loksan, a strange mixture of hero and clown who is always pictured as a plump, bawdy dwarf, bandy-legged and hairy, with a mischievous gleam in his popeyes, his tongue resolutely stuck out in derision of the follies of all mortals. During the day he would sing rude songs and dance inelegant dances, tell raunchy jokes and play pranks upon any who came his way, even upon the gods themselves. But at night he donned a different guise, chasing away demons threatening those who slept, stealing the souls of the dead from Neraka and Mowta and delivering them to the gods who ruled in the Heavens that they might at last know peace and happiness.

While the gods lived in peace following the Great Truce, the struggle with those who dwelt in the Underworld continued, sustained by the power of those who worshipped each faction on the Earth. The wars of the mortal races weakened the powers

of the gods of the Heavens and allowed the forces of the Underworld to strengthen their ranks. Eventually the gods felt compelled to intervene in the quarrels of the mortal races and chastised them for their foolish ways. But the gods were no longer powerful enough alone to enforce their wishes for the Underworld opposed them.

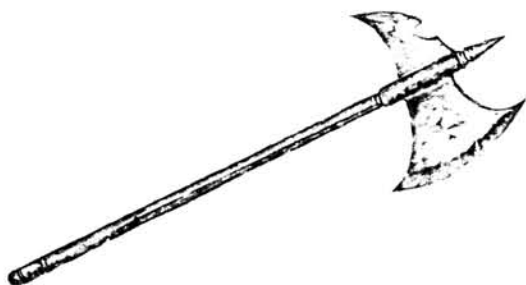
As the mortals continued to war the gods kept finding themselves drawn into conflict with one another thanks to the rivalries of their worshippers. In the end Nerukata, in his capacity as God of Judgement, decided that he had to intervene. The manifestations of the gods' disputes in support of their mortal followers threatened to destroy not only the Earth but also the Heavens, and even the Abyss itself. In a compromise with the Underworld, Nerukata ruled that the gods should no longer battle directly with one another, not even with those who commanded the Underworld, but rather that the differences between them be settled by the outcome of the struggles of the mortal races alone. The gods might still render aid and assistance to those who prayed to them, for how else could worship be repaid, but this help would be limited by a decree written down by Sensu and etched across the vault of the Heavens in points of light that all might see when darkness fell across the skies.

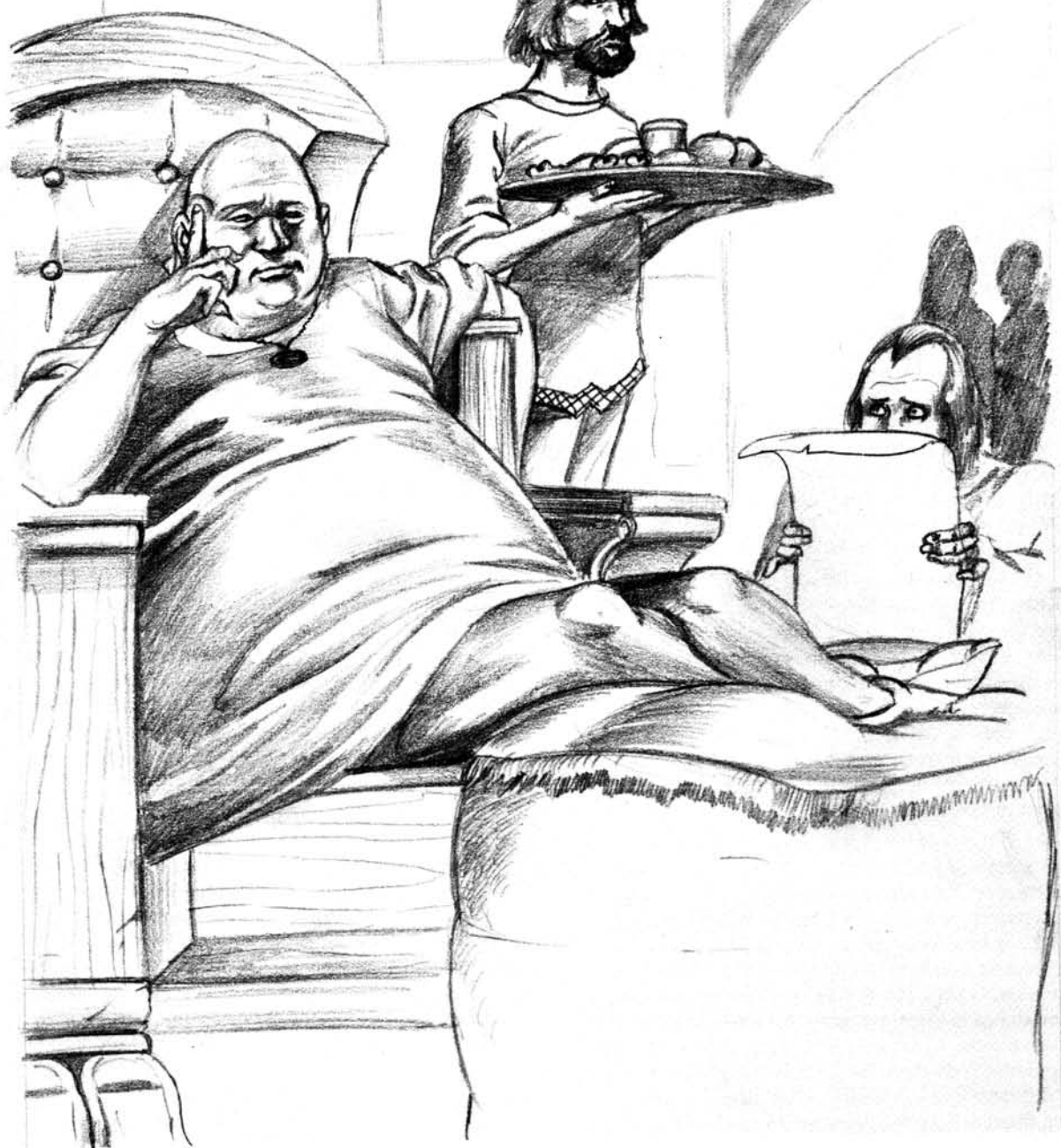
Thus was established the Gods' Peace.

### The Cult Of Sensu

When Tiada gazed upon Nerukata, her first-born, she conceived Passion and so Sensu, the Goddess of Light and Love, was born. Nerukata and Sensu shared many secrets and Nerukata learned of love whilst Sensu learned of timeless beauty. From that time on Sensu has been wife to Nerukata and has shared in his glory.

When the great plan to counter the power-draining force of Time failed, Sensu came to the aid of Nerukata. She gave to him the knowledge of how to create the intelligent mortal races and took as her own all the animals of the Earth. Many are those who pray to her for she is the power in the hut, in the fold and in the pen in which pregnant animals are sheltered whilst giving birth. Many are the women who have cried out to her in their labour, and the ladies of the night claim her as their own. She is the Protectress of Women, the Goddess of Song and Dance.





*Warden Alory Loarin Holds Court*



**TYPE OF DEITY/TITLE(S):** Mother of Light, Queen of Heaven, Mother of Life, Goddess of the Sea, Goddess of the Waves, Goddess of Passion, Goddess of Dance, Goddess of Song, Goddess of Childbirth, Mistress of Animals.

**SKILLS:** Animal Lore, Boat, any Craft, Evaluate, First Aid, Human Lore, Orate, Scan, Speak Own Language, Swim, World Lore.

**DIVINE MAGIC:** Breathe Air/Water, Command (Species), Float, Heal Body, Lightning, Shield.

**SPIRIT MAGIC:** Coordination, Demoralize, Detect Enemy, Glamour, Heal, Light, Mindspeech, Protection, Repair, Strength.

### The Cult of Perang

The third child of Nerukata and Sensu, Perang was born shouting 'Kill the enemy! I hate the foe!' He was destined to become the greatest of warriors.

Perang's greatest battle was against Yesan, the Bringer of Famine, whom he fought to a standstill. From that fight he learned much, including how to grant death to those who opposed him. It is from this time that he has been known as 'The Undefeatable.'

As the Warrior God, Perang has often led the fight against the Underworld. War is his one love and only honour does he esteem more highly.

**TYPE OF DEITY/TITLE(S):** Lord of Battle, God of War, Warrior God, The Undefeatable, The Slayer.

**SKILLS:** Primary Weapon Attack, Primary Weapon Parry, Secondary Weapon Attack, Shield Parry.

**DIVINE MAGIC:** Berserk, Shield, True (Weapon).

**SPIRIT MAGIC:** Bladesharp, Demoralize, Heal, Protection.

### The Cult of Mowta

Mowta was made King of the Demons by Tiada. He approached Neraka with a proposal of marriage, but this she refused him, suspicious of his motives and fearful of treachery. Enraged by this Mowta broke into her palace and imprisoned her. War raged in the Underworld between the subjects of the two gods until Neraka eventually agreed to marry Mowta and to share power with him in order to avoid destruction of the Underworld. Thus was Hell created, the land of demons and the dead.

**TYPE OF DEITY/TITLE(S):** Father of Darkness, King of Demons, Prince of the Underworld, Prince of Hell.

**SKILLS:** Primary Weapon Attack, (Own Species) Lore, Fast Talk, Hide, Conceal, Sneak.

**DIVINE MAGIC:** Absorption, Command (Ghost, Wraith, Mummy, Headhanger, Harpy), Create Ghost, Fear, Resurrect, Wound.

**SPIRIT MAGIC:** Countermagic, Demoralize, Dispel Magic, Disruption, Extinguish, Second Sight.

## The District of Santon

The adventures of Daughters of Darkness take place in the District of Santon, a poor province on the north-east frontier of the Autocracy.

The District of Santon occupies most of the valley of the River Cholvine, from the western-most settlement of Ghouyr east to Dreem Bay. The Cholvine is navigable to small coastal craft as far upriver as Rosin, but larger vessels find the shallows difficult to navigate, especially in the summer. Boats and barges built purposely for use on the river are capable of navigating all the way to Ghouyr. From the

valley, the land rises gradually at first, but becoming more rugged and less fertile as the Tora Hills, the Heights of Dhoon and the foothills of the Shen Mountains are approached.

Numerous small rivers and streams cut the landscape and most settlements are found on or near these waterways. Most land in the District is owned by aristocratic families.

The elves of Keristal Forest are the District's nearest neighbours, but there is little direct contact with the forest folk. However, those subjects of the Autocracy who live near the Forest, and perhaps work its margins, have a closer acquaintance with the elves, co-existing with them in peace if not in friendship.

Both dwarves and trolls are rare visitors for the District is distance from those parts of the peninsula where these races dwell. The District's relative isolation is probably one of the causes of the inherent xenophobia for which the inhabitants of the District are noted.

The lands to the north of the District are in many ways an unknown quantity, for to venture far in this direction is sure to lead ultimately to contact with the Shen. Consequently Santon tends to be the northernmost limit for most traffic within the Autocracy and few but the most foolhardy care to travel beyond the District's northern frontier.

## District Personalities

Alory's story begins in the city of Stuggadhoo some years ago, where the Loarin family found the activities of one of its members increasingly tiresome, embarrassing and counterproductive to its ambitions and aims. This man was Alory Loarin, who could be described as just stupid enough to believe that he was clever, but not quite clever enough to realize that he was stupid.

The latest of Alory's plans to bring power and influence to the Loarin family, and incidentally to himself, had been to start a riot in the city, intending to blame the resulting strife and destruction on one of the other factions by means of carefully planted scraps of false evidence. However, the scheme was bedevilled by poor planning and even worse security and the Loarin family moved to put a stop to it before it could blow up in Alory's face and damage their interests. The family elders met privately in council without Alory and unanimously decided that the best thing to do would be to get their troublesome relative out of the city to some post where his activities could do them little harm. A deal was struck in the House of Lords and, much to his disgust, Alory found himself appointed as the Warden of the Cregga District. Here the Loarins hoped that he would slip into provincial obscurity.

Physically Alory is short and corpulent with a round, fat face in which small pig-like eyes seem

almost to vanish. His mouth is like that of a cherub and his lips are very red. His hands are delicate and like those of a woman. He wears rich clothes and expensive rings. A gold chain of office stretches across his ample middle and he wears a finely crafted rapier at his side. Alory's voice is rather monotonous in normal speech, but it becomes animated whenever he gets excited or loses his temper. His attitude to subordinates and common people is commanding and imperious and he can be petty, spiteful and cruel if he is thwarted.

Alory has a number of personal guards whose loyalty is exclusively to himself—at least for as long as he continues to pay them. As befits the guards of a Warden, these are all excellent warriors.

Characteristics	Attributes
STR 14 ____	Move 3
CON 11 ____	Hit Points 12 ____
SIZ 13 ____	Fatigue 25 - 22 = 3 ____
INT 10 ____	Magic Points 14 ____
POW 14 ____	DEX SR 3
DEX 12 ____	
APP 9 ____	

Hit Location	Melee	Missile	Points
R Leg	01-04	01-03	7/4 ____
L Leg	05-08	04-06	7/4 ____
Abdomen	09-11	07-10	7/4 ____
Chest	12	11-15	7/4 ____
R Arm	13-15	16-17	7/4 ____
L Arm	16-18	18-19	7/4 ____
Head	19-20	20	7/4 ____

Weapon	SR	Attk%	Damage	Parry%	Pts
Rapier	7	42	1D6 + 2 + 1D4	36	10 ____
Dagger	8	44	1D4 + 3 + 1D4	42	8 ____

**Dodge:** 14%.

**Spirit Magic** (48%): Heal 4, Light 1.

**Divine Magic** (78%): Command Horse 1, Heal Body 3, Lightning 3.

**Skills%:** Rid 78, Orate 66, Animal Lore 62, Human Lore 74.

**Languages:** Menetian 79%.

**Magic Items:** Alory's rapier holds a spell matrix for Bladesharp 4. His dagger has a spell matrix for Repair 2.

**Treasure:** In addition to his rapier and dagger, Alory wears his gold chain of office worth 2,000 pennies and carries a purse of 200 pennies. Naturally, his personal wealth is enormous, but much of this is tied up in property and trade merchandise of various sorts.

**Notes:** Alory usually wears a suit of chainmail armour beneath his robes when conducting official business. Both of Alory's weapons are finely crafted, attracting +1 damage and +2 armour point bonuses. Alory is an initiate in good standing of Sensu and also worships Perang.

### Kerrek, Alory's Henchman

Kerrek is Alory Loarin's chief agent in Santon. Before Alory came to Santon Kerrek was a small-time criminal on the make. In the appointment of Alory, Kerrek recognized an opportunity to gain the Warden's confidence. Through a combination of good fortune and hard work Kerrek was able to worm his way into Alory's confidence and become one of the Warden's most trusted agents. Alory places rather more faith in Kerrek's abilities than is perhaps warranted. Kerrak has a cold personality and can be very singleminded. He uses pseudonyms when dealing with his agents.

Kerrek organizes and administers a network of informers and thugs around Santon. He keeps his relationship with Alory as much of a secret as he

can, playing the part of an independent operator prepared to act on behalf of anyone who will pay him. However, there are those in Santon who know of Kerrek's true position.

Kerrek has a cover story which he uses to try and mislead anyone who may begin to question his role and motives too closely as a result of something they may have seen or heard. In such a situation Kerrek will say that he works for the Secret Service of the Autocracy, an organization which is entirely free of faction influence and wholly dedicated to the survival and interests of the state. The Secret Service is so secret, he will say, that few even suspect its existence.

Characteristics	Attributes
STR 15 ____	Move 3
CON 16 ____	Hit Points 16 ____
SIZ 15 ____	Fatigue 31 - 8 = 23 ____
INT 14 ____	Magic Points 16 ____
POW 16 ____	DEX SR 2
DEX 19 ____	
APP 11 ____	

Hit Location	Melee	Missile	Points
R Leg	01-04	01-03	2/6 ____
L Leg	05-08	04-06	2/6 ____
Abdomen	09-11	07-10	3/6 ____
Chest	12	11-15	3/8 ____
R Arm	13-15	16-17	2/5 ____
L Arm	16-18	18-19	2/5 ____
Head	19-20	20	2/5 ____

Weapon	SR	Attk%	Damage	Parry%	Pts
Broadsword	6	104	1D8 + 1 + 1D4	97	10 ____
Dagger	7	124	1D4 + 2 + 1D4	116	6 ____
Throwing Knife	2	93	1D4 + 1D2	—	4 ____

**Dodge:** 88%

**Spirit Magic** (72%): Heal 3.

**Divine Magic** (92%): Berserk 2, Heal Wound 1, Shield 3, Truesword 1.

**Skills%:** Fast Talk 86, First Aid 64, Human Lore 65, Conceal 77, Listen 91, Hide 72, Sneak 63

**Languages:** Menetian 43%.

**Magic Items:** Wears a ring which adds two to his magic points when resisting spells cast against him; this is not a matrix but a special magic artifact.

**Treasure:** Purse holding 100 pennies. Stamped silver disc bearing the design of a spiral, worth 10 pennies.

**Notes:** Kerrek is an initiate of Perang.

### Cruella Vullen, Alory's Mistress

Cruella Vullen is 28 years old. Her family are minor aristocrats who are the dominant influence in the port of Vullen and its environs. At the time that the Autocracy was established the Vullens had been in decline for several generations and they have done little to improve their fortunes since, but Cruella has ambitions which embrace herself if not the rest of the family. When Alory Loarin arrived in Santon, Cruella set her sights on him as a potential route to power. Now she is his lover and she wields enormous influence over him.

Cruella's reputation is sometimes of concern to the Vullen family for her excesses have been known to cause them severe embarrassment. Her aristocratic hauteur is unwelcome to them, particularly her insistence that she be addressed as 'Milady' or 'Your Ladyship' (she has no title in her own right).

Cruella is beautiful, intelligent and highly dan-



*Cruella Vullen*

gerous. Many stories and rumours abound in the city about Cruella. One tale is told of how she beat a man to death with her whip in the middle of a busy street. When the Guardian of Law, at that time a member of the Penmor faction, seized the opportunity to prosecute her he found very few witnesses prepared to testify against Cruella. And those who came forward died in strange and horrifying circumstances or else disappeared before the case could be brought to trial.

Some say that she may be a vampire, but only when whispering in the dark corners of inns and grogshops. She certainly looks the part, being tall, slim and pale, with long black hair slashed by two pure white streaks extending back from her temples. Often she dyes these streaks a vivid green and together with green eyepaint and blood-red lip-paint the alienness of her beauty is strikingly accentuated.

Cruella is well aware of the stories that circulate concerning her and she sees to it that they are encouraged and, if necessary, exaggerated in order to enhance her reputation.

If Cruella should catch anyone in her house she will order them out imperiously. She does not fear for herself and she will warn that if one finger is raised against her then 'men in black' will be sent to hunt down those who dare to harm her. If anything is stolen from her Cruella will do her best to find out who the thieves were in order to take vengeance upon them in the future. She will prefer to organize her own retribution and will be prepared to look on the task as a long term project with no immediate urgency attached to it.

Cruella's most closely guarded secret is that she is a worshipper of Mowta, for she believes that the evil deities are those who are most likely to provide her with the power to achieve her ambitions for her family and, most importantly of all, for herself. She has come to the worship of evil through her long friendship with Rella, a woman of about her own age whom she has known since girlhood but who now owns and lives on Reamrha, an island to the north-east of Santon and effectively beyond the authority of the Autocracy.

Characteristics	Attributes
STR 13 ____	Move 3
CON 14 ____	Hit Points 12 ____
SIZ 9 ____	Fatigue 27 - 2 = 25 ____
INT 16 ____	Magic Points 16 ____
POW 18 ____	DEX SR 2
DEX 17 ____	
APP 17 ____	

Hit Location	Melee	Missile	Points		
R Leg	01-04	01-03	0/4 ____		
L Leg	05-08	04-06	0/4 ____		
Abdomen	09-11	07-10	0/4 ____		
Chest	12	11-15	0/5 ____		
R Arm	13-15	16-17	0/3 ____		
L Arm	16-18	18-19	0/3 ____		
Head	19-20	20	0/4 ____		
Weapon	SR	Attk%	Damage	Parry%	Pts
Dagger	8	82	1D4 + 2	75	6 ____
Throwing Knife	2	79	1D4	—	4 ____
Whip	2	102	1D4	—	6 ____

**Dodge:** 84%

**Spirit Magic** (88%): Countermagic 3, Demoralize 2, Disruption 1.

**Divine Magic** (98%): Heal Wound 2, Fear 2.

**Skills%:** Fast Talk 97, Human Lore 93, Listen 85, Hide 96, Sneak 79.

**Languages:** Menetian 84%.

**Magic Items:** Wears bracelet with a spell matrix for Protection 6. Wears ring with a magic point matrix holding 15 magic points which may be used to cast spells. These magic points may only be used by the person who has placed them in the ring.

**Treasure:** Wears jewellery to a value of 1,700 pennies.

**Notes:** Cruella is an initiate of Mowta. To maintain her public facade, however, Cruella also worships at the Temple of Sensu.

## An Introduction to the Scenarios

There are nine adventures in Daughters of Darkness and literally dozens of ideas for creating other scenarios which should suggest themselves to gamemasters.

It has been our intention to create an environment in which adventurers can exist realistically. Within this environment all characters have duties, obligations and responsibilities which are due to them and which they owe to others. There is love and there is hate; there are friendships, enmities and casual acquaintanceships; enemies are made, hatchets are buried (but not always in someone's skull) and good friends are found and lost.

It is within such a milieu that the adventurers function and the scenarios are intended to provide a continuity in which they should come to recognize particular individuals, relationships and patterns of behaviour. The players themselves should come to realize that the world that their adventurers inhabit is a real one, that it has substance beyond the limits of a scenario and that non-player characters have as real an existence in it as do their own adventurers.

In all scenarios non-player characters who have significant parts to play in each scenario are fully described. Some non-player characters who are particularly important in the context of the adventurers' environment will be detailed individually, but many non-player characters will draw upon a common set of stats. In all cases, gamemasters should feel free to customize individual non-player characters as they wish. Maps and building plans are provided which gamemasters are encouraged to supplement with those of their own.

Throughout the scenarios game functions requiring a roll of percentile dice to determine an adventurer's chance of success are sometimes prefixed by a plus (+) or a minus (-) signed value. These values indicate additions to or subtractions from an adventurer's ability with the indicated skill, reflecting the relative ease or difficulty of the task that is being undertaken. It should be noted, however, that if an adventurer's skill is normally above 5% negative modifiers of this type will never reduce his chance of success to less than 5%. Equally, positive modi-



fiers will not allow an adventurer to exercise a skill which he does not already know at least 1%.

Gamemasters will find that many room and area descriptions are given in only limited form. For example, a bedroom may be detailed only in terms of any stash or items of interest that may be kept there by its occupant(s). This is to avoid a great deal of unnecessary and tedious repetition. Gamemasters must provide additional 'obvious' details themselves. For example, a description of a bedroom used by two serving wenches at a tavern will mention their respective stashes, but it will not detail the beds, the table with their cosmetics and grooming equipment, the hooks behind the door where they hang their capes, and so on.

In a number of the scenarios some passages appear in *italic script*. These passages may be freely reproduced by gamemasters for use as player aids. For example, *The Revenge of Cruella Vullen* has an extensive Players' Introduction in italic script, narrated in the first person as though from the point of view of a particular adventurer. The narration serves as a useful vehicle for introducing the scenario. Gamemasters may, of course, role-play the events described in the individual introductions.

## Introducing the Adventurers to Menetia

How you, the gamemaster, introduce your adventurers to Daughters of Darkness is very much up to you. They are most likely to be fortune-hunters from abroad. If you decide that the adventurers should originate from the Autocracy, it is very much recommended that they come to the District of Santon as strangers to the province. Some plausible reasons for the adventurers coming to Santon are sketched below:

1) **Escape:** the adventurers have blotted their copybook in their last place of residence to such an extent that they have had to flee the country. The only ship that they could catch in a hurry was sailing for Menetia and the port of Santon.

2) **Adventure:** the adventurers are tired of life in their relatively quiet homeland and are looking for glory and danger. The toss of a coin or the spin of a dagger has brought them to the turbulent land of Menetia.

3) **Shipwreck:** while taking passage on board ship to a more familiar destination, the adventurers were shipwrecked. They were rescued by a Menetian ship bound for Santon. The adventurers lost most of their money in the shipwreck and must find employment in Santon if they want to raise the cost of the passage home.

4) **Hire:** the adventurers were hired as guards by merchants financing a trading expedition to Menetia. The expedition arrived in the Autocracy safely, but after some months it became clear that it was

far from successful. In Santon the adventurers woke up one morning to find that their employers had left them in the lurch and several months' wages in arrears—and with no means of getting home.

In Santon the adventurers will find lodgings at The Sailor's Haven. It's cheap, clean and not too disreputable. The innkeeper is Arran; he runs the inn with his wife Neria. The couple are in their middle 40s and childless. They take a shine to the adventurers and are willing to extend at least limited credit to them if they are flat broke.

In the interval between arriving in Santon and embarking on their first adventure, the gamemaster should take the opportunity to provide background information on Santon and Menetia to the adventurers. This should be done through the medium of the Local Knowledge pages, representing what the adventurers are likely to learn and hear from Arran, Neria and contacts they make through The Sailor's Haven.

## Local Knowledge

### *The Autocracy*

*The Autocracy of Menetia was established 20 years ago when King Kaighen II was murdered by a group of aristocratic plotters led by Orell Penmor. Most of the royal family was murdered too, but a few members managed to escape abroad, including one of Kaighen's bastard half-brothers whose claim to the throne is perhaps now the strongest.*

*The Autocracy is dominated by five leading aristocratic families: the Eldemans, the Loarins, the Mandels, the Penmors and the Staskins. The rivalry is greatest between the Loarins and the Penmors.*

*The Autocracy is divided into 12 Districts and the capital city, Stuggadhoo. Local government rests with the Wardens of the Districts and the appointed officials of the Guardians, who are national administrators. Faction dispute makes for poor co-operation amongst officials appointed by opposing families. Law and order are maintained by the Watch and innocent and guilt of crimes is determined by Courts sitting with benches of three Judges. The Courts are known to be corrupt.*

### *Santon*

*Santon is the District capital of the poorest province in the Autocracy. The District is ignored by the capital and largely left to its own devices. Only the incompetent, the worn-out and the troublesome find themselves posted to Santon.*



The city has a population of approximately 3,000. Of these, there are approximately 40 members of the local company of the Watch, 30 of the Warden's personal bodyguard and 100 soldiers of the garrison. The Watch and the garrison are poorly led and virtually a law unto themselves as far as discipline is concerned. There are often fights in the city's taverns between the Watch and the garrison, although these don't result in fatalities too often.

The Warden's bodyguards are much more efficient as a fighting force than either the Watch or the garrison and members of both of the latter steer well clear of them.

The most influential family in the District is the Loarin family, but it cares little about what goes on in the province.

### **The Gates**

There are three gates into the city. These are manned by four to eight members of the Watch during the day, not out of any sense of duty but rather to 'tax' traders and farmers taking produce into and out of the city. Even the simple traveller will find himself forced to pay a couple of pennies to ease his passage through the gates.

At dusk the gates are closed and the Watch is supposed to mount a guard, but this spends most of its time sleeping in the gatehouse, if not carousing in the nearest tavern. The gates are opened again at dawn.

### **Alory Loarin**

Alory is the local Warden. He was sent in disgrace to the District by his family, although the circumstances of the disgrace are not known. He is petty-minded and stupid. He is more interested in Cruella Vullen and getting back to Stuggadhoo than he is in running the District efficiently. Even officials of Loarin Guardians are reluctant to deal with Alory, preferring to report back directly to Stuggadhoo. Alory has some 30 tough bodyguards whose loyalty he ensures through lavish payments of money milched from the people of the District.

### **Cruella Vullen**

Cruella's family controls the port of Vullen and no-one gets in or out without paying their henchmen 'local taxes.' Cruella is Alory Loarin's mistress. It's quite clear that she ensnared Alory, but he seems happy about it or, more likely, ignorant of it.

Cruella is ambitious, cruel and ruthless. She whipped a slave to death in public some years previously and got away with it (even killing a slave is murder in the Autocracy). Although carrying no title, Cruella insists on being addressed as 'Milady' or 'Your Ladyship' and any menial who forgets to do so had better watch out.

### **The Warden's Residence**

Alory's official residence is the largest building in Santon. It is well-protected by a high wall and guarded efficiently by Alory's bodyguards. The grounds of the residence include accommodations for the guards, at least one-third of whom are on duty at any time.

Alory does all his official business here and on-one is allowed into his presence carrying a weapon of any sort. There are always two guards in immediate attendance upon him.

Cruella Vullen's house is only a few tens of metres from the residence and Alory's guards can be there in seconds if trouble threatens.

### **The Barracks**

This provides accommodation and a drill-square for the local garrison, who are more likely to use the drill-square for cockfights than for its proper purpose. The officer in command is a drunkard and the NCOs are as bad as the rest of the troops.

### **The Watch House**

This is where the Watch resides. It is used in as undisciplined a fashion as the Barracks, often being host to ladies of the night and other doubtful characters.

### **Haskal the Sage**

Haskal is widely known as a sorcerer, alchemist and sage. He is equally well known as a sour-tempered old cuss. He deals only in hard cash and deals which are heavily weighted in his favour. Don't look to him for friendship, because you won't find it.

### **Anacea the Healer**

Anacea is more of a faith-healer than anything else, but her skills work. If you're down and out and in need of medical attention, Anacea is the one you turn to. She never asks payment for her services, but everyone gives her something in return, even if it's only a few hours work.

### **The Courts**

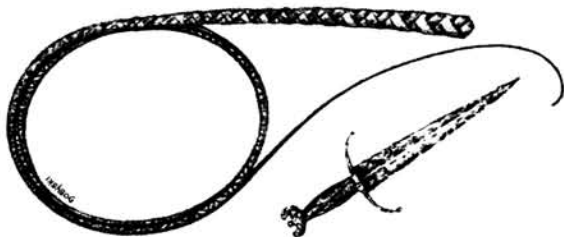
The District Courts are situated in Santon, where benches of Low and Middle Court Judges are maintained. Anyone charged with a crime in the District will find themselves here sooner or later. If they've got enough money, even if they're guilty they'll probably be able to buy themselves off.

### **Temple to Senu**

This is the public temple to Mentia's most popular Goddess, the Queen of Light and Love. It is by far the largest temple in the District and much classier than the nearby temple to Perang, the Warrior God.

### **Temple to Perang**

Perang's temple deserves to be better attended than it is, but the garrison tend to ignore it—they're more interested in wenching and drinking than in becoming better soldiers, and the same applies to the Watch. Most of the temple's regular worshippers are provided by the Warden's bodyguards and the personal guards of local worthies.



### The Mart

There is the inn where the adventurers find lodgings. As its name implies, it is popular with the sea-faring fraternity. It is a friendly pub and troublemakers aren't tolerated for long.

### The Black Boar

The Black Boar is the nearby rival to The Sailor's Haven. It is run by 'Ma' Cronk and has a disreputable reputation. Fights are commonplace and the bouncers never have a quiet night. If you want your pocket picked or to be cheated at cards, this is the place to go. Nevertheless, if you want to find out about shady goings-on, The Black Boar's just the ticket.

### Farweed

Farweed is the local narcotic, which can be smoked, sniffed or taken as an infusion. It's not exactly legal, but it's not so illegal that Alory doesn't make a nice thing out of charging dealers for protection from prosecution—or worse.

## Santon Characters

Once settled in Santon at The Sailor's Haven the adventurers should come into contact with a variety of non-player characters who will prove of importance to them in the future. Some of these individuals will be the inspiration for adventures, others will be useful sources of information or suppliers of goods and services. Some may combine these functions.

Non-player characters may be met by chance or through situations which the gamemaster may extemporize at his discretion. Some may not be encountered until the events of a particular scenario commence. The schedule below provides a list of these characters. The gamemaster should feel free to add to them as he sees fit.

### Anacea the Healer

Anacea is the nearest thing that Santon has to a resident healer for the less well-off inhabitants of the town. She is physician, nurse and midwife to the people of the town and she has access to a form of healing magic that she is unable to explain except that it works. In some societies she would be known as a faith healer. She is short, plump and cheerful. She makes no formal charge for her services, but she does expect payment of some sort or another (cash or kind) for this is how she makes her living. Anacea has the following skills: First Aid 105% and Plant Lore 90%. Anacea's healing magic may be treated as equivalent to the divine spells for curing wasting and curing the shakes and the spirit spell Healing 6. The divine spells may be used once per day and renew themselves automatically. Anacea may cast her spirit spell with an ability of 95% (although she has a POW of only 13). These abilities are the result of a covert possession of Anacea by the spirit of a long-dead healer; this possession is entirely benign and Anacea is unaware of it.

Characteristics	Attributes
STR 9	Move 3
CON 11	Hit Points 11
SIZ 10	Fatigue 20 - 0 = 20
INT 14	Magic Points 12
POW 13	DEX SR 3
DEX 13	
APP 11	

Hit Location	Melee	Missile	Points
R Leg	01-04	01-03	0/4
L Leg	05-08	04-06	0/4
Abdomen	09-11	07-10	0/4
Chest	12	11-15	0/5
R Arm	13-15	16-17	0/3
L Arm	16-18	18-19	0/3
Head	19-20	20	0/4

**Spirit Magic** (65%): Healing 6 (see above).

**Divine Magic** (100%): Cure Wasting, Cure Shakes (see above).

**Skills%:** First Aid 105, Plant Lore 90.

### Bahar the Dolt

Bahar is a slow-thinking giant of a man, his muscles like bands of iron and his mental processes on a par with those of a reasonably smart dog. Bahar is of country stock. He came to the big city (well, Santon's big to him) with the dim idea of making his fortune and returning in triumph to his village. Unfortunately this was the limit of his initiative and he now spends his time in drinking at The Black Boar and earning money by such jobs as require his immense strength that come his way.

Bahar will happily engage in conversation anyone who will talk to him, but once started he is very difficult to shut up (would you tell a fellow the size of Bahar to put a sock in it?), recounting tales of his dog Pot, rabbit hunting outside his home village in the surrounding woods and fields, and the time he won five pennies playing Blind Hookey. Any adventurer who is really pleasant to Bahar, buying him drinks and showing interest in his stories, will find that he has won a bosom pal.

Characteristics	Attributes
STR 18	Move 3
CON 18	Hit Points 18
SIZ 18	Fatigue 36 - 1 = 35
INT 8	Magic Points 18
POW 18	DEX SR 3
DEX 10	
APP 8	

Hit Location	Melee	Missile	Points
R Leg	01-04	01-03	2/6
L Leg	05-08	04-06	2/6
Abdomen	09-11	07-10	2/6
Chest	12	11-15	2/8
R Arm	13-15	16-17	2/5
L Arm	16-18	18-19	2/5
Head	19-20	20	3/6

Weapon	SR	Attk%	Damage	Parry%	Pts
Knife	7	67	1D3 + 1 + 1D6	58	4
Fist	7	111	1D3 + 1D6	108	—
Head Butt	7	143	1D4 + 1D6	—	—
Kick	7	94	1D6 + 1D6	—	—

**Skills%:** Throw 97, Rabbling 83, Call Dog 99.

**Notes:** Bahar's armour is intrinsic and comes as a gift from the gods.

### BREGG THE SNITCH

Bregg makes his living picking up bits and pieces of information around Santon and then selling them to those who have an interest and are ready to pay.

He is very cautious, as he has to be. He is happy to sell information to anyone and he has no particular sense of loyalty to any of his customers, except to the extent that his own safety might be involved. He is thin and wiry, with features rather like those of a ferret.

There is a 35% probability that Bregg will accept an offer of payment in exchange for information so long as that offer is greater than 10 pennies. The chance of his taking the offer increases by 1% for every penny that the offer exceeds 20 pennies, but once he refuses an offer he will not accept an increased offer unless it raises the one he refused by at least one-half. If no precise amount is offered, Bregg will start at 50 pennies and work his way down, but never to less than 20 pennies.

The gamemaster should note that even if Bregg does agree to sell information there is only the chance of the purchaser's APP  $\times 4$  that he will tell him what he knows (he will make it up otherwise). Bregg knows quite a lot about what is going on in Santon's underworld.

### Estaval the Jeweller

Estaval will, if the risk is low, be happy to deal in stolen items.

Characteristics	Attributes
STR 11	Move 3
CON 14	Hit Points 14
SIZ 13	Fatigue 25 - 6 = 19
INT 15	Magic Points 13
POW 13	DEX SR 2
DEX 11	
APP 11	

Hit Location	Melee	Missile	Points
R Leg	01-04	01-03	1/5
L Leg	05-08	04-06	1/5
Abdomen	09-11	07-10	1/5
Chest	12	11-15	5/6
R Arm	13-15	16-17	5/4
L Arm	16-18	18-19	1/4
Head	19-20	20	1/5

Weapon	SR	Attk%	Damage	Parry%	Pts
Rapier	7	47	1D6 + 2	38	10
Main Gauche	8	42	1D4 + 2	56	6

**Dodge:** 21%

**Spirit Magic** (59%): Coordination 2, Detect Enemy 1, Glamour 3.

**Divine Magic** (94%): Heal Body 3, Shield 2 (both one-use).

**Skills%:** Fast Talk 68, Evaluate 89, Human Lore 74, Mineral Lore 82, Orate 49, Sleight 61, World Lore 54.

**Languages:** Elven 43%, Menetian 68%.

**Magic Items:** Wears a ring which has a matrix for the spirit magic spell Protection 4.

**Treasure:** Estaval is wealthy by adventurers' standards; his net worth is in excess of 50,000 pennies.

**Notes:** Wears ringmail hauberk and leather greaves and sleeves under street clothes. Rapier is a superior weapon. Estaval is an initiate of Sensu.

### Feldor the Minstrel

Feldor is a wandering entertainer, working the inns of Santon and the surrounding villages. Feldor is one of Kerrek's agents and carries one of Kerrek's silver discs. His job is to keep his ears open for information useful to Kerrek. He uses his cover as a minstrel for this purpose, playing his lyre and sing-

ing songs in inns for whatever their patrons will pay. He is well built and quite a snappy dresser.

Characteristics	Attributes
STR 14	Move 3
CON 13	Hit Points 12
SIZ 11	Fatigue 26 - 2 = 24
INT 16	Magic Points 14
POW 14	DEX SR 3
DEX 17	
APP 14	

Hit Location	Melee	Missile	Points
R Leg	01-04	01-03	0/4
L Leg	05-08	04-06	0/4
Abdomen	09-11	07-10	1/4
Chest	12	11-15	1/5
R Arm	13-15	16-17	0/3
L Arm	16-18	18-19	0/3
Head	19-20	20	0/4

Weapon	SR	Attk%	Damage	Parry%	Pts
Dagger	7	85	1D4 + 2 + 1D4	80	6
Throwing Knife	2	90	1D4 + 1D2	—	4

**Dodge:** 77%.

**Spirit Magic** (68%): Coordination 3, Heal 2, Light 1.

**Skills%:** Climb 81, Jump 74, Fast Talk 69, Sing 93, Conceal 77, Sleight 85, Play Lyre 91, Listen 67, Search 83, Hide 72, Sneak 78.

**Notes:** Feldor is a lay member of Sensu.

### Harlan the Old Soldier

Harlan looks and talks (cusses, mostly) like an ex-NCO, which is exactly what he once was. He is in his middle 50s. He supplements his meagre pension by giving training in various military skills.

### Haskal the Sage

Haskal is in his late 60s and looks older. He likes to make great play of his antiquity, feebleness and imminent demise. Haskal is something of a scoundrel, unfriendly and unpleasant to most people, but he is the only reliable supplier in the town for a variety of alchemical products and so he is tolerated. He will also teach reading and writing if paid enough, but is unlikely to pass on his knowledge of sorcery to any but the most favoured.

Characteristics	Attributes
STR 11	Move 3
CON 14	Hit Points 14
SIZ 13	Fatigue 25 - 1 = 24
INT 17	Magic Points 19
POW 19	DEX SR 3
DEX 11	
APP 11	

Hit Location	Melee	Missile	Points
R Leg	01-04	01-03	9/5
L Leg	05-08	04-06	7/5
Abdomen	09-11	07-10	12/5
Chest	12	11-15	13/6
R Arm	13-15	16-17	8/4
L Arm	16-18	18-19	10/4
Head	19-20	20	14/5

Weapon	SR	Attk%	Damage	Parry%	Pts
Dagger	8	59	1D4 + 6	58	6

**Dodge:** 43%

**Sorcery Magic%** (Free INT 10): Armouring Enchantment 97, Damage Resistance 101, Mystic Vision 102, Neutralize Magic 107, Palsy 99, Stupefaction 112, Treat Wounds 123.

**Magic Skills:** Intensity 127%.

**Skills%:** Animal Lore 115, Evaluate 109, Human Lore 110, Mineral Lore 130, World Lore 111, Plant Lore 107, Conceal 97, Devise 125.





*Shetessie the Madame*

**Languages:** Menetian 115%, Shen 67%.

**Magic Items:** Haskal wears a number of rings. The first of these acts as the equivalent of a permanent Countermagic 6. The next two are magic point matrices, holding 12 and 16 magic points respectively, which may be used to fuel spells; the magic points may only be used by the person who placed them in the rings. The last ring serves to make the wearer completely invisible in shadows; it is a special magic artifact.

**Treasure:** Carries a few pennies about his person.

**Notes:** Haskal has cast sorcerous armouring enchantments upon his various hit locations to provide protection. This armour has no ENC penalty.

Marnar is bodyguard and general assistant to Haskal the Sage. He is large and brawny and in his early 30s. He regards working for Haskal as one of the best numbers he's ever had and is not about to do anything to jeopardize his position. He drinks occasionally at The Sailor's Haven, but he is close mouthed and always suspicious of strangers.

## Kellan the Thief

Kellan works the town and its surrounding villages. His particular specialties are housebreaking and burglary, but he also engages in a spot of pocket picking. However, because of his friendship with Arran he refrains from these activities in The Sailor's Haven. He fences much of what he steals through Shaafix. During his thievery excursions he quite often comes across interesting fragments of information that he is prepared to pass on at a price.

Characteristics	Attributes
STR 14	Move 3
CON 13	Hit Points 13
SIZ 12	Fatigue 27 - 5 = 22
INT 16	Magic Points 14
POW 14	DEX SR 1
DEX 23	
APP 11	

Hit Location	Melee	Missile	Points
R Leg	01-04	01-03	1/5
L Leg	05-08	04-06	1/5
Abdomen	09-11	07-10	1/5
Chest	12	11-15	1/6
R Arm	13-15	16-17	1/4
L Arm	16-18	18-19	1/4
Head	19-20	20	1/5

Weapon	SR	Att% Damage	Parry% Pts
Dagger	6	87 1D4 + 2 + 1D4	74 6
Throwing Knife	1	93 1D4 + 1D2	— 4

**Dodge:** 110%

**Skills%:** 94, Jump 81, Fast Talk 95, Evaluate 73, First Aid 62, Human Lore 65, Conceal 89, Sleight 106, Search 103, Hide 88, Sneak 98.

**Languages:** Menetian 40%.

**Magic Items:** Wears a ring which glows automatically if it detects a trap within 10 centimetres; this is a special magic artifact. Carries two doses of knifeburn 10 poison which he smears on the blades of his weapons before combat.

**Treasure:** Carries 100 pennies.

## Laban the Lawyer

Laban is the local lawyer, available at the usual exorbitant rates to anyone who needs his services.

## Ma Cronk, Landlady of the Black Boar Inn

Ma is the widow of Cronk, the landlord of The Black Boar. No longer the sylph-like beauty who won Cronk's heart thirty years ago, Ma—as she is known to everyone—went to seed when she hit 40. She is now 50 and about the same around the tum. When even the bouncers have failed to eject a particularly troublesome and stubborn customer, Ma sweeps all before her for she is a fearsome opponent when armed with her chosen weapon, a heavy serving-ladle. Ma will defend the inn's cash box with all the

determination and fury of a vixen defending her cubs.

Characteristics	Attributes
STR 13	Move 2
CON 14	Hit Points 15
SIZ 16	Fatigue 27
INT 12	Magic Points 14
POW 14	DEX SR 3
DEX 13	
APP 7	

Hit Location	Melee	Missile	Points
R Leg	01-04	01-03	0/5
L Leg	05-08	04-06	0/5
Abdomen	09-11	07-10	0/5
Chest	12	11-15	0/6
R Arm	13-15	16-17	0/4
L Arm	16-18	18-19	0/4
Head	19-20	20	0/5

Weapon	SR	Att% Damage	Parry% Pts
Ladle	7	91 1D6 + 2 + 1D4	— 4
Dagger	7	41 1D4 + 2 + 1D4	39 6
Head Butt	7	59 1D4 + 1D4	— —

**Dodge:** 32%

**Spirit Magic** (70%): Demoralize 2, Strength 2.

**Skills%:** Throw 56, Fast Talk 74, Evaluate 46.

**Notes:** Ma is a lay member of Senu.

Sinda is the scullery maid at the Black Boar and she is meanly overworked and underpaid by her employer. As she has no other job to turn to she must stay at the Black Boar for she has an ailing mother to support. Sinda is 16 years old and has no interest in the Black Boar except to keep her job. If she was relieved of the misery and wretchedness of her existence she would be an attractive young woman.

## Rilk the Gabbler

To a stranger in the Black Boar, Rilk will seem to be cast in the same mould as Bregg, that is a grass. However, as almost everyone who is a regular at the inn knows, Rilk is perfectly harmless—he knows nothing of any consequence at all. Rilk will accept any offer made in exchange for information; the offer could be of a drink instead of money, Rilk is not fussy. If no precise offer is made to him, Rilk will start at 100 pennies (on the grounds that if it is expensive it must be good) and work his way down to a mug of ale as slowly and reluctantly as possible. Once paid, Rilk will babble happily about all the secret knowledge he is privy to. The gamemaster must always remember that Rilk knows precisely nothing.

Characteristics	Attributes
STR 9	Move 3
CON 11	Hit Points 10
SIZ 9	Fatigue 20 - 1 = 19
INT 10	Magic Points 11
POW 11	DEX SR 3
DEX 12	
APP 9	

Hit Location	Melee	Missile	Points
R Leg	01-04	01-03	0/4
L Leg	05-08	04-06	0/4
Abdomen	09-11	07-10	0/4
Chest	12	11-15	0/5
R Arm	13-15	16-17	0/3
L Arm	16-18	18-19	0/3
Head	19-20	20	0/4

Weapon	SR	Att% Damage	Parry% Pts
Dagger	9	36 1D4 + 2	35 6
Fist	9	31 1D3	— —

**Dodge:** 28%.

**Treasure:** Carries 12 pennies.

### Shaafix the Fence

Shaafix is in his late 50s, tall and rather cadaverous in appearance. Indeed, he seems to have all the favourable qualities of a funeral director. His shop fronts as a pawnbroker's.

Shaafix employs a bodyguard, Consto. Consto is an experienced and efficient bodyguard. He does much of his drinking in The Sailor's Haven.

### Shetessie the Madame

Shetessie runs 'The Best Cat-house in Town.' Actually, it's the only cat-house in town, but never mind. She has a stable of eight girls. She is rather fat, but always dresses well—if somewhat flashily—and wears expensive jewellery. She is known to turn a trick for a favoured customer, such customer accepting the offer if he knows what's good for him.

Characteristics	Attributes
STR 9	Move 3
CON 14	Hit Points 14
SIZ 13	Fatigue 23 - 1 = 22
INT 13	Magic Points 13
POW 13	DEX SR 3
DEX 15	
APP 13	

Hit Location	Melee	Missile	Points
R Leg	01-04	01-03	0/5
L Leg	05-08	04-06	0/5
Abdomen	09-11	07-10	0/5
Chest	12	11-15	0/6
R Arm	13-15	16-17	0/4
L Arm	16-18	18-19	0/4
Head	19-20	20	0/5

Weapon	SR	Attk%	Damage	Parry%	Pts
Dagger	8	72	1D4 + 2	58	6
Throwing Knife	3	62	1D4	—	4

**Dodge:** 39%

**Spirit Magic** (64%): Glamour 6, Heal 4.

**Divine Magic** (99%): Heal Wound 2, Lightning 1 (both one-use).

**Skills%:** Fask Talk 59, Conceal 47, Listen 64.

**Languages:** Elven 32, Menetian 38.

**Magic Items:** Has a ring with a bound spirit with the following characteristics—INT 11, POW 10; it knows the spirit magic spells Befuddle 2, Countermagic 4 and Protection 4.

**Treasure:** Shetessie wears cheap but apparently good-quality jewellery during business hours, to a value of 120 pennies; her personal wealth is in the region of 20,000 pennies.

**Notes:** Shetessie is an initiate of Sensu.

### Skaftor the Diseased

Any adventurer who remains close to Skaftor for longer than a few minutes will have a 40% chance of catching fleas, lice and other parasites from him. As long as the adventurer is suffering from these parasites his APP will be reduced by 1D4+2 to a minimum of three until they are removed by a healer. An adventurer who has caught parasites from Skaftor may pass his affliction on to his companions, but in the case of this secondary infection their APP will only be reduced by 1D2+1.

Characteristics	Attributes
STR 10	Move 3
CON 6	Hit Points 7
SIZ 8	Fatigue 16 - 1 = 15
INT 11	Magic Points 12
POW 12	DEX SR 3
DEX 11	
APP 7	

Hit Location	Melee	Missile	Points
R Leg	01-04	01-03	0/3
L Leg	05-08	04-06	0/3
Abdomen	09-11	07-10	0/3
Chest	12	11-15	0/4
R Arm	13-15	16-17	0/3
L Arm	16-18	18-19	0/3
Head	19-20	20	0/3

Weapon	SR	Attk%	Damage	Parry%	Pts
Dagger	9	32	1D4 + 2	28	6
Fist	9	30	1D3	—	—

**Dodge:** 32%

**Skills%:** Listen 86, Hide 73, Sneak 75.

**Notes:** If an adventurer takes damage of any sort from Skaftor there is a chance that he will be infected by one of the many diseases that Skaftor is a vector for. Percentile dice are rolled if an adventurer catches something from Skaftor:

01-50	The adventurer has contracted Wasting Disease
51-65	The adventurer has contracted Creeping Chills
66-80	The adventurer has contracted Brain Fever
81-90	The adventurer has contracted Soul Waste
91-95	The adventurer has contracted The Shakes
96-98	Roll twice on this table
99-00	Roll three times on this table

If a disease is caught from Skaftor, the adventurer has contracted the mild form of the illness; if it is caught two or more times, the adventurer has contracted the acute form of the illness. A disease cannot be contracted in any form worse than its acute stage; ignore any rolls on the above table that might indicate a more severe form of a disease. The gamemaster should note that Skaftor knows very little about anything, but he is always happy to talk to anyone who wants to talk to him.

### Tannar the Urchin

Tannar lives on his wits around Santon. He is an orphan and Neria quite often feeds him and slips him a penny for she is sorry for the lad. Tannar is always hanging around, offering to do jobs and run errands. He keeps his eyes and ears open and he is quite an expert pickpocket and petty thief. He quite often comes across interesting and sometimes important bits of information.

### Trover the Smith

Trover is short, squat and powerful and his body is covered in a mat of thick dark hair. Call him a dwarf at your peril.

Characteristics	Attributes
STR 17	Move 3
CON 18	Hit Points 16
SIZ 13	Fatigue 35 - 4 = 31
INT 13	Magic Points 15
POW 15	DEX SR 2
DEX 16	
APP 10	

Hit Location	Melee	Missile	Points
R Leg	01-04	01-03	1/6
L Leg	05-08	04-06	1/6
Abdomen	09-11	07-10	2/6
Chest	12	11-15	2/8
R Arm	13-15	16-17	0/5
L Arm	16-18	18-19	0/5
Head	19-20	20	0/6



Weapon	SR	Att%	Damage	Parry%	Pts
Hammer	6	86	2D6 + 2 + 1D4	68	12
Fist	7	97	1D3 + 1D4	—	—
Grapple	7	84	1D6 + 1D4	—	—

**Dodge:** 53%.

**Skills%:** Throw 79, Craft Metal 96, First Aid 68, Mineral Lore 83, Devise 92, Toss Horseshoes 94.

**Notes:** Trover does not have any truck with magic, gods or such nonsense.

### Velyn the Farweed Dealer

Velyn is a dealer in farweed, the expensive euphoric drug much favoured in the Autocracy. Velyn is very prosperous in appearance. He has his home near The Sailor's Haven, but his business premises are outside town. Although Velyn knows an awful lot about what goes on amongst those who buy his drugs, he keeps his knowledge very much to himself.

Characteristics	Attributes
STR 10	Move 3
CON 9	Hit Points 14
SIZ 12	Fatigue 21 - 8 = 13
INT 15	Magic Points 15
POW 15	DEX SR 3
DEX 11	
APP 13	

Hit Location	Melee	Missile	Points
R Leg	01-04	01-03	3/5
L Leg	05-08	04-06	3/5
Abdomen	09-11	07-10	4/5
Chest	12	11-15	4/6
R Arm	13-15	16-17	3/4
L Arm	16-18	18-19	3/4
Head	19-20	20	4/5

Weapon	SR	Att%	Damage	Parry%	Pts
Rapier	7	49	1D6 + 1	42	8
Main Gauche	8	38	1D4 + 2	57	10

**Dodge:** 21%.

**Spirit Magic** (67%): Detect Enemy 1, Heal 2, Protection 2.

**Divine Magic** (92%): Shield 3 (one-use).

**Languages:** Dwarven 29%, Elven 42%, Menetian 61%.

**Magic Items:** Velyn's rapier has a matrix for Bladesharp 3.

**Treasure:** Velyn wears jewellery and carries cash to a value of 500 pennies; his personal worth is around 60,000 pennies.

**Notes:** Velyn is an initiate of Senu. A Strengthening Enchantment has increased his hit points by 4. His house and business premises are protected by a Warding 2. His business is sufficiently hazardous for him to wear a mixture of cuirbouilli and bezainted armour during business hours and whenever he is out and about around Santon.

### Yal the Bath Attendant

Yal's work occasionally makes him privy to conversations that he is not supposed to hear. From these eavesdroppings he gleans tidbits of information that he can dispose of in the right quarters for a useful financial return. Yal does most of his drinking in The Sailor's Haven. He is short, fat and breathless.

## An Introduction to the Adventures

The adventures in Daughters of Darkness are presented in the order in which it is suggested they should be played. However, there is nothing hard and fast about this order and the gamemaster may change it to suit his own convenience, except that The Revenge of Cruella Vullen must be preceded by The Affair of the Ancestral Ring and The Adven-

ture of Ilwraith's Cache must come after The Adventure of the Gyvreck Sodality Cult.

## Protecting the Farweed

Velyn the farweed dealer is looking for guards to protect his next consignment of drugs over the last stage of its journey to Santon. Velyn will ask the adventurers to travel to Henin, in the valley of the River Neash, and rendezvous with the traders bringing the farweed to him. He will give them a letter to identify themselves. They are to escort the farweed consignment back to him. Velyn will offer payment of 100 pennies per adventurer plus a bonus of 100 pennies each if they beat off an attack.

The journey to Henin will be uneventful, but on the return trip the party will be ambushed by bandits intent on hijacking Velyn's farweed. The bandits' ambush will open with a volley of cross-bow bolts, followed by a call for the party to surrender. In melee the bandits will retreat if, after five melee rounds have elapsed, they are not clearly winning.

There will be two traders plus bandits equal to the number of adventurers plus four. No more than one-third of the bandits will be armed with cross-bows. The gamemaster may use his own discretion to decide whether or not the bandits are Kerrek's hirelings: perhaps Velyn has been slow in paying protection money?

## Saving Bregg

Returning to their lodgings late one night, the adventurers hear sounds of a struggle in a dark alley. Peering into the gloom they see that Bregg is being beaten up by a group of toughs. Presumably these fellows have taken objection to something that he has said or done.

This is a straightforward fight which will only develop if the adventurers decide to aid Bregg. If they do save the informer, he will be so grateful that he will be more than willing to help them in any way that he can in the future, possibly even for reduced payment.

There will be thugs attacking Bregg equal to the number of adventurers.





## The Affair of the Ancestral Ring

The Affair of the Ancestral Ring involves the adventurers in doing a service for a beautiful woman, the wife of an important aristocrat in Santon. In performing this service they will have to pit themselves against the beautiful and dangerous Cruella Vullen, perhaps the most notorious woman in all of Santon.

Recently Cruella has had cause to number amongst her enemies Royanna Santiman, the wife of Lord Toran Santiman, one of the leading men of Santon. Royanna snubbed Cruella at a reception given by Lord Santiman, a slight which Cruella is determined to repay with interest. Cruella means to disillusion Toran about his wife.

Due to the pressures of family business, recently Toran has had to spend much time in Stuggadhoo, leaving his young and beautiful wife to her own devices. After spending several dull weeks entertaining a succession of dreary female relatives and acquaintances, Royanna succumbed to temptation and visited the Temple of Sensu during one of the many festivals in honor of the Goddess of Love. There she encountered Jaffrey Corbel, a handsome, charming and good-natured rake.

When Royanna's eyes met Jaffrey's across the crowded floor of the temple there was a moment of uncertainty and then both of them knew that this was a priceless moment in time—each was promised to the other without a word being spoken. That evening Jaffrey, a daring young blade, cast caution to the winds and climbed the trellis to Royanna's balcony. Fearing that he would be discovered, Royanna bade him enter her boudoir and, in time, one thing led to another.....

Next morning as Jaffrey left just before dawn, in a fit of recklessness the two lovers exchanged rings. Too late Royanna realized that the ring that she had given Jaffrey was the renowned family seal ring pledged to her in public ceremony by Toran. Carved from a large emerald, this ring is irreplaceable and Royanna knew that she would be expected to wear it at the forthcoming annual ceremony in honour of the ancestors of the Santiman family. Should it become known that Royanna had had a liaison with another man Lord Santiman would have no alternative but to divorce her. The shame and disgrace would be unbearable.

Royanna sent an urgent message to Jaffrey via her trusted maid and confidant, Lania, requesting that he return the ring immediately. Unfortunately for the two lovers another of Jaffrey's paramours visited him before Royanna's message to return the ring reached him. This woman was none other than Cruella Vullen (who has to take her pleasures where and when she can find them).

Enamoured of his new love, Jaffrey told Cruella that he now reserved his affections for another and that he could see her no more. There was a blazing row between the couple and Cruella stormed out of Jaffrey's rooms—but not as distressed as she pretended, for she knew his secret!

While in his rooms Cruella had noticed Royanna's ring on Jaffrey's table. She recognized it immediately and at once made the connection between Jaffrey's possession of it and his meeting with Royanna at the temple, a meeting that she had witnessed. Cruella waited until Jaffrey's attention was distracted and, seizing her opportunity, she purloined the ring. Now she had the means of exacting revenge on Royanna.

Soon after Cruella left Jaffrey's rooms Lania arrived with Royanna's message. With dismay Jaffrey realized that the ring was missing and that Cruella must have taken it. He sent Lania back to Royanna with the information that the ring had fallen into the hands of one who did not wish her well. He wrote that he would visit her secretly that night.

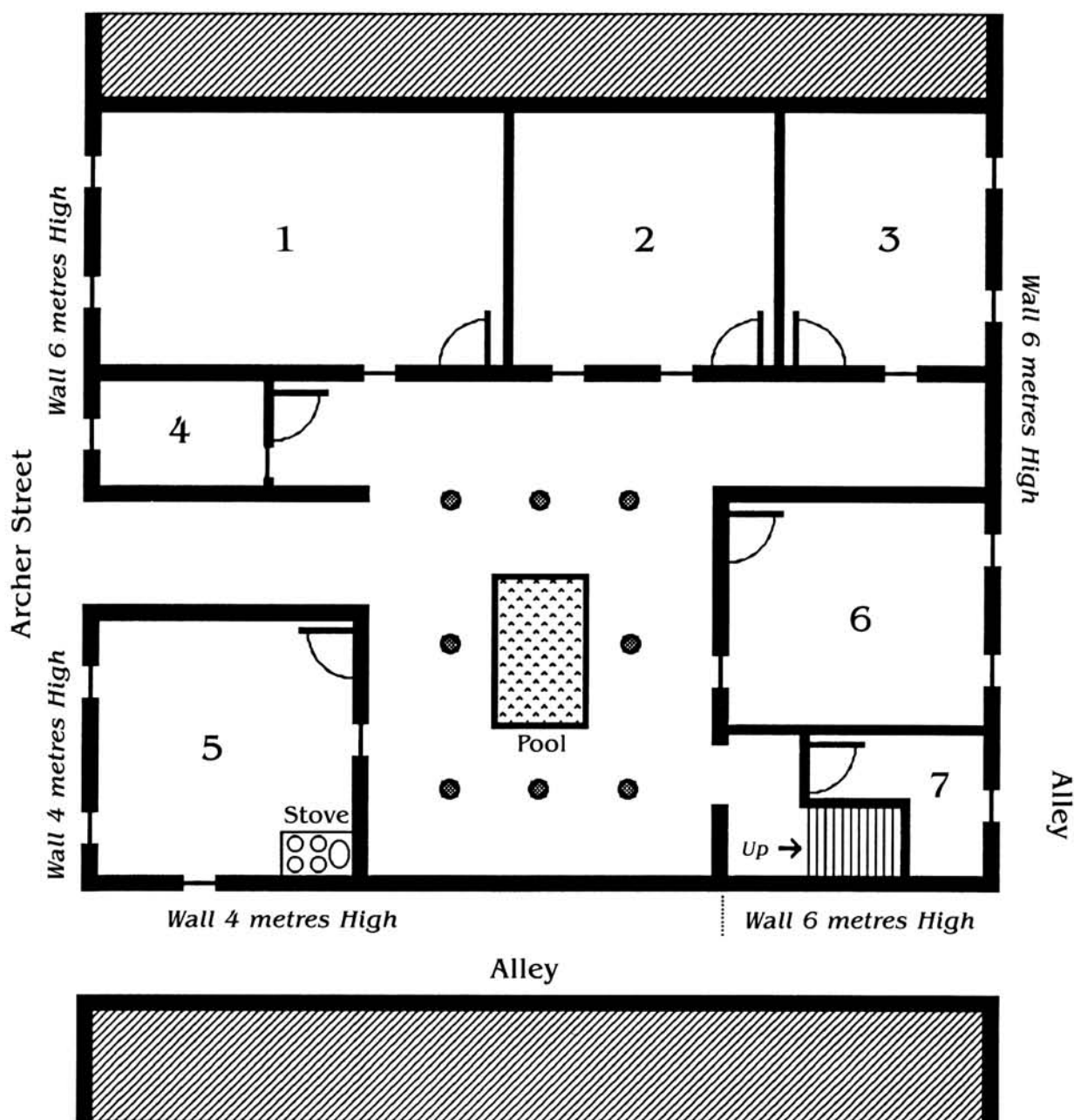
While Royanna waited anxiously for Jaffrey's appearance, Cruella called upon her. Cruella spoke pointedly about the approaching celebration and how everyone would be expecting Royanna to wear her ring, the precious gift from Toran. Realizing with horror that Cruella's crowing could only mean that she had possession of the ring, Royanna brazened it out and told her enemy that everyone would see the most worthy woman in Santon wearing the ring at the ceremony. To this Cruella agreed with a sardonic smile.

That night Royanna and Jaffrey decided upon a plan of action. Jaffrey could achieve little or nothing on his own, having no personal following to aid him. Royanna refused to let him try anything on his own for it would be too dangerous if he was to be discovered. She remembered that Lania's sister is the wife of the innkeeper at The Sailor's Haven. Perhaps she could help them to find trustworthy agents to steal the ring back from Cruella. They agreed to send Lania to The Sailor's Haven, asking her sister to come to them at once.

Together Royanna and Jaffrey told Neria everything. Quickly she agreed to do all she could to help the couple, even though privately she thought that Royanna had been foolishly impetuous to become involved with Jaffrey. Royanna promised to pay a handsome reward if the ring could be recovered, but she pleaded with Neria to do her best to keep any mention of herself or Jaffrey out of her negotiations with anyone she hired.

When Neria returns to The Sailor's Haven she will ask the adventurers to burgle the house of Cruella Vullen, where Royanna and Jaffrey are certain that the ring will be hidden. She will tell the adventurers what it is that they are looking for, that

# Cruella Vullen's House: Ground Floor



- 1 Dining Room
- 2 Dayroom
- 3 Womens' Room
- 4 Latrine

- 5 Kitchen
- 6 Slavers' Quarter
- 7 Store
- Window

- Trellis Pillar
- Neighbouring Building
- Door

1 square =  $\frac{1}{2}$  metre

it was stolen from its rightful owner and that if it is not recovered its owner will be disgraced. Neria will not reveal any details concerning Royanna except to say that the adventurers will be doing a service to "a fine and honourable woman."

### Collecting Information

Additional information that the adventurers can discover concerns Cruella's house. The house was bought for Cruella by Alory and he often visits there and spends the night. The house is distinguished by the carved mask above its entrance. A casual stroll past the house will establish the general layout from outside the walls, but as ever too much interest displayed by strangers will arouse the suspicions of those around the house. It can be fairly easily established that there are four slaves in the household, three women and a man, all procured through the Courts as a result of their crimes. Cruella also employs two bodyguards.

To gain concrete information about the inside of the house the adventurers will have to contact someone who lives there. The adventurers' best bet will be the young slave Sara and the gamemaster must decide how likely it is that one of them will be able to meet her, and the circumstances of such a meeting. Even if an adventurer does encounter Sara, she will not respond to rough or blunt questioning.

An and Della, the other two female slaves, rarely leave the house and are unlikely to be encountered outside. Even if they are they will answer no questions and report such questioners to their mistress as soon as they are able to. Malik, the chief slave, also spends much of his time within the house and even if he is met he will be very close-mouthed and suspicious around strangers who seem to be pumping him for information.

Neither Gram nor Jamic, the bodyguards, will impart any information about the house they guard. Anyone asking them anything but the most innocent questions will immediately arouse their suspicions.

If he can be found the watchman will know very little. He is paid to sit outside the entrance to the house at night and to keep his eyes and ears open. This is exactly what he does and so long as he is paid promptly and regularly he does not care about anything that goes on inside.

### The Household of Cruella Vullen

As well as Cruella, the following non-player characters may be encountered at her house.

Gran and Jamic are the two professional guards employed by Cruella. They realize that any future employment will depend largely upon how well they serve Cruella and so they tend to be efficient.

#### Characteristics

STR 14 \_\_\_\_  
CON 13 \_\_\_\_  
SIZ 13 \_\_\_\_  
INT 13 \_\_\_\_  
POW 14 \_\_\_\_  
DEX 17 \_\_\_\_  
APP 11 \_\_\_\_

#### Attributes

Move 3  
Hit Points 13 \_\_\_\_  
Fatigue 27 - 12 = 15 \_\_\_\_  
Magic Points 14 \_\_\_\_  
DEX SR 3

Hit Location	Melee		Missile	Points	
R Leg	01-04		01-03	5/5	____
L Leg	05-08		04-06	5/5	____
Abdomen	09-11		07-10	5/5	____
Chest	12		11-15	5/6	____
R Arm	13-15		16-17	5/4	____
L Arm	16-18		18-19	5/4	____
Head	19-20		20	5/6	____
Weapon	SR	Attk%	Damage	Parry%	Pts
Broadsword	6	98	1D8 + 1 + 1D4	87	10 ____
Dagger	7	89	1D4 + 2 + 1D4	92	6 ____
Lt Crossbow	2	91	1D6 + 2	41	6 ____

**Dodge:** 79%

**Spirit Magic** (58%): Bladesharp 3, Heal 2.

**Divine Magic** (86%): Heal Wound 2, Truesword 1.

**Skills%:** Jump 78, Listen 69, Scan 83, Hide 65, Sneak 62.

**Treasure:** Each bodyguard will carry 3D6 pennies.

**Notes:** Use this character for both guards. Like most professional fighters, bodyguards are initiates of Perang. Whenever on duty each guard wears ringmail armour and carries sword, dagger and crossbow. Crossbows will be dropped before engaging in melee combat or chasing someone.

Apart from her two guards, Cruella prefers slaves to employees as servants for she has more power over these. **An** and **Della** are the two mature female slaves who do most of the cooking and other housework. **Sara** is a young female slave who does much of the fetching and carrying for the household. She also waits on guests when the dining room is in use and attends Cruella in public.

**Malik** is the chief slave. He is a handsome and intelligent young man. His main duties are to entertain Cruella and her guests by playing the lyre and singing, to wait on tables and to see to the generally efficient running of the household. He also performs more personal and intimate services for Cruella, for Alory is not quite everything that Cruella wishes he was and her freedom to take lovers elsewhere is very restricted by her association with the Warden. Malik is the only one of the slaves who will fight in Cruella's defence, and then only half-heartedly. The other slaves will just run away from any attackers, shrieking hysterically.

#### Malik

##### Characteristics

STR 15 \_\_\_\_  
CON 14 \_\_\_\_  
SIZ 12 \_\_\_\_  
INT 14 \_\_\_\_  
POW 10 \_\_\_\_  
DEX 16 \_\_\_\_  
APP 15 \_\_\_\_

##### Attributes

Move 3  
Hit Points 13 \_\_\_\_  
Fatigue 29 - 2 = 27 \_\_\_\_  
Magic Points 10 \_\_\_\_  
DEX SR 2

Hit Location	Melee	Missile	Points		
R Leg	01-04	01-03	0/5 ____		
L Leg	05-08	04-06	0/5 ____		
Abdomen	09-11	07-10	0/5 ____		
Chest	12	11-15	0/6 ____		
R Arm	13-15	16-17	0/4 ____		
L Arm	16-18	18-19	0/4 ____		
Head	19-20	20	0/5 ____		
Weapon	SR	Attk%	Damage	Parry%	Pts
Gladius	6	67	1D6 + 1 + 1D4	—	10 ____
Dagger	7	71	1D4 + 2 + 1D4	64	6 ____
Fist	7	64	1D3 + 1D4	—	—

**Dodge:** 32%

**Skills%:** Listen 54, Paired Athletics 86, Sing 82, Play Lyre 87.

#### Women Slaves

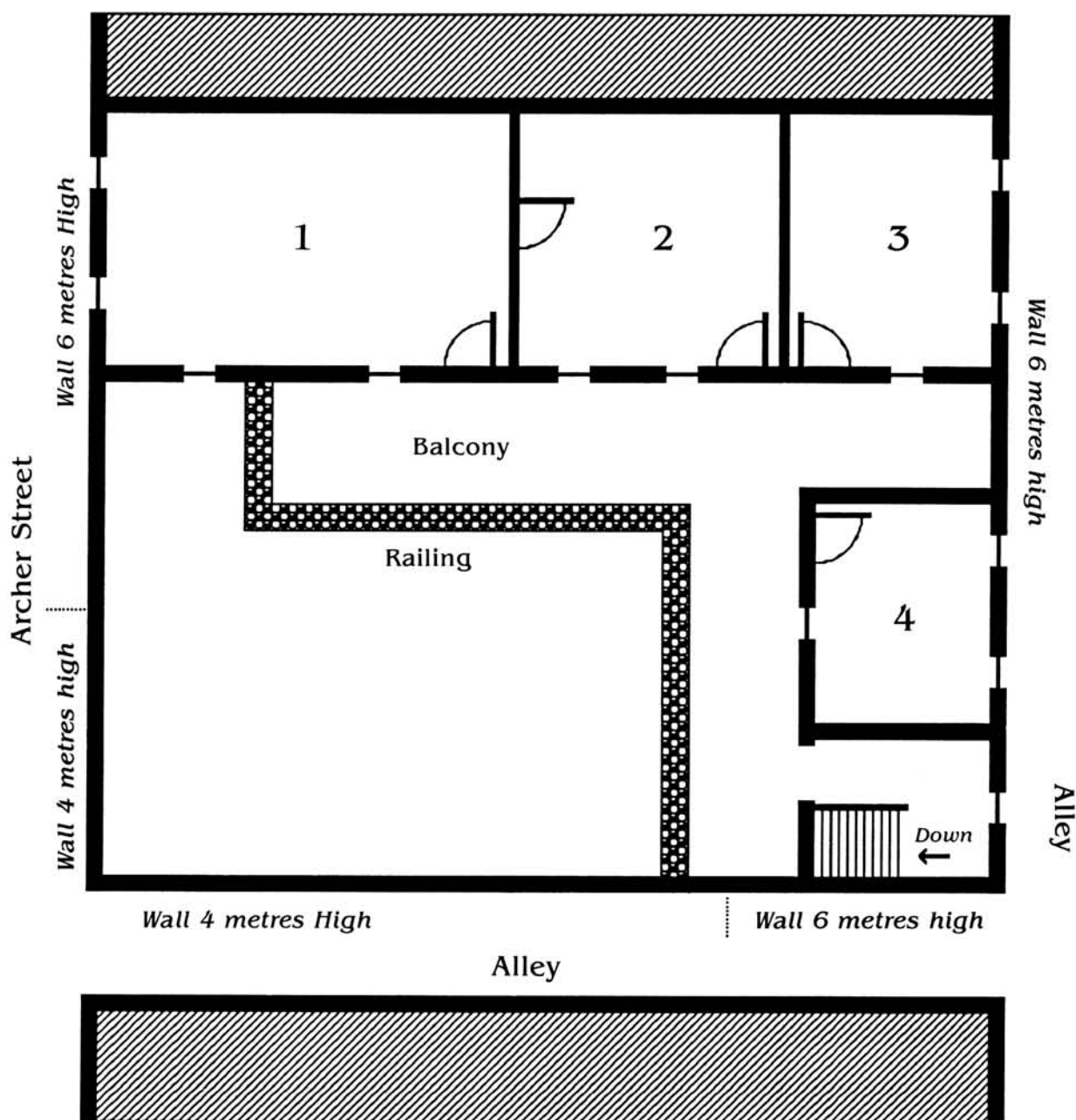
##### Characteristics

STR 9 \_\_\_\_  
CON 12 \_\_\_\_  
SIZ 8 \_\_\_\_  
INT 12 \_\_\_\_  
POW 11 \_\_\_\_  
DEX 13 \_\_\_\_  
APP 12 \_\_\_\_

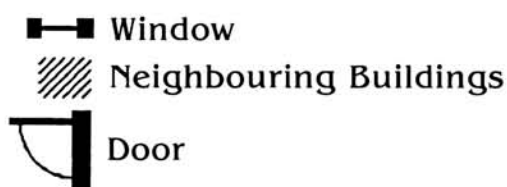
##### Attributes

Move 3  
Hit Points 10 \_\_\_\_  
Fatigue 21 \_\_\_\_  
Magic Points 11 \_\_\_\_  
DEX SR 3

# Cruella Vullen's House: First Floor



- 1 Cruella's Bedroom
- 2 Cruella's Dressing Room
- 3 Malik's Quarters
- 4 Guards' Quarters





Hit Location	Melee	Missile	Points
R Leg	01-04	01-03	0/4 —
L Leg	05-08	04-06	0/4 —
Abdomen	09-11	07-10	0/4 —
Chest	12	11-15	0/5 —
R Arm	13-15	16-17	0/3 —
L Arm	16-18	18-19	0/3 —
Head	19-20	20	0/4 —

**Dodge:** 17%.

**Skills%:** Listen 38, Hide 41, Sneak 43, Shriek 100.

Generally the women slaves hate Cruella, who beats them often and mercilessly. Thus Sara, who regularly leaves the house to go to market, may give information and even a little help to a kindly character.

At night **Rav**, an old watchman is employed by Cruella to sit outside the entrance to the house. He does not live in the household. He is hired to discourage unwelcome visitors, which he does simply by his presence. He does not fight, but then he is not expected to.

### The House of Cruella Vullen

The accompanying plans show the general location and layout of Cruella's house. The house faces north and the eastern wall directly abuts that of the neighbouring building. There are alleys to the south and west of the house. The house is clearly the property of a well-to-do person, being large and spacious in comparison with most of the dwellings of Santon. Most of the house is built of brick surfaced with white plaster, but the inner walls of the guards' quarters and the upper stairwell are made of wood. The floors of the first floor are also constructed of wood. The roof is red-tiled.

All the rooms on the ground floor are just under three metres high. Those on the first floor are just over two-and-a-half metres from floor to ceiling. The eight pillars in the peristyle (courtyard with pool) help support the upper storey. The balustrade of the first floor balcony is one metre high.

All of the rooms are well-appointed, although those occupied by Cruella may be described as luxurious. All rooms have windows sixty centimetres square about three-quarters of a metre below ceiling level. These windows are shuttered at night. Braziers are used to heat the rooms when it is cold and oil lamps light them when it is dark.

Rooms whose contents are of importance have those contents described below. All rooms contain everything that might be expected of their uses.

The quarters of the woman slaves contains three single beds, a couple of chairs and three chests. The chests contain women's clothes. Amongst the generally poor-quality articles of clothing there are one or two finer articles: these are some of Cruella's cast-offs.

A +50% search amongst the clothes in each chest will discover a stash. An's stash holds 27 pennies and a brooch worth 50 pennies. Della's stash holds 12 pennies. Sara's stash is a small knife which she

stole from the kitchen. She sometimes thinks of using the knife to commit suicide with and occasionally she dreams of stabbing Cruella with it. If Cruella ever finds the knife Sara will be in big trouble. The knife is very badly balanced and if used as a throwing knife subtracts 25% from the thrower's skill.

In the far corner from the door of Cruella's bedroom there is a large, ornately-carved bed draped in the finest linen and silk. The room also contains three chests, three comfortable armchairs, two upright chairs, a dressing-table and a stuffed raven on a perch.

Two of the chests contain women's clothes of very high quality. The third chest is locked. If it is opened it will be found to contain several letters implicating a number of leading Santon citizens in affairs with Cruella, a leather bag holding 2,000 pennies, a small unlabelled vial of liquid and a small casket. The casket is made of lacquered wood and is decorated with a hunting scene. It is locked and trapped with a poison-coated needle which strikes the hand of the opener with an ability of 100% and will penetrate up to two points of armour, although doing no damage itself. Wearing more than two points of armour on the hand will make it virtually impossible to operate the casket's lock.

The liquid in the vial is the same as the poison on the needle. The poison is kriff, a mineral poison, with an effective strength of eight. Kriff attacks its victim twice, first of all in exactly the same fashion as any other poison and then, in a second attack, the now reduced CON of its victim. If this second attack succeeds it renders the victim unconscious for a number of game turns equal to 1D100 minus the victim's characteristic CON. Regardless of the success of this second attack, all DEX-based skills of the victim are halved, rounding fractions up, for 1D100 game turns (to run concurrently with any period of unconsciousness, if applicable).

The casket contains the following items: a ruby necklace valued at 6,000 pennies, a topaz tiara (2,000 pennies), three pairs of emerald earrings (worth a total of 2,000 pennies), an unmounted ruby (1,500 pennies), an unmounted sapphire (2,500 pennies), and four rings; of the rings, one is set with rubies (1,500 pennies), two with emeralds (1,200 pennies each) and the fourth with a single large emerald (3,000 pennies). Anyone searching in a hurry might easily mistake this last ring for the one for which he is searching. All the jewellery is a gift from Alory.

A successful search inside the chest will reveal a movable panel in its floor. Someone unfamiliar with the panel's operation must use his devise skill to open it. If this is failed a shower of four razor-sharp darts will be fired upwards from the bottom of the chest. Each of these darts has a 60% chance of hitting whoever has triggered the trap, does 1D2+3 damage and is coated with kriff poison.

Behind the panel there is a small compartment

holding Royanna's ring, readily recognizable as such, and a scroll. The scroll is written in Menetian and is a treatise on knife-throwing to an ability of 65%.

The gamemaster should note that if any of Cruella's jewellery is stolen she will make sure that some action is taken to try and recover the lost items. The theft of the ancestral ring alone will not prompt immediate action by Cruella, but she will determine to exact vengeance upon those who took it.

Cruella's dressing room holds three upright chairs, two comfortable armchairs, a table, a writing bureau, several shelves on the walls and four large chests. Various vials and jars occupy the table and shelves, holding perfumes and ointments worth a total of 500 pennies (assume one point of encumbrance for every 50 pennies' value if the cosmetics are stolen). Amongst the vials on one of the shelves is one containing three doses of kriff poison antidote. This vial is unlabelled, but Cruella knows which one it is. The chests contain high-quality clothes. On one of the chests there will be a dagger and a whip unless Cruella has already taken them up. On the writing bureau there are paper and ink. In a scroll tube there are Duran the Sage's notes on the Gyvreck Sodality Cult;

### ***The Gyvreck Sodality Cult***

*by The Sage Duran*

*Many years ago the priests of the Badger God made a sword of great power for the now lamented royal house of Menetia. Forged on the banks of the River Gyvreck and quenched in its cooling waters, this sword brought fame, honour and glory to the Kings of Menetia. In gratitude to the servants of the god who had given them such a gift, the Kings of Menetia granted many boons and tithes to the Badger God priests so that their worship and influence grew in the towns and villages around Cregga.*

*But all things pass and in time the cult waned where once it had waxed. The Kings of Menetia were beset by troubles and the Badger God gave them little aid. Those who had worshipped at the shrines and temples of the cult turned to other gods. The cult sank low in its fortunes and the fall of the royal house marked its virtual death-knell, save for a remnant of priests who continued to worship the Badger God at an isolated shrine beyond the village of Keeill.*

*But even that last vestige of the cult lost its slim hold on the neighbouring peasants when a rockfall diverted the course of the Gyvreck so that it flowed across the entrance to the shrine, threatening to swamp its underground chambers whenever the river was swollen by rain.*

*So the priests of the Badger God aged and died with none to continue their rituals and rites. In tragedy for one, however, there is often opportunity for another and so it was in this case.*

*In more recent years the Sodality which promotes worship of Gyvreck acquired the temple of the Badger*

*God, for its pollution by the waters of the river made it holy to its priests and cultists. But the Gyvreck Sodality Cult has rarely flourished and the purchase of the land of the temple did nothing to replenish the near empty coffers of the priests. Sited distant from major settlements, the cult's new centre attracted little but casual worship from the peasants of the countryside, who prayed to Gyvreck with little or no devotion.*

*But of late there has emerged a new priesthood at the Gyvreck temple and the Sodality has enjoyed something of a resurgence, demonstrating a vitality and resource that most thought were long gone.*

In Malik's room may be found a short sword, unless the slave is using it, and Malik's stash of 60 pennies hidden in the mattress of the bed as a +20% search.

The guards' quarters conceal each guard's stash in a chest of clothes. Gram's stash totals 110 pennies and Jamic's 130. When in bed at night the guards place their weapons on top of their chests.

### **Raiding the House of Cruella Vullen**

Should the adventurers contemplate overpowering Ray and entering the house from the front they should be told that there are other watchmen outside other houses on the street and they will certainly raise the alarm if anything like this is seen to be happening.

On any given night there is a 25% chance that Alory will be staying over with Cruella; if he is doing so four of his personal guards will be in attendance on the premises and/or guarding its entrance. If Alory is not at the house there is a 25% chance that Cruella will be absent; if she is she will have taken Sara with her.

### **The Rewards of Success**

If the adventurers find Royanna's ring she will be so grateful that she will arrange for Neria to reward those involved in its recovery with 1,000 pennies and promise them her friendship in the future. If she is ever able to help them in a time of need, she will instruct Neria to tell them, she will do her best to do so. The gamemaster must remember that Royanna's identity will almost certainly remain unknown to the adventurers. All they will know is that they have been paid a princely sum and that they have appeared to gain an important friend.

The penalties associated with success may prove fatal in the long term, however. Cruella will not rest until she has had her vengeance, which is described in *The Revenge of Cruella Vullen*.

If the adventurers fail in their mission Royanna will nevertheless be grateful for the attempt being made and she will give Neria 200 pennies with which to reward those who strove on her behalf. Subsequently the adventurers may learn of the scandal associated with the divorce of his wife by Toran Santiman, but whether they make the connection between this event and their raid on Cruella Vullen's house is another matter.



*The Hermit of the Tree*

# The Hermit of the Tree

Haskal wants a vial of tree sap brought to him from a tree standing outside a cave in the middle of a small wood some ten kilometres south of Santon, near the village of Fortin. He needs the sap in order to prepare healing salves, he says. It is true that the sap can be used in this fashion, but it can also be used to prepare a potent poison and, knowing Haskal, this may very well be what he wants it for.

The cave belongs to an old hermit who tends the tree and makes sure that it grows true and healthy. Haskal will expect the adventurers to negotiate with the hermit for the sap he requires. He will warn them against harming the hermit for, he says, the hermit has strange powers. He will pay the adventurers 100 pennies each for undertaking this task and provide them with a map and instructions for finding the tree.

The hermit is a shaman. He will be meditating when the adventurers enter the clearing. If they wait quietly he will open his eyes after about 15 minutes and talk with them. If the adventurers attempt to wake him, however, he will be very annoyed and refuse them anything they ask.

If the adventurers establish friendly relations with the hermit he will ask them many questions, all of them piercing and directed at discovering the use to which they mean to put the tree sap. If the adventurers answer his questions honestly he will allow them to take a vial of tree sap if they can answer the following riddle and act upon it. The shaman will say to the adventurers, 'The spirit of the tree says, "Give to me what you take from me, for to me is that which is life to you."' He will say this once only and refuse to repeat it. What this means is that the tree requires a sacrifice of blood to nourish it. It will take fifty drops of sap to fill the vial that Haskal has given to the adventurers. Blood equivalent to the temporary loss of one STR point will be required for each drop of sap tapped from the tree. STR lost in this fashion will recover in the same way that magic points recover, but will modify skills and abilities in the interim. If this sacrifice is not made to the spirit of the tree then whoever first cuts the tree will be struck by six *Disruption* spells, each cast with a strength of 21 magic points.

If the adventurers try to steal the sap the hermit will fight them with all his strength. If they escape with stolen sap, the hermit will curse them so that every critical roll they make in the future will become a fumble instead. Only the hermit himself or divine intervention will be able to remove this curse.

Characteristics	Attributes
STR 13	Move 3
CON 14	Hit Points 14
SIZ 13	Fatigue 27
INT 16	Magic Points 21
POW 21	DEX SR 3
DEX 15	
APP 10	

Hit Location	Melee	Missile	Points		
R Leg	01-04	01-03	0/5		
L Leg	05-08	04-06	0/5		
Abdomen	09-11	07-10	0/5		
Chest	12	11-15	0/6		
R Arm	13-15	16-17	0/4		
L Arm	16-18	18-19	0/4		
Head	19-20	20	0/5		
Weapon	SR	Attk%	Damage	Parry%	Pts
Fist	8	79	1D3 + 1D4	84	—
Kick	8	73	1D6 + 1D4	—	—

**Dodge:** 87%.

**Spirit Magic** (105%): Bufuddle 2, Countermagic 13.

**Skills%:** Animal Lore 90, First Aid 95, Martial Arts 70, Plant Lore 165, World Lore 110.

**Magic Items:** The Hermit of the Tree has a staff which allows him to cast Heal 12 four times a day at no magic point cost to himself. The staff may be used a greater number of times to cast lower strength Heal spells. The staff regenerates its powers in exactly the same fashion as a character regains magic points. The Hermit also wears a wooden ring, carved from a piece of the tree which he guards. This ring allows him to cast a triple strength Disruption 3 spell, just as if he knew the spell himself.

**Notes:** Shamans have the ability to awaken a portion of their soul as a fetch. The fetch greatly extends a shaman's magical powers. When magically attacked, a shaman uses both his own and his fetch's magic points to resist, but not to attack. A shaman can use his fetch's INT to memorize spells which he can then use himself. The possession of a fetch allows a shaman to maintain allies on the spirit plane who will use their abilities in his service.

**The Hermit's Fetch**

INT 13 POW 73.

**Spirit Magic:** Protection 13.

**Spirit Plane Allies:** Dancer (spirit), INT 12, POW 14, knows Light 1, Repair 4; Firebird (salamander), STR 38, SIZ 9 cubic metres, POW 30, HP 79; Mote (spirit), INT 10, POW 12, knows Demoralize 2, Detect Water 1; Sparkle (spirit), INT 3, POW 17.

## The Adventure of the Gyvreck Sodality Cult

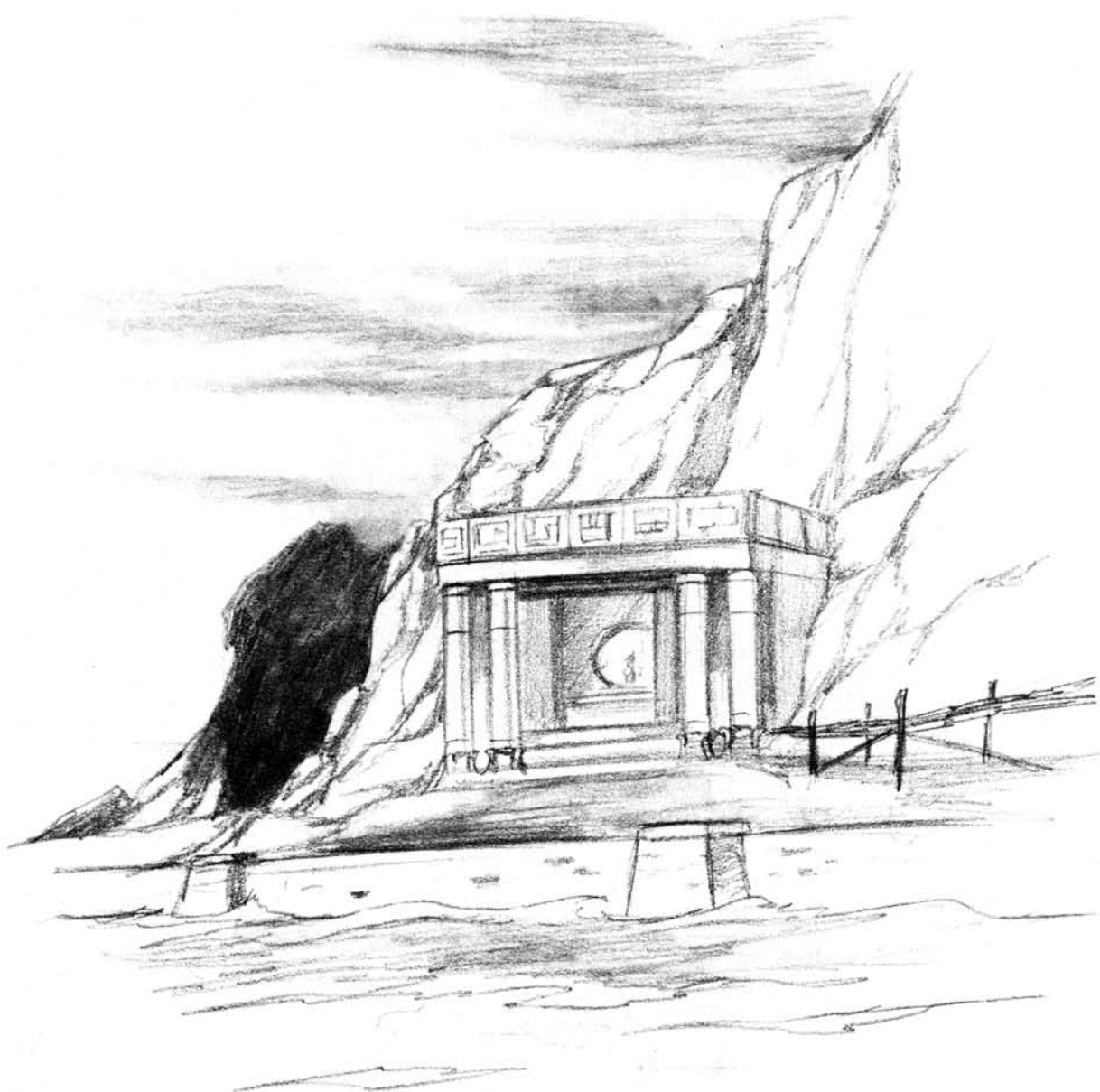
The main theme of the Adventure of the Gyvreck Sodality Cult pits the adventurer against a band of ogres led by an ogre sorcerer and his mistress. However, the plot that underlies the adventure will plunge the adventurers into a major political plot involving two of the leading aristocratic families in the Autocracy. Even if the adventurers triumph over the ogres, how they deal with the political ramifications of the plot may have serious implications for them, perhaps fatal ones.

The gamemaster should refer to the scroll The Gyvreck Sodality Cult prepared by Duran the Sage, which the adventurers should have found at the house of Cruella Vullen in The Affair of the Ancestral Ring. The scroll provides the background to a tale and an adventure.

The story begins with Alory Loarin, Warden of Santon.

Alory was deeply angered at his banishment to the distant District of Santon. He believed that his enforced exile from the heart of the Autocracy's political life was the result of envy and rivalry within the family by those opposed to his own ambitions for leadership. Sure that he was the master of skillful and cunning plans, a belief encouraged by his sycophantic agent Kerrek, Alory devised a plan with a number of objectives.



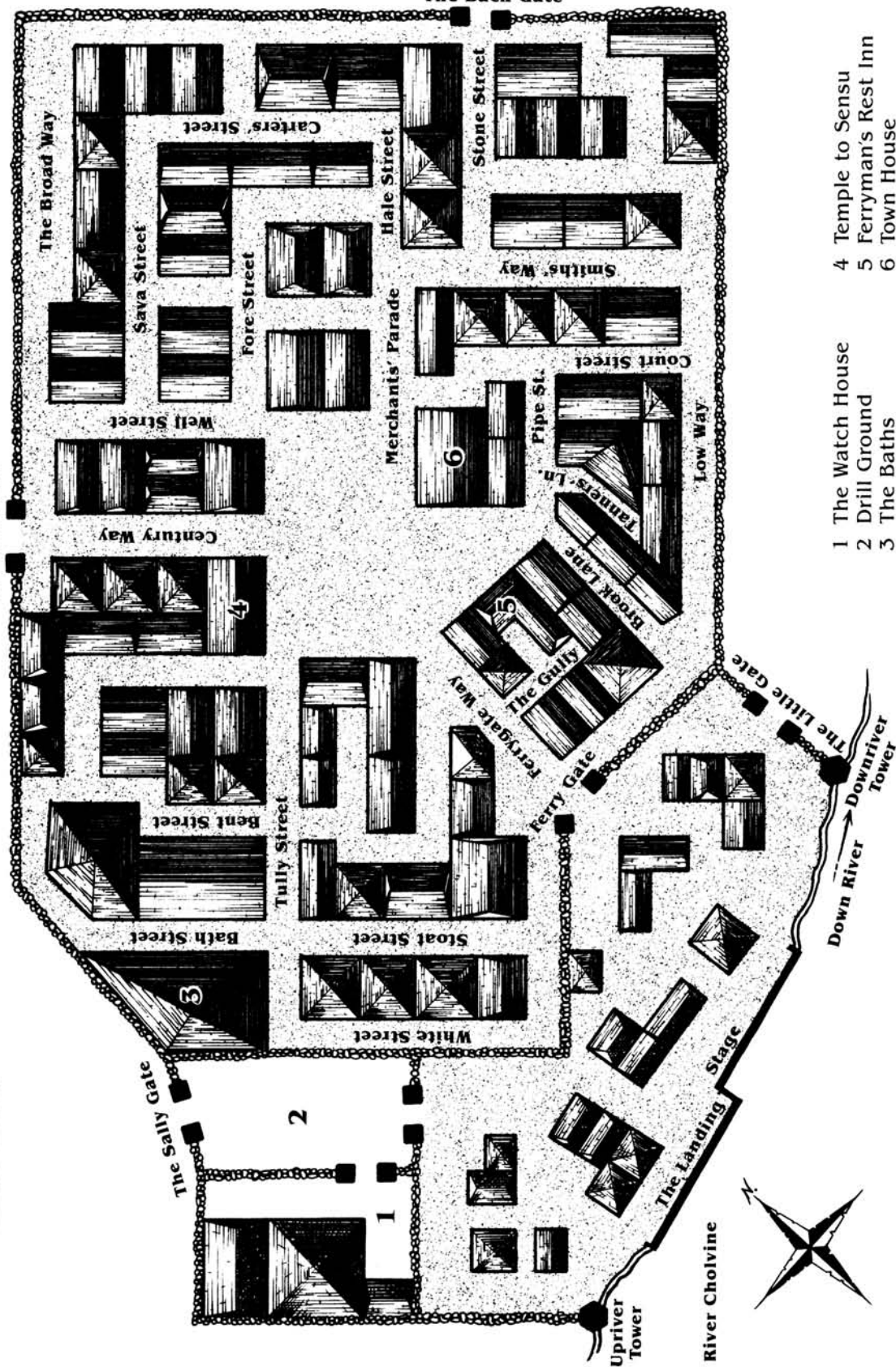


*The Temple of Gyvreck*

# CREGGA

The Main Gate

The Back Gate



- 1 The Watch House
- 2 Drill Ground
- 3 The Baths

- 4 Temple to Sensu
- 5 Ferryman's Rest Inn
- 6 Town House

1 square = 3 metres

The first of these objectives was to increase the influence of the Loarin family within the District of Santon to the point where it would have effective control of the province. The second was to totally discredit the Penmor family and so shatter its faction support. The third and final objective, and of course the most important one from Alory's point of view, was to re-establish his own reputation and position within the Loarin family, refute the criticisms of his enemies and render ineffective their opposition to his rightful leadership.

Alory's plan was devious in the extreme, Kerrek exerting no small influence in devising it. First of all a small group of agents was set up in the village of Keeill. These agents were led to believe that they were being funded by the Penmor family. The reason for this part of the plan was to lay the groundwork for the eventual discrediting of the Penmors. The Penmors have little influence in and around Santon and when the 'facts' that Alory's plan is intended to manufacture come to light it will be all too readily believed by their enemies that the Penmors would engage in a plot intended to increase that influence at the expense of the Loarins.

The next stage of Alory's plan was more difficult. Kerrek used the cell of 'Penmor' agents at Keeill to make contact with the leader of a band of ogres. The ogres were paid by the agents to infiltrate and take over the remnants of the Gyvreck Sodality Cult at its temple north of Keeill. Once this was done the ogres were instructed to do everything they could to encourage worship of Gyvreck, using bribery, extravagant ceremonies and whatever other means came to hand. Alory secretly used money from the District's coffers for this purpose.

Having firmly established the basis for a resurgence of the cult, the ogres were instructed to attempt to purchase some land in Cregga to build a temple for the worship of Gyvreck. Throughout all these activities of course, the ogres kept their chaotic affinities strictly secret.

The 'Penmor' agents at Keeill were to tell the ogres that the ultimate objective of the scheme was to be the discrediting of the Warden at Santon, that is of Alory himself. They would tell the ogres that wanted to see Penmor influence established in Cregga at the expense of the Loarins, which is precisely what the agent had been led to believe anyway. The means for discrediting the Warden would be as follows.

All land transactions taking place in a District must be authorized by the Warden and the tradition is that the Warden always receives a gift from the purchasers of the land in return for his good offices. Although this practice has been common for as long as Wardens have existed, it is strictly unlawful. The 'Penmor' agents would expose the ogres once the land transaction was complete—giving the ogres plenty of time to escape—and the Warden's

acceptance of bribes from the forces of chaos would be revealed. The Loarin family would be badly smeared in the process and the Penmors would be given an excellent opportunity for usurping their power in and around Cregga and ultimately in Santon too.

The ogres, of course, were happy to go along with this. What complex and infernal schemes humans devise in order to gain a temporary advantage over one another are of no concern to ogres. This particular plan seemed to offer them a chance of enrichment and would obviously cause trouble amongst the despicable humans of Santon. This could only be a good thing.

Meanwhile, however, the real thrust of Alory's plan will be going ahead. Kerrek is to arrange for a group of independent agents to be hired to investigate the Sodality. These agents must be independent in order to avoid any direct connection with Alory which might disrupt the plan.

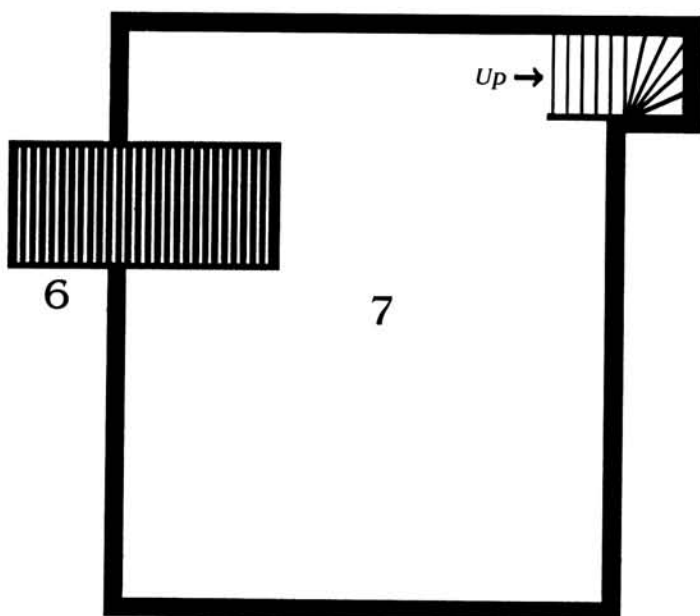
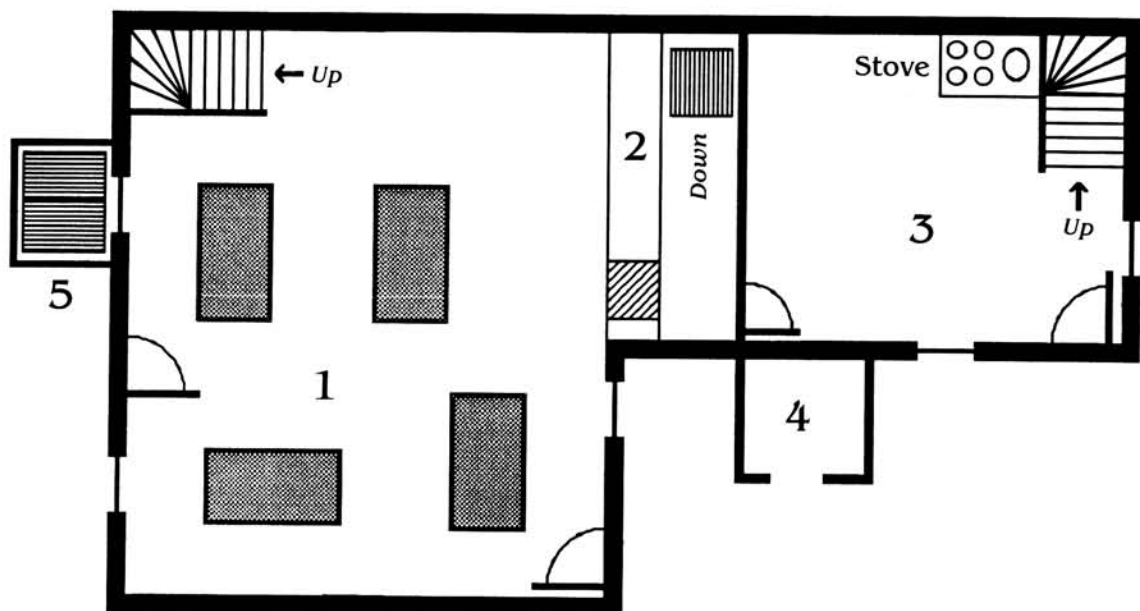
Alory's plan is that the investigating agents be led to believe that they are being hired by a group of concerned merchants from Cregga who claim to be worried by the detrimental effect the Gyvreck Sodality Cult seems to be having on trade in the area of its temple north of Keeill. The agents will be sent to crack the secret of the Sodality and evidence will be carefully planted in advance to ensure that the agents discover that the cult is being run by a band of ogres and that the ogres are being funded by Penmor agents intent upon discrediting the Loarins.

This is the point at which Alory intends the 'facts' of his plan to become public knowledge. A major scandal involving a Penmor connection with chaotic forces will be uncovered by independent agents. The Penmors will be completely disgraced as a result.

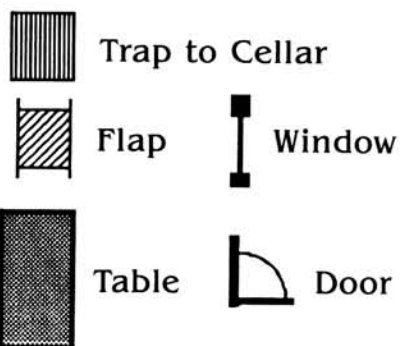
The final seed of Alory's plan will come to fruition when he quietly and privately reveals to the elders of his family exactly how the plan was conceived and executed by himself. At this point they will have no option but to acknowledge his leadership and his rivals and enemies will be silenced.

The scenario will begin for the adventurers in Santon, where they will be contacted by Kerrek himself. Kerrek will want to hire them for an unspecified job in Cregga. If pressed, he will say that he is acting for a group of local merchants from that town who need strong arms and keen minds for a task of some importance. He has no other details, but can offer the adventurers 25 pennies each and free passage to Cregga to learn the details of the task. If they want to turn the task down once they are in Cregga and know what it is about, they can do so and keep the advance payment. If the adventurers agree to take on the job (pretty pointless if they don't) Kerrek will tell them to catch a particular boat going upriver to Cregga in the morning and, when they arrive in the town, to seek out Manco

# The Ferryman's Rest, Cregga: Ground Floor and Cellar



- 1 Bar
- 2 Counter
- 3 Kitchen
- 4 Privy
- 5 Delivery chute to Cellar
- 6 Delivery chute
- 7 Cellar



1 square =  $\frac{1}{2}$  metre



at The Ferryman's Rest. If anyone asks the adventurers why they are going to Cregga, Kerrek suggests that they pose as trappers.

## The Town of Cregga

The journey to Cregga will prove uneventful, taking about six hours to complete. Cregga is a settlement of around 1,200 souls. It is sited at the confluence of the Cholvine and Gyvreck rivers, approximately thirty-two kilometres from Santon. The town is walled, but the wall is not in a very good state of repair. Cregga is a market town and once a week there is a busy and thriving market carried on both inside and outside the walls. A troop of the Watch is based in Cregga, but it is as inefficient and corrupt as that in Santon.

For the most part the streets of the town are narrow and the houses and shops are closely packed. The Green provides a relatively large open space in the centre of Cregga. Public buildings include the Townhouse, the Temple to Sensu and the Baths. There are four taverns in the town.

The Ferryman's Rest will be easily found, sited near the Ferry Gate and across The Green from the Townhouse, as shown by the accompanying plans. On enquiring for Manco, the agent will quickly make his presence known. The adventurers' encounters in Cregga should be limited to those they may be able to make in The Ferryman's Rest, but Manco will do his best to make sure that these are avoided if at all possible. Brief descriptions of characters who may be met in the tavern are given below.

### Mullagh, Innkeeper at the Ferryman's Rest

Mullagh is, through Manco, a hireling of Kerrek's and carries one of the agent's discs, used by Kerrek's men to identify one another. Although Mullagh does not know that Kerrek works directly for the Warden, he is aware that there is some connection between the two for he knows that Kerrek has done some work for Alory in the past. Mullagh believes that Kerrek is an independent agent, however, working on the fringes of the underworld and prepared to take on a variety of shady jobs for those prepared to pay enough.

Mullagh's work for Kerrek is passive. He is paid to provide a rendezvous point and to keep his eyes and ears open, passing on anything that he learns that might be of interest to his employer. Mullagh is an honest hireling: having been bought, he stays bought and he will not voluntarily disclose anything of his relationship with Kerrek. However, if he is captured and threatened he is very likely to tell everything he knows.

In ordinary circumstances Mullagh will admit to very little knowledge of Kerrek: he stays at the inn occasionally and he believes that he is a buyer in Cregga for merchants from Santon. If asked about

Manco, Mullagh will say that, as far as he knows, he works for Kerrek. If anyone asks Mullagh persistent and probing questions about Kerrek or Manco, Mullagh will report this to Kerrek or Manco as soon as he can.

Characteristics	Attributes
STR 13	Move 3
CON 13	Hit Points 13
SIZ 13	Fatigue 26 - 6 = 20
INT 16	Magic Points 14
POW 14	DEX SR 3
DEX 13	
APP 10	

Hit Location	Melee	Missile	Points
R Leg	01-04	01-03	1/5
L Leg	05-08	04-06	1/5
Abdomen	09-11	07-10	1/5
Chest	12	11-15	1/6
R Arm	13-15	16-17	1/4
L Arm	16-18	18-19	1/4
Head	19-20	20	0/5

Weapon	SR	Att%*	Damage	Parry%	Pts
Hatchet	7	54	1D6 + 1 + 1D4	47	6
Light Mace	7	67	1D8 + 1D4	57	6
Gladius	7	56	1D6 + 1 + 1D4	42	10
Dagger	8	59	1D4 + 2 + 1D4	53	6
Fist	8	65	1D3 + 1D4	—	—
Kick	8	69	1D6 + 1D4	—	—

**Dodge:** 46%.

**Spirit Magic** (64%): Heal 1.

**Skills%:** Throw 68, Conceal 54, Listen 65, Sneak 46.

**Languages:** Elven 37%, Shen 46%.

**Treasure:** The inn's cash-box holds 850 pennies.

**Notes:** Mullagh keeps a wide assortment of weaponry ready to hand beneath the counter of his bar.

Mora is Mullagh's wife. She knows only about Kerrek and Manco what her husband tells as the cover story. However, she is a great source of Cregga gossip and she always has an apparently inexhaustible fund of tattle about who has done whom down in what deal, who is moving into town, who is moving out, who is sleeping with whom, and so on. Some of it may even be true. Mora will tell Manco if anyone has been asking questions about him or Kerrek, but she will not do this with any sense of urgency.

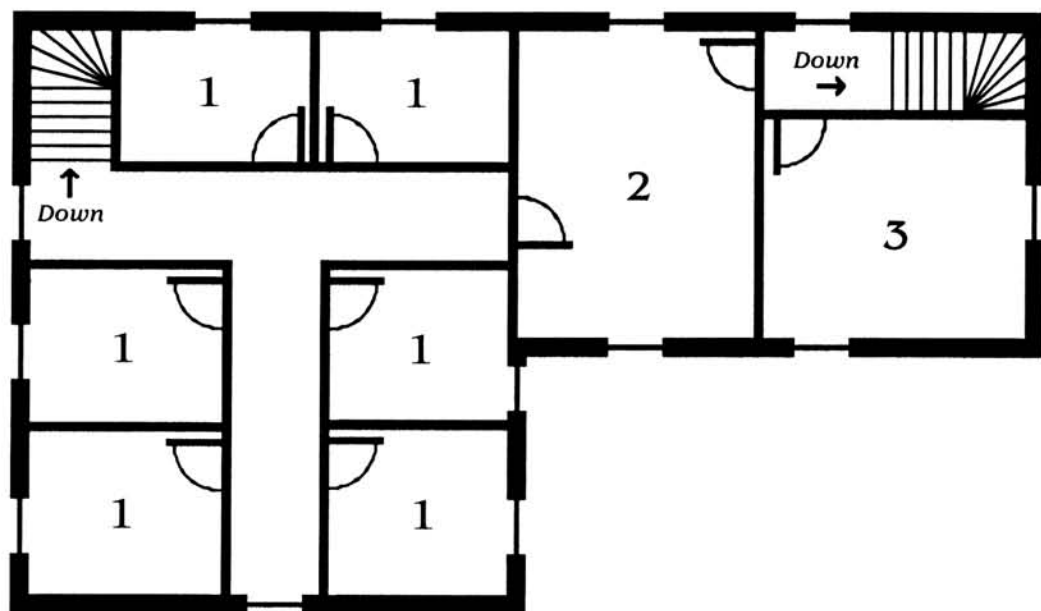
Dhowin is the serving wench at the Ferryman's Rest. She knows only about Kerrek and Manco what Mullagh tells as the cover story. However, she does not like Manco, regarding him as unpleasantly surly and uncommunicative, largely as a result of the fact that he has spurned her advances. She will happily slander Manco if asked about him, pointing out all his character defects and her suspicions about the nature of his activities. The gamemaster should remember that Dhowin's suspicions are almost all of her own manufacture.

### Johen the Trapper

Johen stays at The Ferryman's Rest whenever he is in Cregga to sell the skins and furs of the animals he has trapped in the Hartaval Hills, on the far side of the valley of the Cholvine. Johen rarely works the northern hills and has no significant information that he can impart to the adventurers if questioned. He knows Kerrek and Manco by sight, but that is all.

Johen is an experienced trapper and will quickly spot that the adventurers are not seasoned trappers if they try their cover story on him. What Johen will do if his suspicions are aroused is precisely nothing. After all, what other folk do is of no concern to him. But the adventurers will not know this and may overreact.

## The Ferryman's Rest, Cregga: First Floor



- 1 Guest Rooms
- 2 Owner's Room
- 3 Living Room



Window



Door

1 square =  $\frac{1}{2}$  metre

Characteristics	Attributes
STR 14	Move 3
CON 13	Hit Points 14
SIZ 14	Fatigue 27 - 8 = 19
INT 14	Magic Points 14
POW 14	DEX SR 3
DEX 14	
APP 12	

Hit Location	Melee	Missile	Points
R Leg	01-04	01-03	1/5
L Leg	05-08	04-06	1/5
Abdomen	09-11	07-10	1/5
Chest	12	11-15	1/6
R Arm	13-15	16-17	1/4
L Arm	16-18	18-19	1/4
Head	19-20	20	1/5

Weapon	SR	Att% Damage	Parry% Pts
Shortspear	7	72 1D8 + 1 + 1D4	65 10
Dagger	8	83 1D4 + 2 + 1D4	78 6
Fist	8	75 1D3 + 1D4	—
Composite Bow	3	89 1D8 + 1	15 6

**Dodge:** 62%.

**Spirit Magic** (62%): Endurance 2, Farsee 2, Firearrow 2, Heal 4, Ignite 1, Mobility 2, Speedart 1.

**Skills%:** Climb 78, Swim 72, Craft Wood 62, Animal Lore 74, World Lore 59, Conceal 68, Devise 71, Scan 79, Track 86, Hide 82, Sneak 85.

**Languages:** Shen 61%.

**Treasure:** An uncut amethyst worth 100 pennies; 150 pennies in cash.

**Notes:** Johen has learned much spirit magic from Shen shamans.

### Manco, Kerrek's Agent

Manco will develop the cover story begun by Kerrek. He will pass himself off as acting for a group of merchants much concerned at the decline in trade in the region of the Gyvreck Sodality's temple. He will make great play of the loss of trade with the Keristal elves (actually there is little trade with the elves at the best of times, but the adventurers are unlikely to know this). Manco will emphasize that the merchants are anxious to dig up any dirt that can be used against the Sodality and he will hint that his employers would not be too upset if the cult came to a sudden end. However, he will not lay too much stress on this aspect of the adventurers' employment, saying that if at all possible the merchants wish any action taken to remain within the bounds of the law.

Characteristics	Attributes
STR 15	Move 3
CON 13	Hit Points 14
SIZ 15	Fatigue 28 - 11 = 17
INT 14	Magic Points 13
POW 13	DEX SR 3
DEX 13	
APP 12	

Hit Location	Melee	Missile	Points
R Leg	01-04	01-03	4/5
L Leg	05-08	04-06	4/5
Abdomen	09-11	07-10	5/5
Chest	12	11-15	5/6
R Arm	13-15	16-17	4/4
L Arm	16-18	18-19	4/4
Head	19-20	20	5/5

Weapon	SR	Att% Damage	Parry% Pts
Broadsword	7	67 1D8 + 1 + 1D4	64 10
Dagger	8	73 1D4 + 2 + 1D4	72 6
Fist	8	64 1D3 + 1D4	—

**Dodge:** 42%.

**Spirit Magic** (54%): Heal 2.

Manco will tell the adventurers that they will be

paid 200 pennies each on completion of their mission and that a large bonus will be theirs if they produce the results sought. He will suggest obliquely that anything that they can steal from the Sodality will be theirs to keep so long as it is not needed for evidence against the cult.

Manco will tell the adventurers that he has a boat ready to take them up the River Gyvreck to Keeill, from where they can proceed to the immediate area of the temple on foot. He will describe the general location of the temple, but he will be unable to describe its interior beyond the vestibule and the main and inner temples. He will want to leave The Ferryman's Rest as soon as he has briefed the adventurers and take them to Keeill. He will tell them that they must accomplish their mission within a week and that once they have got the evidence they need they are to contact him at Beldon's Inn, in Keeill.

At this point the adventurers may do one of two things.

1) They can prevaricate, hoping to remain in Cregga and pick up more information about the Sodality, Manco and his employers.

2) They can comply with Manco's plan.

If the adventurers attempt to delay departure from Cregga, Manco will tell them that this is not possible. He has urgent business himself in Keeill, he will say, and he is late already, having waited especially to brief them and to provide transportation. It is important that they do not make themselves conspicuous in Cregga, especially by asking questions about the Sodality and alerting its agents in the town. This is one of the reasons that the merchants have hired investigators from Santon rather than from Cregga itself, for this would put the cult on its guard against strangers.

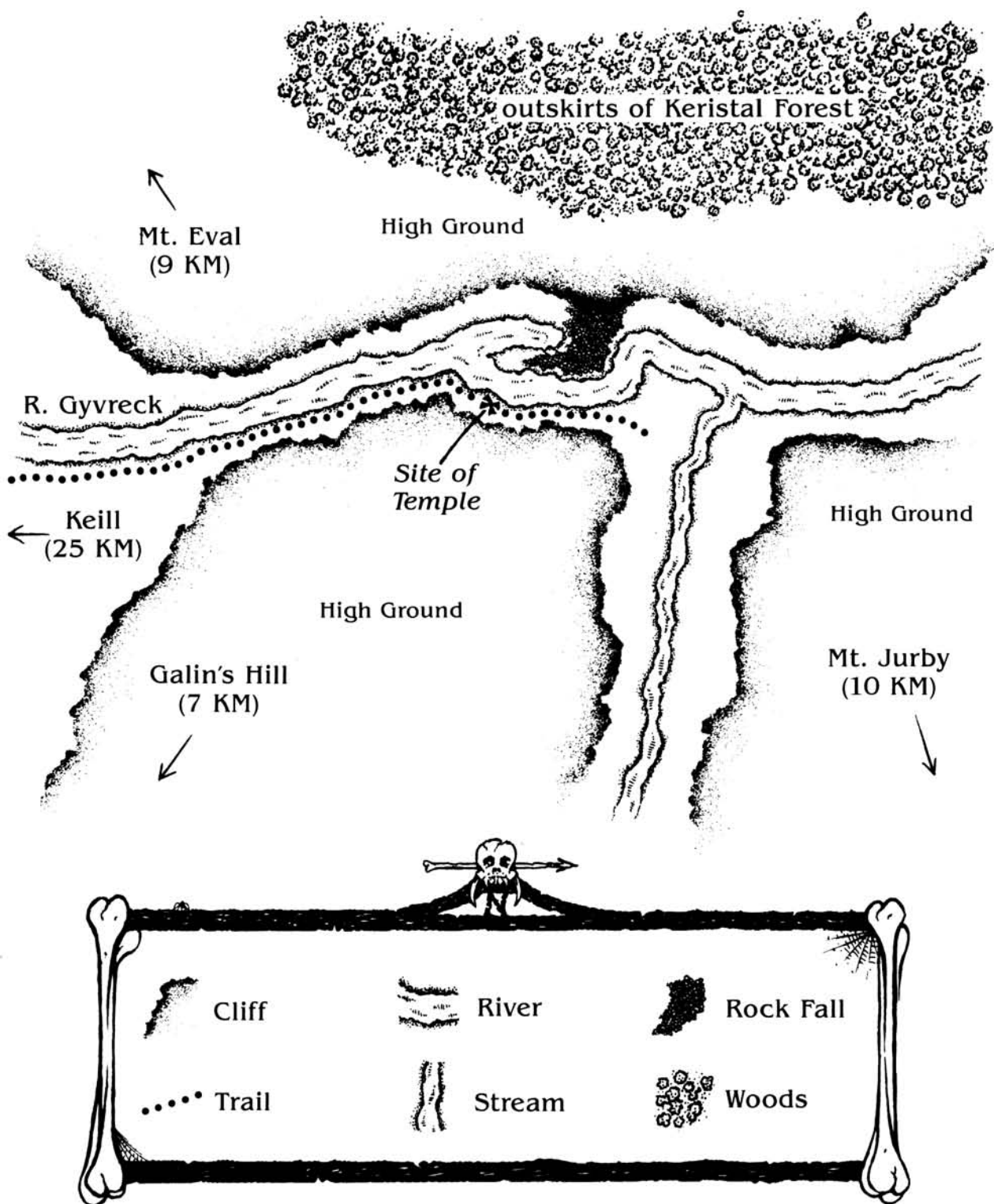
If the adventurers persist in wishing to stay in Cregga, Manco will lose his temper, cursing them pretty freely and demanding the return of Kerrek's advance payment. If they don't want the job, he will say, they shouldn't have taken it in the first place. If this does not change the adventurers' minds Manco will storm out of the tavern and see to it that they are set upon by a gang of local thugs in order to teach them a lesson.

If the adventurers are reasonable and follow the second alternative they will travel to Keeill without incident, the journey taking perhaps three hours in the skiff that Manco has arranged for transport. Manco will put the adventurers ashore just north of Keeill, on the east bank of the Gyvreck, and point them in the direction of the temple. The time will be late evening and night will be falling fast. The adventurers will have to make camp and in the morning they will be faced the two alternatives:

1) They can sneak into Keeill in the hope of discovering more information.

# Gorge of the River Gyvreck and the Sodality Temple

1 square = 15 metres





2) They can head for the temple of the Gyvreck Sodality Cult.

If the adventurers consider the first option the gamemaster should remind them that Manco will be waiting for them in Keeill. If he discovers them creeping about the village without having accomplished anything he is not going to be very pleased. However, if the adventurers are determined on this course of action the gamemaster should refer to that section of the scenario dealing with Keeill.

The second alternative should be that preferred by the adventurers. At the temple itself they will be able to follow one of three possible courses of action.

- 1) A direct approach.
- 2) A covert approach.
- 3) An immediate attack.

**The Direct Approach:** By using their cover as *trappers* the adventurers can gain entrance to the temple under the guise of wishing to offer prayers and sacrifice to Gyvreck for the success of their trapping endeavours in the hills through which the river flows, a perfectly natural thing to do. In the temple the adventurers will be watched carefully by the ogres and any suspicious actions will be acted upon accordingly. As with any other run of the mill worshippers, the adventurers will be restricted to the vestibule and the main temple. However, if they show particular devotion to Gyvreck (by generous donations, for example) they may be permitted access to the inner temple if the ogres think this is in their own interests. Throughout all this there is always the chance that one adventurer may be able to sneak off while his companions distract the attentions of the 'priests' and guards. If this happens, any discovery of an adventurer in a prohibited part of the temple will be dealt with as in the covert approach.

**The Covert Approach:** If the adventurers can bypass the guard(s) at the entrance to the temple, or if they can discover one of the hidden escape tunnels, they may be able to get into the shrine without being seen. This will give them an opportunity to investigate the temple more thoroughly than they would have been able to by using the direct approach. Of course, if strangers are discovered sneaking about the temple they will be set upon immediately by the ogres. However, if Lomb alone encounters the adventurers he may be susceptible to persuasion and argument.

**The Immediate Attack:** A bald-headed approach is not entirely beyond the bounds of possibility—you know what some adventurers are like, after all! This course of action is self-explanatory and will depend entirely upon the plan adopted by the adventurers.

Obviously the adventurers may combine these various approaches in an overall plan. The gamemaster should use the guidelines given above in conjunction with that section of the scenario dealing with the Gyvreck Sodality Cult's temple.

## The Temple of the Gyvreck Sodality Cult

The temple of the Gyvreck Sodality Cult lies upriver from the village of Keeill, about two-and-a-half kilometres north of the settlement. The temple lies in a steep sided section of the valley of the Gyvreck, carved out of the sandstone cliffs on its eastern bank. A rockfall on the western side of the valley several years in the past has diverted the course of the river so that it flows across the entrance to the temple, threatening to inundate its underground chambers.

A dam has been built across the front of the temple to help prevent flooding and a small landing stage juts out into the river. A path leads along the side of the valley to within about forty metres of the entrance to the shrine, but at this point the river flows right up against the base of the cliff and a rather rickety and ramshackle catwalk has been built to allow access to the entrance on foot. This catwalk is just wide enough for one person to walk along.

The cliffs above the temple are about twelve metres high and the land above them is covered with scrub vegetation. The west bank of the Gyvreck is similarly configured. A kilometre or so to the north, Keristal Forest begins.

Just north of the temple a side valley enters the Gyvreck from the east. The stream which flows through this valley is quite deep and the floor of the valley is marshy. Trees grow on the sides of the valley and lush grass marks either side of the watercourse.

### General Notes on the Temple

The corridors of the temple are lit by torchlight, the chambers by oil lamps, with the exceptions of the main and inner temples and the inner and outer sanctums, which are detailed separately. Surprisingly, the temple is neither dank nor clammy and its atmosphere is quite pleasant. All the walls and floors are rough-hewn, although the footing is even. All the ceilings are about three metres high, except in the four chambers noted previously where the height is roughly five metres.

The most advantageous aspect of the temple from the ogres' point of view is its location, which has positive security benefits. In spite of the difficulties of approaching the entrance, throughout the day two guards are permanently on duty in the vestibule and plaza areas. Four other guards are on standby in the guardroom.

At night the double doors leading from the plaza to the vestibule are barred from the inside and one guard remains on duty in the vestibule throughout the night. The secret door at the end of the passage from the guardroom to the plaza is always barred from the inside. The secret escape tunnels are considered to be safe from all but the most rigorous of searches. There is a small skiff moored at the landing stage which the ogres use to travel on the river, mostly to the side valley where they trap small animals for food.

Should visitors to the temple attack the guards in the vestibule they will cry alarms, leading to their reinforcement from the guardroom. The off-duty guards and the

# THE GYVRECK SODALITY CULT TEMPLE

- 1 Torture chamber
- 2 Cells
- 3 Inner sanctum
- 4 Abdel's quarters
- 5 Belladonna's quarters
- 6 Outer sanctum
- 7 High Priest's anteroom
- 8 Belladonna's anteroom
- 9 Priest's quarters
- 10 Priest's quarters
- 11 Inner temple
- 12 Priests' anteroom
- 13 Main temple
- 14 Store #1
- 15 Guest quarters #1
- 16 Store #2
- 17 Guest quarters #2
- 18 Priests' & guests' dining area
- 19 Store #3
- 20 Vestibule
- 21 Guardroom
- 22 Guards' dining area
- 23 Guards' quarters
- 24 Kitchen
- 25 Servants' quarters
- 26 Plaza
- 27 Landing stage

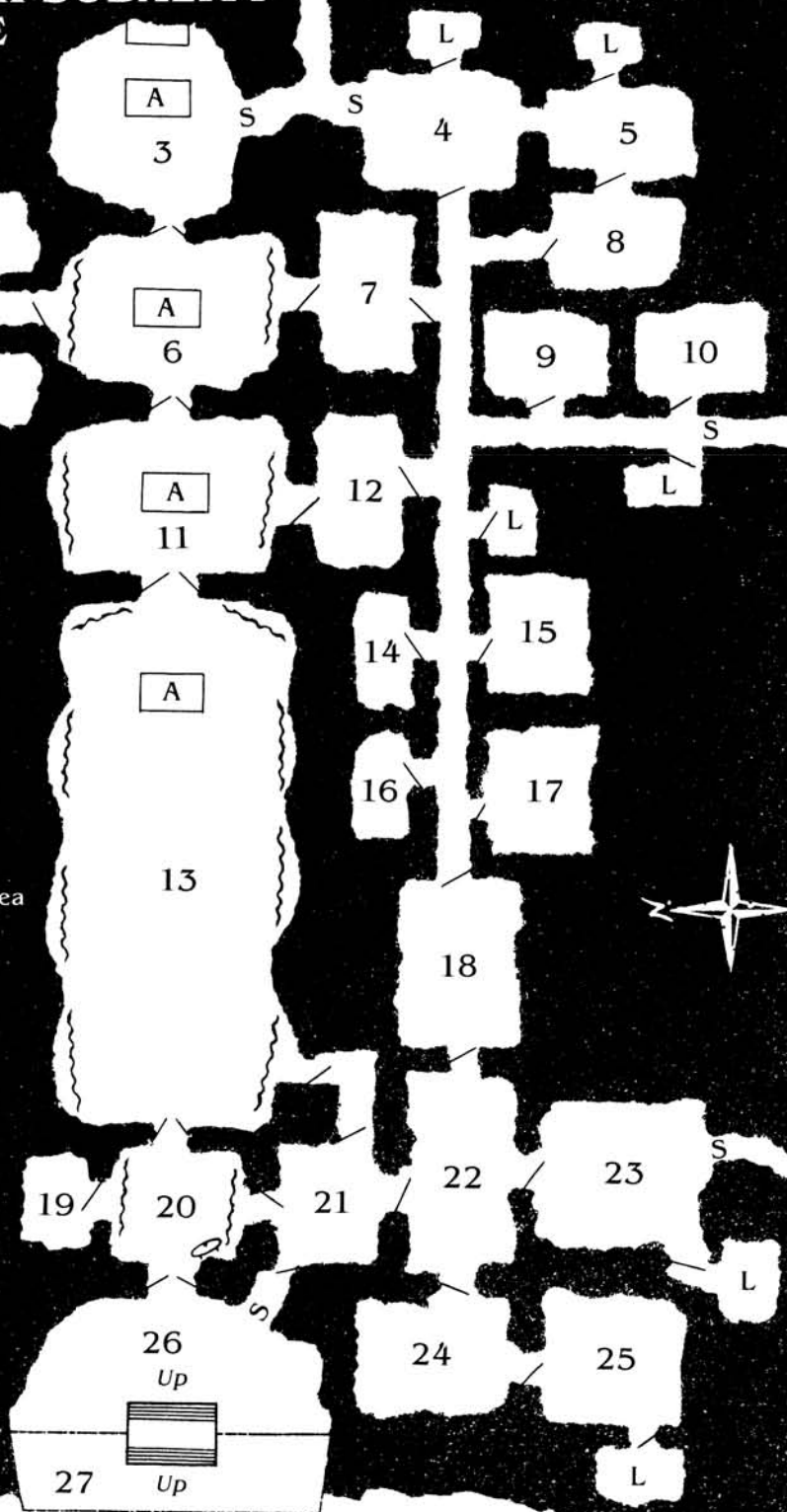
A Altar  
S Secret door

— Door

⊕ Gong

L Latrine

~~~~~ Tapestry



Down River →

1 square = 1½ metres

River Gyvreck

remaining ogres will seek to surround the attackers by dividing their forces to come through the doors from the main temple and, via the passage from the guardroom to the plaza, from the plaza itself. If the guard on duty at night suspects attack he will raise the alarm by striking the gong loudly and vigorously. If any suspicious activity takes place by visitors elsewhere in the temple, any ogre or slave detecting it will raise the alarm immediately.

The ogres will try to capture at least one attacker alive so that they can interrogate him and discover why they were attacked. If things go badly for the ogres in a fight, however, they will all try to flee.

Each of the escape tunnels leads to a hidden exit some distance from the temple, on top of the sandstone cliffs into which it is built. The tunnels are very difficult to find from outside. Many hours of searching would be required to allow one search attempt and even this would be at -51% to the searcher's ability. The secret door leading to the tunnel next to the priests' quarters is usually locked. All of the 'priests', Belladonna and the two senior guards have keys to all of the secret doors with locks throughout the temple, except for those between the inner sanctum and Abdel's quarters. Only Abdel has a key for these doors.

All of the ogres know how to set traps in the tunnels that will cause a rockfall if triggered, each tunnel having one such trap. The traps are already prepared and require only a few minutes to set up the triggering device. They have an 80% probability of working as intended. When sprung, the traps cause the person who set them off to be hit by 1D4+2 rocks in random locations, each rock doing 2D3+1 damage. After the rockfall the tunnel will be blocked, taking at least one hour to clear.

## The Denizens of the Temple

### Abdel the Sorcerer

Abdel is the leader of the ogres. He is playing the part of the High Priest of the resurgent Sodality, but he is in fact a sorcerer. He is tall and dignified, looking every inch the pious and orthodox high priest. Should events go badly for the ogres in the temple, Abdel will not hesitate to order escape; like most ogres he believes in living to fight another day and sees no point in dying for a lost cause.

For ease of escape Abdel carries most of the ogres' funds on his person in the form of rings. His mistress is Belladonna. He loves her very much and he will become enraged if she is injured in any way.

Abdel has the chaotic feature of appearing harmless; this takes the form of an aura of peace and serenity that seems to emanate from his person, affecting people with the sense that here is a truly peaceful and gentle man.

#### Characteristics

|     |    |              |         |
|-----|----|--------------|---------|
| STR | 22 | Move         | 3       |
| CON | 17 | Hit Points   | 16      |
| SIZ | 15 | Fatigue      | 39-6=33 |
| INT | 16 | Magic Points | 20      |
| POW | 20 | DEX SR       | 3       |
| DEX | 15 |              |         |
| APP | 17 |              |         |

#### Attributes

| Hit Location | Melee | Missile | Points    |        |         |
|--------------|-------|---------|-----------|--------|---------|
| R Leg        | 01-04 | 01-03   | 1/6 ____  |        |         |
| L Leg        | 05-08 | 04-06   | 1/6 ____  |        |         |
| Abdomen      | 09-11 | 07-10   | 1/6 ____  |        |         |
| Chest        | 12    | 11-15   | 1/8 ____  |        |         |
| R Arm        | 13-15 | 16-17   | 1/5 ____  |        |         |
| L Arm        | 16-18 | 18-19   | 1/5 ____  |        |         |
| Head         | 19-20 | 20      | 1/6 ____  |        |         |
| Weapon       | SR    | Attk%   | Damage    | Parry% | Pts     |
| Rapier       | 7     | 73      | 1D6+1+1D6 | 59     | 8 ____  |
| Main Gauche  | 8     | 51      | 1D4+2+1D6 | 72     | 10 ____ |
| Shuriken     | 3     | 66      | 1D3+1D3   | —      | —       |

**Dodge:** 73%.

**Sorcery Magic** (Free INT 11): Mystic Vision 84, Palsy 97, Sense Poison 104, Tap INT 85, Treat Wounds 110.

**Magic Skills:** Intensity 122.

**Skills%:** Fast Talk 94, Orate 112, Sleight 107, Hide 73, Sneak 65.

**Languages:** Elvish 37%, Menetian 47%, Shen 34%.

**Magic Items:** Abdel's shuriken are magically enchanted so that if they hit, they always hit the head; if it misses, a shuriken will always return to the hand of the thrower. Abdel wears an armband which acts as a permanent Damage Resistant 12. He also has a salamander bound into matrix in a smooth white pebble. This salamander may be released by Abdel; it will obey his commands for ten minutes and then return to the spirit plane; it has STR 17, SIZ 4 cubic metres, POW 15, HP 22.

**Treasure:** Wears six rings worth a total of 7,400 pennies and three other items of jewellery worth a total of 1,200 pennies.

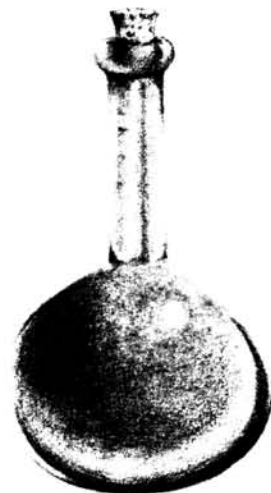
**Notes:** A main gauche is a heavy dagger specially made as a parrying weapon. A shuriken is a small throwing weapon; Abdel carries six.

### Belladonna the Sorceress

Belladonna is Abdel's mistress. Her hair is black as jet and she has the complexion of a peach. Her eyes are like limpid blue pools. Male characters will have great difficulty in bringing themselves to harm her. Any male adventurer who wants to attack Belladonna must roll his INT ×5 each melee round or he cannot harm her.

Belladonna is devoted to Abdel and she will fight to the death for him. In combat she will hold back from melee and use spells or her poison-tipped throwing knives. A successful scan upon her person would detect that her ornamental armbands conceal these knives.

Belladonna is skilled in the making of henbane poison, which she can prepare to a potency level of twelve. She has the chaotic feature of being able to regenerate damage.





*Abdel and Belladona, Priest and Priestess*



| Characteristics | Attributes          |
|-----------------|---------------------|
| STR 16          | Move 3              |
| CON 12          | Hit Points 11       |
| SIZ 9           | Fatigue 28 - 3 = 25 |
| INT 14          | Magic Points 20     |
| POW 20          | DEX SR 2            |
| DEX 16          |                     |
| APP 18          |                     |

| Hit Location | Melee | Missile | Points |
|--------------|-------|---------|--------|
| R Leg        | 01-04 | 01-03   | 0/4    |
| L Leg        | 05-08 | 04-06   | 0/4    |
| Abdomen      | 09-11 | 07-10   | 0/4    |
| Chest        | 12    | 11-15   | 0/5    |
| R Arm        | 13-15 | 16-17   | 0/3    |
| L Arm        | 16-18 | 18-19   | 0/3    |
| Head         | 19-20 | 20      | 0/4    |

| Weapon         | SR | Att% | Damage        | Parry% | Pts |
|----------------|----|------|---------------|--------|-----|
| Throwing Knife | 2  | 72   | 1D4 + 1D2     | —      | 4   |
| Dagger         | 8  | 56   | 1D4 + 2 + 1D4 | 59     | 6   |
| Kick           | 8  | 79   | 1D6 + 1D4     | —      | —   |

**Dodge:** 87%.

**Sorcery Magic** (Free INT 11): Damage Resistance 87, Tap STR 72, Treat Wounds 92.

**Magic Skills:** Intensity 82.

**Skills%:** Fast Talk 80, Orate 78, First Aid 84, Martial Arts 63.

**Languages:** Menetian 46%.

**Magic Items:** Belladonna has a headband with a crystal set in the front; this crystal has the magical property of allowing the wearer to move in complete silence, no matter what kind of surface is crossed or what armour is worn; it is a special magical artifact.

**Treasure:** Belladonna wears jewellery to a value of 2,300 pennies.

**Notes:** Belladonna wears two armbands each holding two throwing knives treated with henbane poison 12. The knives are finely balanced and each adds 10% to ability of the user. Belladonna has the chaotic feature of regeneration (59-65).

## Costa and Donal

Costa and Donal act the parts of priests of Gyvreck.

Costa is tall and handsome and exudes an aura of deep piety. He has long been a follower of Abdel and he will take the sorcerer's lead in all matters. It is usually Costa who leads the ceremonies for peasants and other unimportant visitors. He has no chaotic feature.

| Characteristics | Attributes          |
|-----------------|---------------------|
| STR 20          | Move 3              |
| CON 15          | Hit Points 16       |
| SIZ 16          | Fatigue 35 - 2 = 33 |
| INT 14          | Magic Points 12     |
| POW 12          | DEX SR 3            |
| DEX 12          |                     |
| APP 16          |                     |

| Hit Location | Melee | Missile | Points |
|--------------|-------|---------|--------|
| R Leg        | 01-04 | 01-03   | 0/6    |
| L Leg        | 05-08 | 04-06   | 0/6    |
| Abdomen      | 09-11 | 07-10   | 0/6    |
| Chest        | 12    | 11-15   | 0/8    |
| R Arm        | 13-15 | 16-17   | 0/5    |
| L Arm        | 16-18 | 18-19   | 0/5    |
| Head         | 19-20 | 20      | 0/6    |

| Weapon     | SR | Att% | Damage        | Parry% | Pts |
|------------|----|------|---------------|--------|-----|
| Broadsword | 6  | 49   | 1D6 + 1 + 1D6 | 45     | 10  |
| Dagger     | 7  | 37   | 1D4 + 2 + 1D6 | 39     | 6   |
| Fist       | 7  | 42   | 1D3 + 1D6     | —      | —   |

**Dodge:** 43%.

**Sorcery Magic** (Free INT 12): Palsy 42, Treat Wounds 68.\*

**Magic Skills:** Intensity 72.

**Skills%:** Climb 47, Throw 61, Listen 45.

**Languages:** Elvish 22%, Menetian 39%, Shen 21%.

Donal has features so beautiful that the ignorant might believe him to be a demi-god. Unusually kind

and gentle for an ogre, in his heart of hearts Donal sometimes feels a greater devotion to Gyvreck than he should. However, he is wise enough to conceal this from his fellows. Donal has been told by Abdel to watch over Lomb. Lomb is glad to recount the almost forgotten adventures of his youth to this attentive listener and Donal is making a written record of them. The affection that Donal has come to feel for Lomb is such that he would be extremely hesitant to harm him. He will become very angry if Lomb is injured. Donal has no chaotic feature.

| Characteristics | Attributes          |
|-----------------|---------------------|
| STR 15          | Move 3              |
| CON 12          | Hit Points 13       |
| SIZ 13          | Fatigue 27 - 2 = 25 |
| INT 12          | Magic Points 124    |
| POW 12          | DEX SR 3            |
| DEX 11          |                     |
| APP 18          |                     |

| Hit Location | Melee | Missile | Points |
|--------------|-------|---------|--------|
| R Leg        | 01-04 | 01-03   | 0/5    |
| L Leg        | 05-08 | 04-06   | 0/5    |
| Abdomen      | 09-11 | 07-10   | 0/5    |
| Chest        | 12    | 11-15   | 0/6    |
| R Arm        | 13-15 | 16-17   | 0/4    |
| L Arm        | 16-18 | 18-19   | 0/4    |
| Head         | 19-20 | 20      | 0/5    |

| Weapon     | SR | Att% | Damage        | Parry% | Pts |
|------------|----|------|---------------|--------|-----|
| Broadsword | 8  | 37   | 1D8 + 1 + 1D4 | 35     | 10  |
| Dagger     | 9  | 35   | 1D4 + 2 + 1D4 | 37     | 6   |
| Fist       | 9  | 32   | 1D3 + 1D4     | —      | —   |

**Dodge:** 43%.

**Sorcery Magic** (Free INT 10): Palsy 32, Treat Wounds 59.

**Magic Skills:** Intensity 48.

**Skills%:** Climb 42, Throw 42, Listen 71.

**Languages:** Elvish 27%, Menetian 52%, Shen 35%.

## Ersatz the Cook

Ersatz combines the duties of cook, torturer and overseer of the slaves. He is the archetype of an ogre, taking pleasure in inflicting pain and especially enjoying eating people. Yet he obeys Abdel's orders that not even the slaves should know of the ogres' real identity. Outwardly he is rough and brusque with the slaves, but otherwise he contains his baser self. In a crisis he is the most likely of the ogres to revert to type. He is an exceptionally fine cook. Ersatz has no chaotic feature.

| Characteristics | Attributes          |
|-----------------|---------------------|
| STR 24          | Move 3              |
| CON 18          | Hit Points 13       |
| SIZ 8           | Fatigue 42 - 4 = 38 |
| INT 10          | Magic Points 17     |
| POW 17          | DEX SR 3            |
| DEX 15          |                     |
| APP 13          |                     |

| Hit Location | Melee | Missile | Points |
|--------------|-------|---------|--------|
| R Leg        | 01-04 | 01-03   | 1/5    |
| L Leg        | 05-08 | 04-06   | 1/5    |
| Abdomen      | 09-11 | 07-10   | 1/5    |
| Chest        | 12    | 11-15   | 1/6    |
| R Arm        | 13-15 | 16-17   | 0/4    |
| L Arm        | 16-18 | 18-19   | 0/4    |
| Head         | 19-20 | 20      | 0/5    |

| Weapon       | SR | Att% | Damage        | Parry% | Pts |
|--------------|----|------|---------------|--------|-----|
| Gladius      | 8  | 61   | 1D6 + 1 + 1D4 | 67     | 10  |
| Meat Cleaver | 9  | 78   | 1D8 + 1 + 1D4 | 37     | 6   |
| Fist         | 9  | 81   | 1D3 + 1D4     | —      | —   |

**Dodge:** 51%.

**Skills%:** Climb 61, Throw 64, Fry Eggs 69, Make Soup 71, Inflict Pain 87, Listen 61.

**Languages:** Elven 11%, Menetian 27%, Shen 31%.

## The Ogre Guards

There are ten ogres who act as guards. They are all loyal followers of Abdel and most of them have been with him for many years. On the whole they will obey him without question. Flan and Gart are the senior guards. The remaining guards are Halin, Imel, Jarrod, Konne, Lek, Malz, Neddu and Orin. None of the guards has a chaotic feature.

| Characteristics | Attributes          |
|-----------------|---------------------|
| STR 18          | Move 3              |
| CON 18          | Hit Points 16       |
| SIZ 14          | Fatigue 36 - 6 = 30 |
| INT 15          | Magic Points 13     |
| POW 13          | DEX SR 2            |
| DEX 16          |                     |
| APP 14          |                     |

| Hit Location | Melee | Missile | Points |
|--------------|-------|---------|--------|
| R Leg        | 01-04 | 01-03   | 1/6    |
| L Leg        | 05-08 | 04-06   | 1/6    |
| Abdomen      | 09-11 | 07-10   | 2/6    |
| Chest        | 12    | 11-15   | 2/8    |
| R Arm        | 13-15 | 16-17   | 1/5    |
| L Arm        | 16-18 | 18-19   | 1/5    |
| Head         | 19-20 | 20      | 1/6    |

| Weapon     | SR | Attk% | Damage        | Parry% | Pts |
|------------|----|-------|---------------|--------|-----|
| Broadsword | 6  | 42    | 1D8 + 1 + 1D4 | 40     | 10  |
| Dagger     | 7  | 45    | 1D4 + 2 + 1D4 | 47     | 6   |
| Fist       | 7  | 51    | 1D3 + 1D4     | —      | —   |

**Dodge:** 43%.

**Skills%:** Climb 42, Throw 51, Listen 48.

**Languages:** Elvish 14%, Menetian 22%, Shen 23%.

## The Human Slaves

There are four slaves, all human and all male, procured from the Courts of the District. They are well treated (for slaves) and believe their masters to be what they pretend to be. The slaves have been told that if they serve the temple well they will be released. One slave has already been released, they know, for he was taken away by the priests and they never saw him again. In a crisis the slaves will hide in their quarters until it is all over. The slaves are Penn, Rolin, Stann and Tel.

## The Prisoners

The prisoners are travellers and wanderers captured by the ogres and brought into the temple for amusement and consumption:

Cedarleaf is an elf who was captured while on his way to see Nomar in Keeill.

The Madman has been held prisoner and tortured by Ersatz for so long that he has gone quite mad.

Ilwraith is a bandit. Most of the time he is a trapper, but when game is scarce—or the mood takes him—he is ready to turn his hand to theft. He was captured by the ogres whilst trying to rob the temple, but if rescued he will tell the adventurers that he was trapping in the valley to the east of the temple when he was ambushed and captured. Ilwraith will loudly state himself to be indebted to the adventurers and in order to repay them he will

offer to share a treasure with them that he has found hidden in the valley of the River Galtar. The details of this treasure are explained in the Adventure of Ilwraith's Cache.

| Characteristics | Attributes      |
|-----------------|-----------------|
| STR 13          | Move 3          |
| CON 14          | Hit Points 14   |
| SIZ 13          | Fatigue 27      |
| INT 13          | Magic Points 11 |
| POW 11          | DEX SR 2        |
| DEX 16          |                 |
| APP 12          |                 |

| Hit Location | Melee | Missile | Points |
|--------------|-------|---------|--------|
| R Leg        | 01-04 | 01-03   | 0/5    |
| L Leg        | 05-08 | 04-06   | 0/5    |
| Abdomen      | 09-11 | 07-10   | 0/5    |
| Chest        | 12    | 11-15   | 0/6    |
| R Arm        | 13-15 | 16-17   | 0/4    |
| L Arm        | 16-18 | 18-19   | 0/4    |
| Head         | 19-20 | 20      | 0/5    |

| Weapon   | SR | Attk% | Damage        | Parry% | Pts |
|----------|----|-------|---------------|--------|-----|
| 1H Spear | 6  | 78    | 1D8 + 1 + 1D4 | 69     | 10  |
| Dagger   | 7  | 69    | 1D4 + 2 + 1D4 | 72     | 6   |
| Self Bow | 2  | 83    | 1D6 + 1       | 32     | 5   |

**Dodge:** 73%.

**Skills%:** Climb 79, Jump 77, Swim 96, Fast Talk 67, Animal Lore 92, Plant Lore 76, World Lore 80, Conceal 87, Devise 67, Search 83, Track 87, Hide 71, Sneak 76.

**Languages:** Shen 24%.

**Notes:** Ilwraith's weapons and soft leather armour are in the weapons' store.

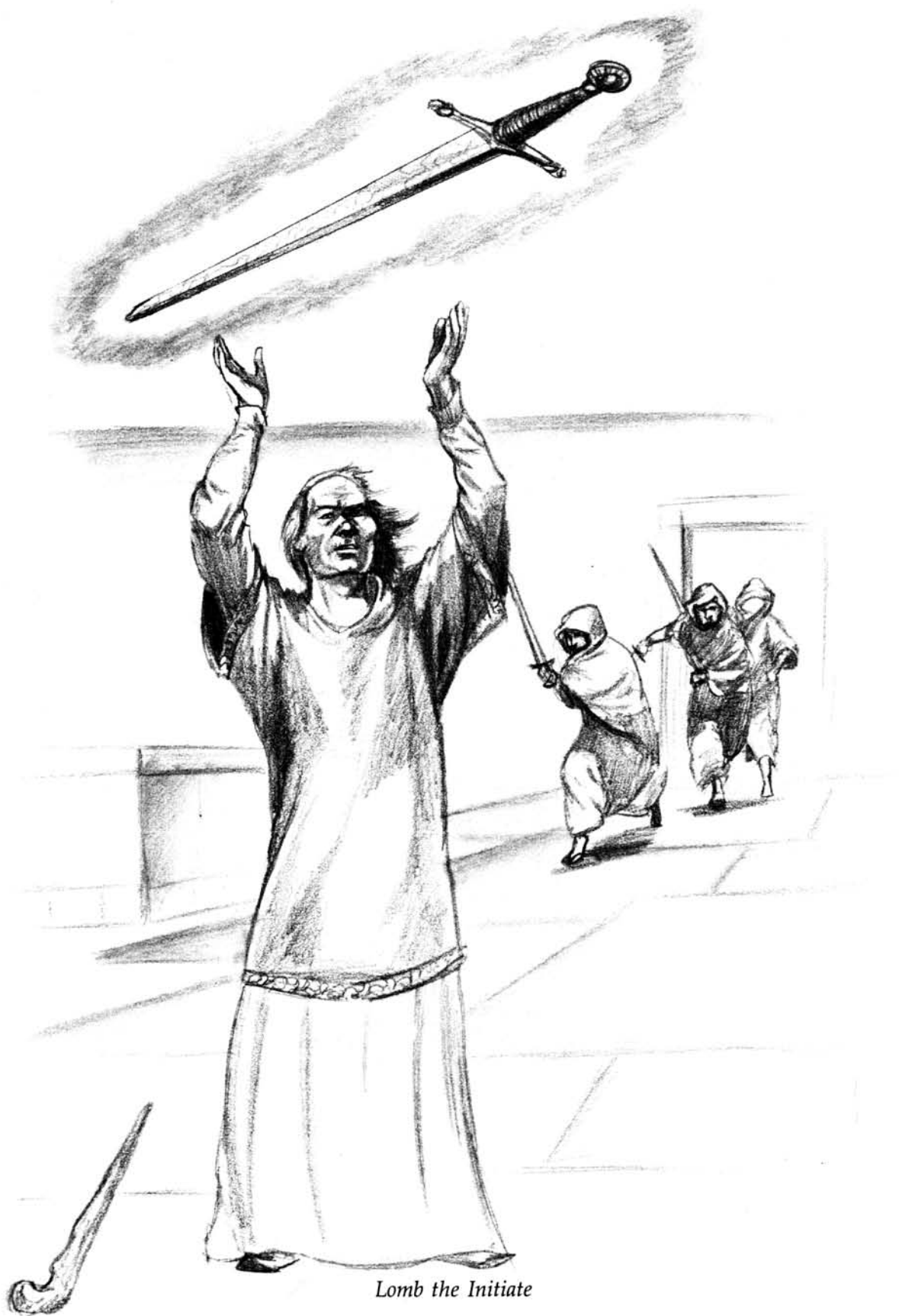
## Lomb the Initiate

Lomb is a visitor to the temple. He is an aging initiate of Gyvreck, in fact the only real one still living, and he has roused himself to visit the temple because of a sense of disquiet that has been bothering him for several months. This disquiet has been caused by Abdel's sacrileges in the Temple of Gyvreck, but Lomb is unaware of this.

Lomb has been staying at the temple for a week and he has become friendly with Donal, the young 'priest' who has been assigned to look after him. Lomb is very flattered at the interest Donal is taking in his tales of his adventurous past. Lomb will become very angry if Donal is harmed.

If Lomb discovers that the temple is under the sway of ogres he will attempt to get to the outer sanctum where he will call upon Gyvreck in order to gain control of the Holy Sword. Should this happen successfully a miracle will take place and Lomb will find himself as he was in his prime as a warrior, his skills and abilities unaffected by the passing years. In this state Lomb will fight until the ogres are defeated, until he dies or until he loses consciousness, when he will revert to as he was before the miracle took place, with an additional loss of one point each of STR, CON, DEX and POW to reflect the drain that the transformation was upon him.

| Characteristics | Attributes          |
|-----------------|---------------------|
| STR 9           | Move 2              |
| CON 8           | Hit Points 11       |
| SIZ 14          | Fatigue 17 - 6 = 11 |
| INT 13          | Magic Points 16     |
| POW 16          | DEX SR 4            |
| DEX 7           |                     |
| APP 8           |                     |



*Lomb the Initiate*

| Hit Location | Melee | Missile | Points   |        |         |
|--------------|-------|---------|----------|--------|---------|
| R Leg        | 01-04 | 01-03   | 1/4 ____ |        |         |
| L Leg        | 05-08 | 04-06   | 1/4 ____ |        |         |
| Abdomen      | 09-11 | 07-10   | 1/4 ____ |        |         |
| Chest        | 12    | 11-15   | 1/5 ____ |        |         |
| R Arm        | 13-15 | 16-17   | 1/3 ____ |        |         |
| L Arm        | 16-18 | 18-19   | 1/3 ____ |        |         |
| Head         | 19-20 | 20      | 1/4 ____ |        |         |
| Weapon       | SR    | Attk%   | Damage   | Parry% | Pts     |
| Broadsword   | 8     | 65      | 1D8 + 1  | 60     | 10 ____ |
| Dagger       | 9     | 60      | 1D4 + 2  | 50     | 6 ____  |

**Dodge:** 45%.

**Spirit Magic** (74%): Protection 3, Speedart 3.

**Divine Magic** (94%): Heal Wound 2.

**Skills%:** Human Lore 92, Sneak 71.

**Languages:** Elvish 27%, Menetian 52%.

**Treasure:** Lomb carries a few pennies in his purse.

**Notes:** These are Lomb's characteristics and abilities before the miracle takes place.

| Characteristics | Attributes               |
|-----------------|--------------------------|
| STR 13 ____     | Move 3                   |
| CON 14 ____     | Hit Points 14 ____       |
| SIZ 14 ____     | Fatigue 27 - 6 = 21 ____ |
| INT 13 ____     | Magic Points 17 ____     |
| POW 17 ____     | DEX SR 2                 |
| DEX 19 ____     |                          |
| APP 15 ____     |                          |

| Hit Location  | Melee | Missile | Points         |        |         |
|---------------|-------|---------|----------------|--------|---------|
| R Leg         | 01-04 | 01-03   | 1/5 ____       |        |         |
| L Leg         | 05-08 | 04-06   | 1/5 ____       |        |         |
| Abdomen       | 09-11 | 07-10   | 1/5 ____       |        |         |
| Chest         | 12    | 11-15   | 1/6 ____       |        |         |
| R Arm         | 13-15 | 16-17   | 1/4 ____       |        |         |
| L Arm         | 16-18 | 18-19   | 1/4 ____       |        |         |
| Head          | 19-20 | 20      | 1/5 ____       |        |         |
| Weapon        | SR    | Attk%   | Damage         | Parry% | Pts     |
| Bastard Sword | 6     | 128     | 1D10 + 1 + 1D4 | 121    | 12 ____ |
| Dagger        | 7     | 112     | 1D4 + 2 + 1D4  | 83     | 6 ____  |
| Composite Bow | 2     | 142     | 1D8 + 1        | 42     | 7 ____  |

**Dodge:** 113%.

**Spirit Magic** (79%): Protection 3, Speedart 3.

**Divine Magic** (94%): Heal Body 3, Heal Wound 4, Lightning 3.

**Skills%:** Climb 80, Jump 90, Swim 100, Human Lore 90, Conceal 90, Devis 95, Scan 100, Hide 105, Sneak 85.

**Languages:** Elvish 27%, Menetian 52%.

**Magic Items:** Lomb will gain the ability to summon and command one undine from the waters of the River Gyvreck. The undine will remain and obey Lomb's commands for 15 minutes. It will attack by engulfing its opponents and drowning them. The undine has STR 32, SIZ 5 cubic metres, POW 20 HP 27, move 6/2 (water/land); it can engulf 10 SIZ points per cubic metre of volume.

**Notes:** These are Lomb's characteristics and abilities after the miracle has taken place.

## The Chambers of the Temple

### The Vestibule

There are usually two guards here throughout the day. The guards will detain visitors until a 'priest' can be summoned by striking on the large gong on the south wall of the chamber. The 'priest' will allow visitors to enter the main temple to pray to Gyvreck under his supervision, but visitors must first hand over any obvious weapons and shields to the guards. These will be placed in the store behind the tapestry on the north wall once the visitors have gone into the temple. Weapons and shields will be returned when the visitors leave the temple.

### The Main Temple

Tapestries adorn the walls of the main temple,

showing Gyvreck performing various godly feats appropriate to his nature. There is an altar in front of double doors in the eastern wall. In front of the altar there is a golden incense burner. The altar is made of polished white marble and in the centre of the altar a large blue gemstone rests in a golden stand. A rippling blue light comes from the gemstone, illuminating the whole chamber and giving the effect of being underwater. The doors behind the altar have a water rune carved into the rock above them.

In the eastern side of the altar there is a concealed panel which gives access to the hollow interior of the altar. Inside the altar there are twelve lighted candles. Beneath the candles there is a highly polished blue metal mirror which reflects the light of the candles up through an aperture in the top of the altar to the blue crystal above. From this crystal the light radiates into the chamber. The mirror is finely balanced on a needle; two candles beneath it provide convection currents which cause the mirror to rotate, resulting in the rippling effect which gives visitors the impression that they are underwater. The candles are only lit when the ogres anticipate visitors entering the main temple.

Should anyone open the concealed panel in the back of the altar a dart treated with henbane poison with a strength of twelve will be fired at the opener. This dart has an 84% chance of hitting and does 1D4 + 2 damage.

The golden stand and the crystal are fixed to the altar (STR versus 30 on the Resistance Table to remove). The crystal is made of blue glass and is worth maybe 20 pennies. The stand is gilded bronze and worth about 200 pennies. The incense burner is worth 3,000 pennies, but it is very bulky with an encumbrance of eight.

### The Inner Temple

An altar stands in front of double doors at the eastern end of this chamber. The light that comes from the blue gemstone on the altar is the same as that in the main temple. There is a water rune carved in the rock above the doors behind the altar and above those leading from the main temple. There are tapestries on the walls and an incense burner, just as in the main temple. The altar is identical to the one in the main temple and the artifacts are of the same value.

### The Outer Sanctum

The walls and ceilings of this chamber are coloured blue. There is an altar standing in front of double doors on the eastern wall and the same rippling blue light emanates from the blue gemstone on top of it as illuminates the main and inner temples. The floor of the outer sanctum is one large mosaic of water rune in white upon blue. An incense burner stands in front of the altar. The walls are hung with tapestries showing a variety of cult ceremonies



featuring Gyvreck priests and worshippers. Both sets of double doors leading from the outer sanctum have the water rune carved in the rock above them. Above the doors behind the altar an iron bastard sword is embedded deep into the rock ceiling.

The altar is of exactly the same construction as that in the main temple. The crystal and incense burner are of the same value as those in the main temple.

A successful search upon the sword, which must be performed within one metre of the sword, will reveal that the stone around the point where it enters the ceiling has been chipped and then painted blue again (the ogres have tried to remove it, but failed). The sword may not be removed from the rock by natural means.

The sword is the Holy Sword of Gyvreck and was embedded in the ceiling of the outer sanctum by priests of the cult in the ceremony consecrating the temple to their god. Should an initiate or priest of the cult fighting in defence of the temple and the values of the cult call upon Gyvreck whilst in view of the sword, there is a 95% chance that the sword will fly from the rock into the caller's hand and communicate its magical nature. The sword is invaluable to a cultist of Gyvreck. An initiate would never surrender the sword to any save a priest, and then only in the most desperate of circumstances. It has the following characteristics: damage 1D12+2, armour 20. It also has three special cult spirits bound within it. These Spirits are Minnow, Rush and Sand:

| Spirit | POW | INT | Spells                     |
|--------|-----|-----|----------------------------|
| Minnow | 18  | 11  | Bladesharp 4, Disruption 1 |
| Rush   | 20  | 12  | Befuddle 2, Heal 4         |
| Sand   | 16  | 13  | Repair 4, Disruption 1     |

These spirits may only cast their spells through the senses of the wielder of the sword. Should the sword ever fall into the hands of an enemy of Gyvreck, the spirits will immediately attack them in spirit combat. If the cult is defeated, no priests remain and its last initiate killed, then the spirits will use their combined powers to utterly shatter the sword so that it is useless for ever more.

### The Inner Sanctum

The floors, ceiling and wall are all coloured a deep red except for an area of the wall opposite the doors leading into the sanctum. This area has some writing on it. There is an altar of polished blue marble in front of the eastern wall. In the centre of the altar is a golden stand holding a red crystal. From this crystal there comes a slowly flowing red light which makes it seem as if the chamber is running with blood.

The altar is stained with what looks like dried blood (which is what it is). The area with writing upon it measures approximately one metre square

and is coloured blue. Closer inspection will make it clear that the chamber has been painted red and the blue area has been left unpainted. Written in red across this blue area is: FIRE BOIL, EARTH CRUSH, WIND BLOW. Beneath this in silver is written: GYVRECK. The letters of each word are about twenty centimetres high. The blue area is further marked by sorcerous runes inscribed by Abdel and Belladonna. Beneath the writing and against the wall there is a small altar of white marble upon which stands a crystal in a golden holder. The crystal seems to contain a turmoil of red light with flashes of blue light sparking through it.

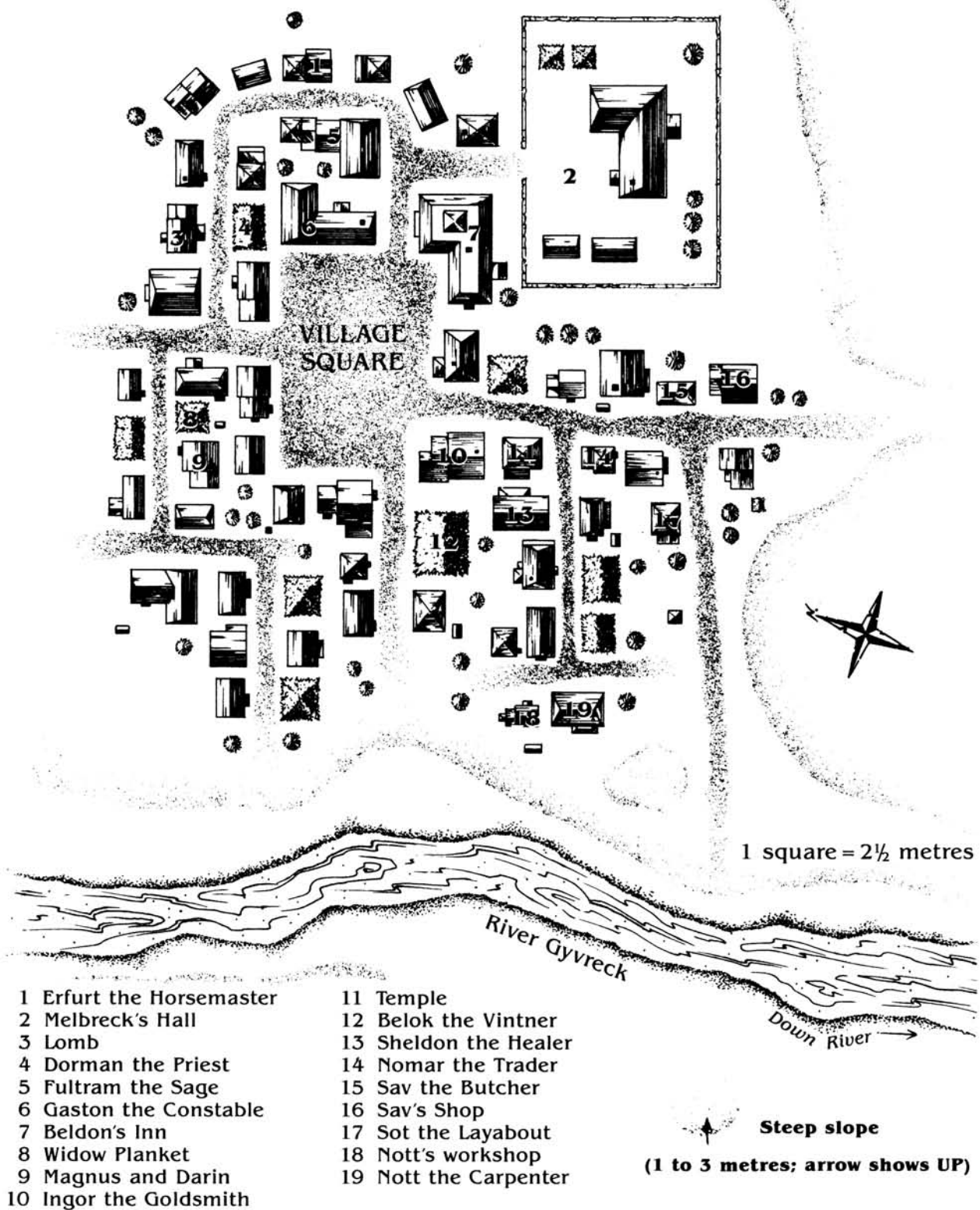
The blue marble altar is just like the altars described above, except that it produces a red light rather than a blue one and it is not protected by a trap. The front of the white marble altar has a concealed panel that gives access to its interior. Inside the compartment there is a small wooden chest containing a sacrificial dagger.

The golden stands are fixed to their respective altars (STR versus 30 on the Resistance Table to remove) and are worth 3,000 pennies each. The crystal on the blue altar is made of glass and worth about 50 pennies. The crystal on the white altar is a sorcerous artifact.

This holy crystal is the centre of Abdel's own plans for the Gyvreck Sodality Cult. It can be used by sorcerors to destroy the power of lesser gods on the mundane plane. To be used effectively the sorcerer must take over the centre of the god's worship. Then in a spacial ceremony the essence of the god that pervades the holy place is bound into the crystal. Within the crystal the god's power is sapped by the sorcerer's magic, forcing more and more of the god's power to be drawn into the crystal to replace that which has been lost. This process continues until the god's power on the mundane plane has been entirely drained, at which point it is destroyed. The god may be saved before this occurs either in a ceremony of purification conducted by a priest of the god or by the destruction of the crystal. The latter unleashes immense energies, however, equivalent to a 6D6 explosion within a radius of three metres, 4D6 within five metres, 2D6 within ten metres and 1D6 within 20 metres. If the explosion takes place in an enclosed space (such as a temple chamber), its effect is doubled.



# GYVRECK SODALITY CULT: KEEILL VILLAGE



The ritual is nearing completion. It is the sense of unease caused by this process that has brought Lomb to the temple. The crystal is invaluable to any sorcerer, but it has been badly tainted by chaos through its use by the ogres. If anyone save a sorcerer touches the crystal he will feel as though he has picked up a piece of red hot metal.

### The Cell

This is where the prisoners are kept, secured to the wall by chains from their ankles. Ersatz has the key to these chains. The prisoners will always be here unless Ersatz is torturing one of them.

### Abdel's Quarters

An unlocked chest contains letters from the 'Penmor' agents in Keeill, revealing their names, the nature of the ogres and the fact that the agents have been channelling money to the ogres. These letters are all written in Menetian, although not very well. The following letters are typical.

*abdel,*

*we hav receeved yor messij today asking for mor funds to help you in yor aktivitees at the tempel. we dont hav the munej here in keeill at the moment, but parkin is carrying a messij to santan and we are sure that the munej can quikly be arrainjed from there. we will maikie sure that the munej is sent to you as soon as we hav it ourselfs.*

*magnus*

*Abdel*

*If we are to proprurly incriminate Alory Loarin in the dealings with yor band of ogurs, then we must make sure that the Gyvreck Cult itself is popular and sucessful amongst the peeple around the tempel. You must do all that you cann to spred the wurship of Gyvreck so that when the request is made for land in Cregga to bild a tempel to Gyvreck there is enouf support in the Culds wurshippurs to make this seem proprur. The sum of money sent with this lettur shoud help you in encurraing the pesants to wurship Gyvreck.*

*Darin*

*Abdel,*

*There are reports that at leest one elf from Keristal and a number of pesants and trappurs hav gon missing north of Keeill in resent weeks. If you hav any thing to do with these events, plees dont do it any more in the futur. We must not maikie anyone susspishous of the cult befor the Loarin Warden agrees the saile of land to you in Cregga.*

*Parkin*

The chest also contains a small casket. Abdel keeps his jewellery in here when he takes it off to go to bed.

The secret door in the north wall is always locked and only Abdel carries the key to it, on a chain around his neck.

### Abdel's Anteroom

There are two tables in here, the largest of which holds an ornate headdress and, unless Abdel is using them, a rapier, a main gauche and half-a-dozen shuriken. An unlocked chest contains the robes for the High Priest of Gyvreck. A locked chest is protected by a trap firing a needle at the hand of the opener with an ability of 81%. The needle is treated with henbane poison with a strength of twelve and, while it does no damage, will penetrate up to two points of armour. This chest contains the ceremonial robes and equipment of a sorcerer.

The headdress is a holy object of the Gyvreck Sodality Cult and has an intrinsic value of 1,000 pennies.

### Belladonna's Quarters

Amongst the cosmetic items on the table in this room there is a bottle containing a yellowish liquid. If this liquid is smelt it will smell like perfume, which is what it is. A chest contains Belladonna's clothes and a small casket. The casket is used to keep Belladonna's jewellery in when she takes it off. There is also a vial of brown-tinted liquid in the casket; this is henbane poison with a strength of twelve.

### Belladonna's Anteroom

The shelves in this room hold a number of scrolls and the ingredients and implements necessary to the production of henbane poison. There are three scrolls that may be of interest to the adventurers. One is a history of the Gyvreck Sodality Cult and a discourse on cult ceremonies, one is a map of the immediate area around the temple showing where the escape tunnels lead to, and the third is a training document teaching knife-throwing skills to an ability of 76%. All of the scrolls are written in Menetian.

### Donal's Quarters and Costa's Quarters

In Donal's room a chest holds clothes and a purse contains 200 pennies. Some papers on the table are Donal's notes on the adventures of Lomb. In Costa's quarters a chest holds clothes and a purse contains 12 pennies and an unmounted gemstone worth 400 pennies.

### The Priests' Anteroom

This room contains a chest with the ceremonial robes for two priests of Gyvreck and a small box holding incense.

### The Weapons' Store

A weapons' rack holds two selfbows, two quivers each with twelve arrows, three broadswords, a shortsword, five javelins and three short spears. A shield rack holds three target shields. Of three chests, one holds candles and incense. A second contains oil flasks, three whetstones and three suits of chainmail armour belonging to Abdel, Costa and

Donal (they will only be able to put these suits on if they have plenty of warning of attack). The third chest contains the things taken from the prisoners, except their weapons which are in the weapon rack.

### The Guards' Quarters

Each guard keeps a leather purse holding 2D10 pennies in his chest.

### Ersatz' and the Slaves' Quarters

The slaves are chained to their beds at night by leg-irons. Ersatz' bed is nearest the door and of much better quality than those of the slaves. Ersatz keeps a shortsword in his chest and a purse of 150 pennies.

## The Village of Keeill

The village of Keeill lies just to the north and east of an area of low hills. The lie of the land generally tends to slope gently from the east towards the River Gyvreck. Centred as it is in a region of mixed arable and pastoral farming, the village is of importance for its weekly market from which grain and animals are sent to Cregga.

The major landowner in the area is the self-styled 'Lord' Melbreck, head of a minor aristocratic family. Like most landholders it is in Melbreck's interest to keep the countryside quiet and himself away from the notice of the Autocracy's officials. Melbreck has a residence in the village. He maintains a small body of retainers who help him to keep law and order in Keeill and in managing his estates. Several of these retainers are impoverished relatives.

### Melbreck

| Characteristics | Attributes          |
|-----------------|---------------------|
| STR 15          | Move 3              |
| CON 13          | Hit Points 14       |
| SIZ 14          | Fatigue 28 - 3 = 25 |
| INT 16          | Magic Points 16     |
| POW 16          | DEX SR 3            |
| DEX 11          |                     |
| APP 12          |                     |

| Hit Location | Melee | Missile | Points |
|--------------|-------|---------|--------|
| R Leg        | 01-04 | 01-03   | 0/5    |
| L Leg        | 05-08 | 04-06   | 0/5    |
| Abdomen      | 09-11 | 07-10   | 0/5    |
| Chest        | 12    | 11-15   | 0/6    |
| R Arm        | 13-15 | 16-17   | 0/4    |
| L Arm        | 16-18 | 18-19   | 0/4    |
| Head         | 19-20 | 20      | 0/5    |

| Weapon        | SR | Att% Damage      | Parry% Pts |
|---------------|----|------------------|------------|
| Rapier        | 7  | 92 1D6 + 1 + 1D4 | 79 8       |
| Main Gauche   | 8  | 84 1D4 + 2 + 1D4 | 93 10      |
| Composite Bow | 3  | 88 1D8 + 1       | 24 7       |

**Dodge:** 69%.

**Spirit Magic** (77%): Heal 4, Light 1.

**Divine Magic** (97%): Command Horse 1, Heal Body 3, Shield 2 (all one-use).

**Skills%:** Ride 82, Orate 69, Human Lore 71, World Lore 76.

**Languages:** Menetian 72%.

**Magic Items:** Melbreck has a sapphire pendant that will glow in the presence of anyone actively intending physical harm towards him; this is a special magic artifact. He also has two matrices in his rapier, the first for Protection 6, the second holding up to 12 magic points.

**Treasure:** Never carries money. His net worth is around 70,000 pennies.

**Notes:** Melbreck is an initiate of Sensu. He does not normally wear armour, but has a suit of scale available.

### Interactions with the People of Keeill

Strangers are looked upon askance by the villagers. Unusual behaviour will result in the perpetrators being watched until they leave Keeill. Unruly behaviour will lead to the arrest of the troublemakers by Gaston, the constable, to await punishment by Melbreck.

Although Keeill has a weekly market, for the most part the villagers are suspicious of what they are pleased to call 'danged furriners' (that is people living further than a day's leisurely walk from the village), but they will listen to news of the outside world eagerly. They will not venture anything themselves except the most general information. If questioned they will become even more suspicious than usual and evasive to boot. If any visitors are wearing metal armour or carrying a shield and 'unusual' weapons they will be avoided by all of the villagers except for Saskin (Melbreck's son), Erfurt (Melbreck's horse-master), Gaston (the constable) and Gaston's son, Dolan.

### Saskin

| Characteristics | Attributes          |
|-----------------|---------------------|
| STR 13          | Move 3              |
| CON 10          | Hit Points 12       |
| SIZ 13          | Fatigue 23 - 15 = 8 |
| INT 14          | Magic Points 15     |
| POW 15          | DEX SR 3            |
| DEX 13          |                     |
| APP 14          |                     |

| Hit Location | Melee | Missile | Points |
|--------------|-------|---------|--------|
| R Leg        | 01-04 | 01-03   | 4/4    |
| L Leg        | 05-08 | 04-06   | 4/4    |
| Abdomen      | 09-11 | 07-10   | 4/4    |
| Chest        | 12    | 11-15   | 4/5    |
| R Arm        | 13-15 | 16-17   | 4/3    |
| L Arm        | 16-18 | 18-19   | 4/3    |
| Head         | 19-20 | 20      | 4/4    |

| Weapon      | SR     | Att% Damage      | Parry% Pts |
|-------------|--------|------------------|------------|
| Short Spear | 7      | 47 1D8 + 1 + 1D4 | 39 10      |
| Gladius     | 7      | 58 1D6 + 1 + 1D4 | 57 10      |
| Dagger      | 8      | 52 1D4 + 2 + 1D4 | 56 6       |
| Lt Crossbow | 1/2 MR | 39% 1D6 + 2      | 19 6       |

**Dodge:** 45%.

**Spirit Magic** (60%): Bladesharp 1, Heal 1, Protection 1.

**Skills%:** Ride 74, Orate 41.

**Languages:** Menetian 43%.

**Treasure:** Carries 50 pennies.

**Notes:** Saskin is a lay member of Perang.

### Erfurt

| Characteristics | Attributes           |
|-----------------|----------------------|
| STR 16          | Move 3               |
| CON 14          | Hit Points 15        |
| SIZ 16          | Fatigue 30 - 13 = 17 |
| INT 13          | Magic Points 14      |
| POW 14          | DEX SR 2             |
| DEX 16          |                      |
| APP 12          |                      |

| Hit Location | Melee | Missile | Points |
|--------------|-------|---------|--------|
| R Leg        | 01-04 | 01-03   | 1/5    |
| L Leg        | 05-08 | 04-06   | 1/5    |
| Abdomen      | 09-11 | 07-10   | 2/5    |
| Chest        | 12    | 11-15   | 2/6    |
| R Arm        | 13-15 | 16-17   | 1/4    |
| L Arm        | 16-18 | 18-19   | 1/4    |
| Head         | 19-20 | 20      | 2/5    |



| Weapon      | SR     | Att% | Damage        | Parry% | Pts |
|-------------|--------|------|---------------|--------|-----|
| Short Spear | 7      | 94   | 1D8 + 1 + 1D4 | 90     | 10  |
| Gladius     | 7      | 87   | 1D6 + 1 + 1D4 | 82     | 10  |
| Dagger      | 8      | 89   | 1D4 + 2 + 1D4 | 88     | 6   |
| Lt Crossbow | 1/2 MR | 96   | 1D6 + 2       | 27     | 6   |

**Dodge:** 82%.

**Spirit Magic** (57%): Disruption 1, Mobility 3, Strength 3.

**Divine Magic** (87%): Command Sylph 1, Heal Wound 2, Lightning 2 (all one-use).

**Skills%:** Throw 78, Ride 99, Animal Lore 84, Track 91.

**Notes:** Erfurt is an initiate of Satrom, the Storm God.

#### Gaston

| Characteristics | Attributes          |
|-----------------|---------------------|
| STR 12          | Move 3              |
| CON 11          | Hit Points 12       |
| SIZ 13          | Fatigue 23 - 5 = 18 |
| INT 13          | Magic Points 12     |
| POW 12          | DEX SR 3            |
| DEX 13          |                     |
| APP 10          |                     |

| Hit Location | Melee | Missile | Points |
|--------------|-------|---------|--------|
| R Leg        | 01-04 | 01-03   | 0/4    |
| L Leg        | 05-08 | 04-06   | 0/4    |
| Abdomen      | 09-11 | 07-10   | 1/4    |
| Chest        | 12    | 11-15   | 1/5    |
| R Arm        | 13-15 | 16-17   | 0/3    |
| L Arm        | 16-18 | 18-19   | 0/3    |
| Head         | 19-20 | 20      | 1/4    |

| Weapon      | SR | Att% | Damage        | Parry% | Pts |
|-------------|----|------|---------------|--------|-----|
| Light mace  | 7  | 71   | 1D8 + 1D4     | 63     | 10  |
| Short Spear | 7  | 59   | 1D8 + 1 + 1D4 | 60     | 10  |
| Dagger      | 8  | 62   | 1D4 + 2 + 1D4 | 62     | 6   |
| Fist        | 8  | 69   | 1D3 + 1D4     | —      | —   |

**Dodge:** 42%.

**Spirit Magic** (55%): Heal 4, Protection 3.

**Divine Magic** (95%): Find Enemy 1, True Mace 1 (both one-use)

**Skills%:** Throw 43, Listen 69, Cut Hair 81.

**Languages:** Elven 13%, Shen 27%.

**Treasure:** Carries 45 pennies.

**Notes:** Gaston is an initiate of Perang.

#### Dolan

| Characteristics | Attributes           |
|-----------------|----------------------|
| STR 14          | Move 3               |
| CON 13          | Hit Points 13        |
| SIZ 12          | Fatigue 27 - 11 = 16 |
| INT 13          | Magic Points 11      |
| POW 11          | DEX SR 2             |
| DEX 17          |                      |
| APP 11          |                      |

| Hit Location | Melee | Missile | Points |
|--------------|-------|---------|--------|
| R Leg        | 01-04 | 01-03   | 1/5    |
| L Leg        | 05-08 | 04-06   | 1/5    |
| Abdomen      | 09-11 | 07-10   | 1/5    |
| Chest        | 12    | 11-15   | 1/6    |
| R Arm        | 13-15 | 16-17   | 1/4    |
| L Arm        | 16-18 | 18-19   | 1/4    |
| Head         | 19-20 | 20      | 1/5    |

| Weapon      | SR     | Att% | Damage        | Parry% | Pts |
|-------------|--------|------|---------------|--------|-----|
| Short Spear | 6      | 63   | 1D8 + 1 + 1D4 | 65     | 10  |
| Gladius     | 6      | 48   | 1D6 + 1 + 1D4 | 53     | 10  |
| Dagger      | 7      | 55   | 1D4 + 2 + 1D4 | 47     | 6   |
| Lt Crossbow | 1/2 MR | 59   | 1D6 + 2       | 21     | 6   |

**Dodge:** 51%.

**Spirit Magic** (44%): Bladeshard 1, Demoralize 2, Heal 1.

**Skills%:** Throw 40, Listen 65, Cut Hair 64.

**Languages:** Elven 29%, Shen 33%.

**Treasure:** Carries 30 pennies.

**Notes:** Dolan is a lay member of Perang.

take and will arouse great hostility. Any untoward happenings in the village will automatically be blamed on any 'furriners' that happen to be around.

Discovery of any of the events of the scenario by any of Melbreck's relatives, retainers or villagers will result in a report being made to Melbreck. Melbreck will then decide what action to take.

Should Melbreck learn of the ogres at the Gyvreck Sodality Cult's temple he will organize the local militia to apprehend them. However, if he finds out about the apparent involvement of the Penmor family in the affair (or any other of the Autocracy's important families, for that matter) he will do his best to dissociate himself from anything to do with the situation, afraid of repercussions which might affect his own position.

#### Beldon's Inn

If visitors ask for accommodation they will be directed to Beldon's Inn. The tavern is named for its owner, a Beldon, a cousin of Melbreck's. Beldon, his wife Donna and his daughter Yva run the inn with the help of two of the local girls. The tavern is clean and roomy and Beldon and Donna run it efficiently. Beldon has an arrangement with Sav the butcher for the corralling in his pens of any riding animals that his guests may have.

The inn has few guests except on market days when the dormitory is packed with peasants from outlying areas. Wealthier peasants and the occasional trader and official find lodgings in the guest rooms. The main trade of the inn lies in the sale of wine, ale and cider to the locals. This trade is most brisk on market days, of course. The inn is the centre of village gossip and most of the menfolk meet there of an evening.

Rowdy behaviour is not tolerated and will be quashed quickly by Beldon and his friend and regular customer, Gaston. Other locals will help to deal with troublemakers if necessary.



Wherever strangers go in the village they will be noticed. Any covert action will be difficult to under-

### The 'Penmor' Agents in Keeill

Parkin, Magnus and Darin are Alory's 'Penmor' agents in Keeill. Parkin is a hireling of Kerreck's, but he pretends to Magnus and Darin that he was recruited by the Penmors. Parkin recruited Magnus and Darin. Magnus and Darin believe themselves to have been employed by the Penmor faction, in line with Alory's plan, and they have deliberately planted the rumour that they are agents of the Loarins.

While the adventurers are travelling to the temple, Parkin will receive instructions from Manco to leave Keeill, for obviously Kerrek does not want his men captured and Alory's real plan exposed to the risk of disclosure. Parkin will tell Magnus and Darin that he will be away for several weeks, having to go to Stuggadhoo to engage in talks with his Penmor bosses. Before leaving Keeill he is to make sure that certain letters purporting to come from leading Penmors in Stuggadhoo are left in the chest of the room he uses in the house in Keeill.

Magnus and Darin have been deliberately chosen as likely to crack under pressure. Under simple interrogation they will deny everything. The threat of torture will be met by silence, but torture itself will bring almost immediate results. The story that the two men will come up with is Alory's cover story, as he has planned. They were hired by Parkin to act on behalf of the Penmor family to discredit the Warden of Santon by implicating him in a plot where he would be seen to be accepting bribes from the forces of chaos. They will name and describe their co-conspirator Parkin. The two letters below are typical of those that may be found amongst papers in the house of the Penmor agents in Keeill:

*Magnus,*

*We have received your letter today asking for 2,500 pennies to be sent to Abdel to help prosper the worship of Gyvreck. We don't have this amount of money immediately to hand, but our agent will bring it to you as soon as we can gather it together.*

*Kabel*

*Darin,*

*As soon as you can you should ask Abdel to push ahead with buying the land in Cregga for the Gyvreck temple. The time is now ripe for this to be done. The Warden will take his payment from the Cult and then we can expose his dealings with the ogres. This will greatly harm the Loarins, a prospect to be welcomed.*

*Barron*

Kabel and Barron are two leading members of the Penmor faction, but of course the letters are both forgeries.

Although ordered to make sure that he does not leave behind anything that might connect him with Manco and Kerrek, in his haste to depart Parkin will have overlooked two items:

1) In a corner of Parkin's room, behind an empty chest, there is a scrap of paper obviously torn from a larger piece. The paper is stained and dirty, but it is just possible to make out the following words printed by an uncertain hand: *MEET K AT FERIMANS RE.*

2) Under the bed, where it has rolled after being dropped, there is a silver disc bearing the stamped design of a spiral. This is one of Kerrek's identification tokens.

### Information Obtainable in Keeill

There are a number of items of information circulating in Keeill that the adventurers may be able to discover. Not all of this information is necessarily true. Some of the folk that the adventurers encounter will believe that the items are fact, others will regard them as rumour and yet others will not believe them at all. The items may be supplemented with local gossip which the gamemaster should invent. The items are given below; the gamemaster should elaborate on these as he sees fit.

1) Magnus, Darin and Parkin are Loarin agents. They appear to have independent means for they never do any work.

2) Magnus, Darin and Parkin receive visitors at night. Some of the villagers will say that they receive many such visitors.

3) The priesthood at the Gyvreck Sodality Cult temple is new. Until recently, the cult was virtually non-existent.

4) Lomb is an ancient initiate of the Gyvreck Sodality Cult. As far as most people know, he is the only one left.

5) Nomar the trader has a servant who is an elf. Nomar trades with the elves of Keristal Forest.

6) Yando, Lord Melbreck's younger cousin, has disappeared somewhere in the hills.

7) Ingor the goldsmith has been receiving large sums of money from somewhere. [Actually he is doing a trade with the Gyvreck temple, mostly in incense and gemstones. He does not know that the temple has been taken over by ogres.]

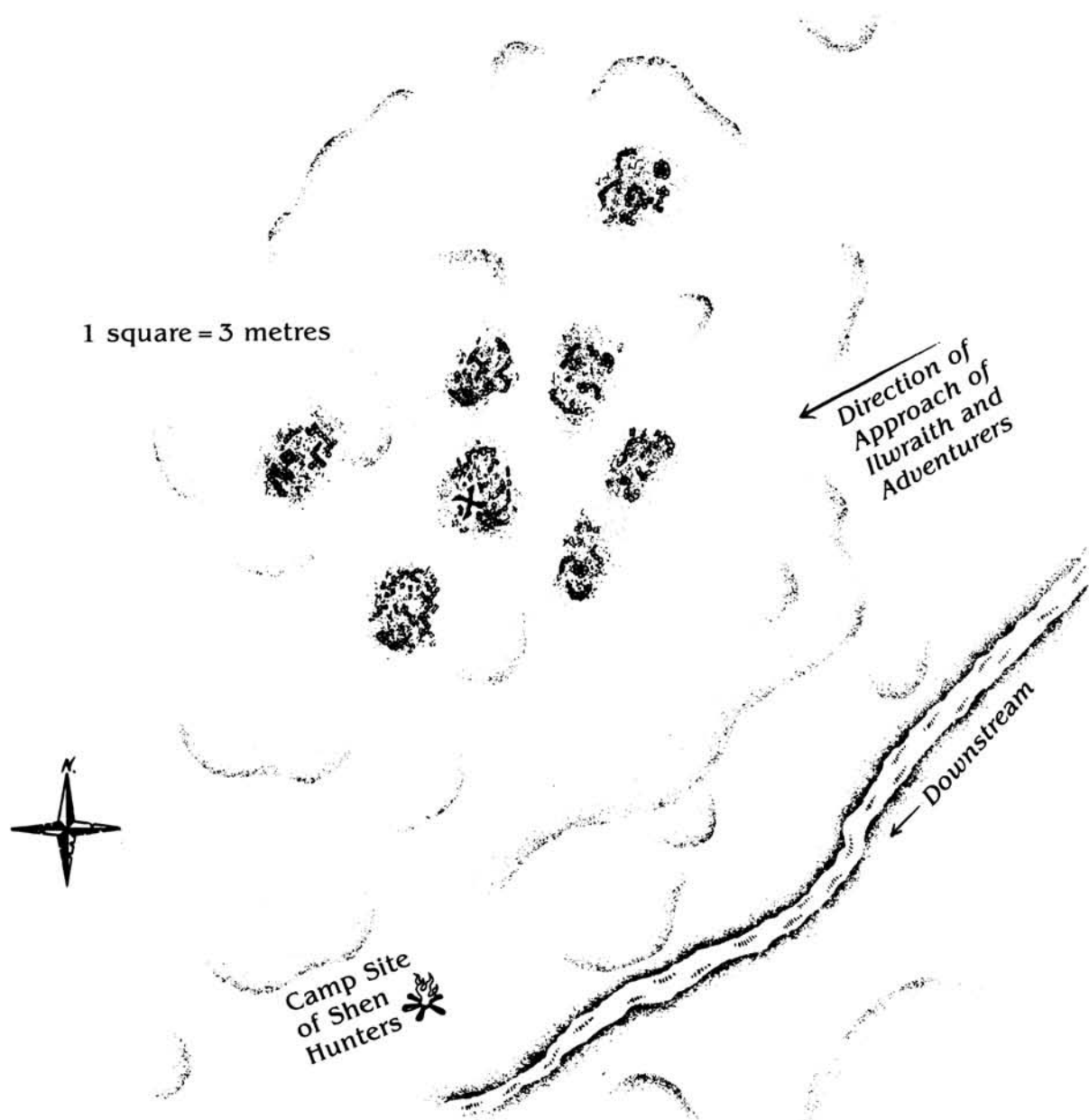
8) Chaos stalks the night. All peasants believe this absolutely and will readily supply all manner of lurid stories about ghosts, vampires, werewolves, and so on. The gamemaster should allow his imagination to run wild with this one.

Some villagers will be more talkative than others. In general, artisans will be free with local gossip, rumour and hard facts if not too many questions are asked. They will be especially communicative if a sale or other business is in prospect. The local priest of Sensu will be quite communicative when talking to worshippers, even if they are strangers. In addition, the following villagers will be more willing than most to talk with visitors.

**Gaston the Constable** will question travellers dis-

*Illwraith*

# SITE OF ILWRAITH'S CACHE





creetly when they arrive in the village. Usually he will approach them in the inn, introducing himself and offering general information on the locality interspersed with questions about the visitors' business in Keeill. He will become suspicious if asked specific questions about particular villagers. Gaston is aided in his duties by his son, Dolan.

**Beldon the Innkeeper** is a font of local gossip, but he knows little in the way of hard facts.

**Sheldon the Healer** has heard most of the rumours and stories circulating in the village, but he will say little about them and then only to patients.

**Nomar the Trader** knows local geography well. He will not admit to strangers that he trades with the elves in Kersital Forest.

**Jon the Merchant** will seek out any visitors to ask them of happenings in the big city (that's Cregga to him). He is free with local gossip, but he will not compromise his friend Nomar.

Visitors who ask about local history or for maps will be directed to Fultram the Sage. Fultram will happily discuss local history and geography for he is an expert on both. He will become suspicious if he is questioned too closely about the inhabitants of Keeill.

## Planting the Goods

Yal wants to become chief attendant at the baths, but the man currently holding this position is well ensconced. Yal thinks that if he can be incriminated as a thief then he will be fired (or worse) and Yal will get the resulting vacancy. To bring this about Yal wants one of the adventurers to steal an article of value from an important customer at the baths and then plant the item in the chief attendant's room. Obviously there is a chance that the adventurer may be caught and this is why Yal is ready to pay for the job to be done rather than doing it himself.

Yal will pay 150 pennies for the task. He wants the adventurer to rob no less a person than Alory Loarin during one of the Warden's weekly visits to the baths. He will ask the adventurer to keep his name out of it at all costs if he is caught and promise a further 250 pennies if this is done.

The chief bath attendant will look after Alory personally. The Warden will be accompanied by at least four of his personal bodyguards. There is a 30% chance that Cruella Vullen will be with him, in which case she will have Sara in attendance.

## The Adventure of Ilwraith's Cache

The events of this adventure stem from The Adventure of the Gyvreck Sodality Cult and the scenario depends upon the rescue of Ilwraith.

The scenario will lead the adventurers northwards beyond the frontiers of the Autocracy in pursuit of a valuable hoard hidden by Ilwraith. The adventurers may or may not discover that Ilwraith is a liar in the course of this expedition. If they find out that the trapper has been deceiving them, it will be up to them what they do about it.

Ilwraith will introduce the scenario to the adventurers as soon after his rescue as he is able to talk to them without being overheard. He will proclaim himself deeply indebted to the adventurers, for he knew that the ogres had scheduled him for torture and death. He will be vague about the exact circumstances of his capture. His version of events, will be that he was taken prisoner while trapping nearby the temple. Ilwraith will then proceed with the tale recounted in the Players' Introduction.

This story, however, is something of a fiction.

For some time Ilwraith has known the location of a secret place of worship for the Shen who roam the hills overlooking the valley of the River Heiker. This place is very holy to the Shen and they would not hesitate to kill anyone whom they caught in the act of desecrating it. On the occasion when Ilwraith decided it was opportune to attempt to rob the shrine he was surprised by warriors and was lucky to escape with his life. Fleeing from his pursuers, Ilwraith made his way to the site of some ancient ruins that he had learned of from an old trapper. These ruins had been thoroughly explored by the old trapper and were known to contain nothing of any value. Ilwraith thought they would be a good place to hide the treasures he had stolen from the Shen shrine.

Ilwraith successfully concealed the valuables and after a hectic few hours managed to shake off his pursuers. What he is looking for now is a band of helpers without too much grey matter between their ears to make them question any inconsistencies in his tale. He is sure to regard the adventurers as just such a band. Should the adventurers have failed to rescue Ilwraith, or should he have been slain in the course of a raid on the temple, the gamemaster will have to devise another means of introducing the scenario to the adventurers, perhaps through another trapper chancing his arm at The Sailor's Haven.

### Players' Introduction

*'My friends,' the trapper said, 'I owe you my life. There's nothing I can do that will ever repay this debt, but perhaps in some small way I can show my gratitude by asking you to join me on an expedition that will enrich us all.'*

*'An expedition?' Veron asked suspiciously, a frown creasing his features. 'What sort of an expedition?'*

*'Let me tell you the story,' Ilwraith said, 'and then you can judge for yourselves.'*

*'As you all know,' he began, 'I am a trapper. It was about a week before I was captured by those foul friends*

that I was trapping north of the Heights of Ruy. By the merest chance I stumbled across the remains of an ancient settlement, an overgrown, long deserted and all but invisible collection of ruins. I seized the opportunity to explore these ruins and uncovered a cache containing a number of valuable antiquities.'

'I was overcome with joy at my good fortune, but before I could carry off my find I was disturbed by a roving band of Shen who tried to kill me. I don't know why they attacked me, but then few of us understand the minds of Shen, for they are a notoriously bad tempered race. Anyway, I rehired my discovery and made a lucky escape.'

'Now I am sure that the Shen were unaware of the treasure I had found and I am equally sure that even if they suspect its existence they will have been unable to find it themselves. As I said, it was only by a most lucky chance that I found it myself. I could return to the site and recover my treasure alone, but because of the good turn you have done me I am willing to share it with you if you help me. I admit that I am fearful of returning to the cache alone, for if I encounter the Shen again I may not be so fortunate in making my escape. Strong arms and sharp swords will be most welcome. However, where I would have paid guards a simple fee of a few score pennies for their protection, in gratitude for your having saved my life I will share the treasure with you, three fifths to myself and two fifths to yourselves.'

'Well, my friends, what do you say?'

### **Taking the Deal**

Ilwraith can be beaten down to a two fifths share of the treasure for himself, but he will go no lower than this. If the adventurers want a better deal, Ilwraith will prefer to find someone else to help him to recover it. If the adventurers accept Ilwraith's generous offer, he will suggest that they meet seven days hence in the village of Mallun, on the River Galtar. This will give them all time to make whatever arrangements they have to before a journey into the wilds. Obviously Ilwraith will not tell his new partners where he has hidden the treasure and he will not even let them know where the site of the ruins is, although he will mention that they are 25 to 30 kilometres up the valley of the River Heiker.

Ilwraith is quite well known to Cregga as a trapper, but that is all. When he has stolen items to sell he journeys to Santon and disposes of them through local fences. None of the fences knows Ilwraith's real name, however, for he uses a whole series of aliases. His appearance is so average and nondescript that a description is unlikely to pin him down in anyone's mind. Consequently the adventurers will be able to uncover very little about Ilwraith that might lead them to be suspicious of the trapper.

Ilwraith will have told the adventurers to prepare for a stay of seven to ten days in the wilderness north of Santon. They will be able to live off the land to some extent, but he will tell them to bring trail

rations with them, such as cheese, cured meat and bread. If they have any trapping gear they should bring this also. They should bring clothing suitable to rough country, including oiled cloaks for sleeping in and as a protection against inclement weather. Riding animals will not be suited to the terrain the party will be crossing and should be left behind.

### **A Summary of the Trek to Ilwraith's Cache**

From Mallun Ilwraith will lead the party along the valley of the River Galtar until the lower slopes of Mount Stowel are reached. At this point he will strike north to the River Brana, following this watercourse to its confluence with the Deel. The River Deel will then be followed to its source. Here Ilwraith will head across country until he reaches the River Heiker where the river can be crossed. He will then strike for the source of the Sterl and follow this river downstream to the site of the ruins where he has concealed the treasure he stole from the Shen shrine.

Ilwraith will follow this circuitous route deliberately in order to avoid the bands of Shen that he knows frequent the valley of the Heiker south of where he intends to cross the river. He will aim to arrive at the ruins during the hours of darkness. Should the adventurers question his guidance, Ilwraith will admit his fear of the Shen and argue that the party should do its best to avoid any contact with these quarrelsome barbarians.

### **The Trip in Detail: The Port of Vullen**

The easiest way for the adventurers to get to Mallun is to take a boat to Vullen. Vullen is a town of about 750 people. Its primary function is as a fishing town, but it also serves as a port for goods to and from the surrounding settlements. The dominant influence in the town is the Vullen family (see The Affair of the Ancestral Ring), after whom the port is named, and its henchmen are in control of the administration of the port and the maintenance of law and order within its walls.

A favourite ploy of the henchmen is to charge strangers arriving by sea a 'landing fee', ostensibly to cover a variety of administrative and harbour-maintenance costs, but actually as a supplement to their own income. The fee is based on what the henchmen think that the strangers in question can afford, but is usually about five pennies per person. A couple of port 'officials' will meet anyone landing on the keyside, determine their purpose in visiting Vullen and demand payment of the appropriate fee. If anyone objects to paying, the officials will quickly whistle up a squad of toughs to help persuade such recalcitrant types.

**Vullen Tough****Characteristics**

STR 15 \_\_\_\_  
 CON 13 \_\_\_\_  
 SIZ 15 \_\_\_\_  
 INT 11 \_\_\_\_  
 POW 10 \_\_\_\_  
 DEX 13 \_\_\_\_  
 APP 9 \_\_\_\_

**Attributes**

Move 3  
 Hit Points 14 \_\_\_\_  
 Fatigue 28 - 6 = 22 \_\_\_\_  
 Magic Points 10 \_\_\_\_  
 DEX SR 3

**Hit Location**

|         | Melee | Missile | Points   |
|---------|-------|---------|----------|
| R Leg   | 01-04 | 01-03   | 1/5 ____ |
| L Leg   | 05-08 | 04-06   | 1/5 ____ |
| Abdomen | 09-11 | 07-10   | 1/5 ____ |
| Chest   | 12    | 11-15   | 1/6 ____ |
| R Arm   | 13-15 | 16-17   | 1/4 ____ |
| L Arm   | 16-18 | 18-19   | 1/4 ____ |
| Head    | 19-20 | 20      | 1/5 ____ |

| Weapon       | SR | Attk% | Damage        | Parry% | Pts    |
|--------------|----|-------|---------------|--------|--------|
| Quarterstaff | 6  | 62    | 1D8 + 1D4     | 53     | 8 ____ |
| Dagger       | 8  | 64    | 1D4 + 2 + 1D4 | 55     | 6 ____ |
| Fist         | 8  | 79    | 1D3 + 1D4     | —      | —      |
| Kick         | 8  | 68    | 1D6 + 1D4     | —      | —      |

**Dodge:** 52%.

**Skills%:** Listen 43, Scan 51.

When the adventurers arrive in Vullen there will be two or three ships alongside the jetty. There is a 25% chance that one of these will be the *Pequod* (see *The Revenge of Cruella Vullen*).

**The Trip in Detail: The Overland Trek**

The journey to the site of Ilwraith's cache will take several days. If no serious encounters delay the party it will take Ilwraith and the adventurers about three days to get within a few hours' march of the ruins where he has hidden the treasure. During this trek the gamemaster will have the opportunity to inflict a variety of encounters on the travellers. A number of these will be required by virtue of the route that the party takes, but the remainder may be implemented at the gamemaster's discretion.

The march can be broken down as follows:

The first day: From Mallun to the slopes of Mount Stowel.

The second day: From the slopes of Mount Stowel to the headwaters of the River Deel.

The third day: From the headwaters of the River Deel to about six kilometres south of the headwaters of the River Sterl.

The gamemaster should note that these are ideal times and take no account of delays that may be inflicted upon the party. Encounters which feature along the party's route are described below.

**Crossing Rivers**

Ilwraith's proposed crossing place of the Brana is a ford where the water is just over a metre deep. The only difficulties are that the river is swift and the footing rather uneven. Anyone failing a DEX  $\times 4$  roll will stumble and fall. Failing a POW  $\times 5$  roll will then mean that the person has been swept downstream into deeper water and will have to begin swimming.

The Heiker is a tougher proposition than the

Brana for Ilwraith chooses to cross it in a steep-sided gorge where the river tumbles and roars over broken rocks. The trapper selects this rather grim and forbidding spot for he knows that the gorge is little frequented by Shen.

The method Ilwraith proposes to use is to jump across the river, leaping from one to another of a series of large boulders that stretch from one bank to the other. As the river dashes violently against these boulders they are wet and slippery. To cross the river successfully requires four jump attempts. If a jump is failed the adventurer must roll his DEX  $\times 5$  or he will fail to clutch desperately at the surface of the rock before he plunges into the turbulent waters of the river.

Anyone falling into the river must make three successful swim attempts to reach a bank of the river—it being left to the gamemaster's discretion about which—1D6 + 1  $\times 50$  metres downstream from where he fell into the water. In addition to the penalties usually consequent upon failing a swim roll the adventurer will also be flung against 1D6 rocks each doing 1D3 + 1 damage to a random hit location. An unconscious adventurer will quickly drown unless he can be rescued by his friends.

**Falling Rocks, Narrow Ledges, Pitfalls and Cliffs**

Ilwraith will have to lead the adventurers through parts of the wilderness where any or all of these problems may be encountered. The following general guidelines apply:

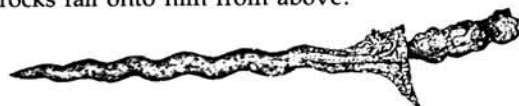
1) Where rocks fall on an adventurer a failed POW  $\times 5$  roll will mean that he has been hit by 1D4 rocks each doing 1D4 damage to a random hit location.

2) Where narrow ledges have to be crossed a failed DEX  $\times 5$  roll will mean that the adventurer has slipped and fallen with consequences dependent upon the distance fallen. The gamemaster may allow the adventurer a POW roll to grab at a projecting root or whatever.

3) Where pitfalls occur a failed POW  $\times 5$  roll will mean that the adventurer has stepped into one hidden by bracken or other plant growth. Effects on the adventurer will depend upon the depth of the hole and whatever lies at its bottom (water, sharp rocks, etc.). The gamemaster may allow the adventurer a DEX roll to pull back from the edge of the pitfall just in time to avoid falling into it.

4) Cliffs may be scaled as in the Standard RuneQuest rules.

The gamemaster may combine these encounters as he chooses. For example, an adventurer climbing a cliff may come to a narrow ledge and have rocks fall onto him from above.



## Bands of Shen

Shen are not uncommon in this part of Menetia for the valley of the Heiker is one of their favourite hunting grounds. However, the further a party is from the valley itself the less likely it is to bump into Shen, for the surrounding hills are scarce in game.

If Shen are spotted before they spot the party Ilwraith will argue for avoiding them. If Shen spot the party before they themselves are spotted they will attempt to follow while remaining concealed. They will hope to find out what the party is up to. If they suspect that the travellers are up to no good the Shen will send for reinforcements and arrange an ambush. If Shen are met Ilwraith will try to keep his features hidden from them just in case any of them might recognize him [10% chance].

| Characteristics | Attributes                |
|-----------------|---------------------------|
| STR 15 ____     | Move 3                    |
| CON 13 ____     | Hit Points 14 ____        |
| SIZ 15 ____     | Fatigue 28 - 10 = 18 ____ |
| INT 14 ____     | Magic Points 13 ____      |
| POW 13 ____     | DEX SR 3                  |
| DEX 13 ____     |                           |
| APP 12 ____     |                           |

| Hit Location | Melee | Missile | Points   |
|--------------|-------|---------|----------|
| R Leg        | 01-04 | 01-03   | 2/5 ____ |
| L Leg        | 05-08 | 04-06   | 2/5 ____ |
| Abdomen      | 09-11 | 07-10   | 2/5 ____ |
| Chest        | 12    | 11-15   | 2/6 ____ |
| R Arm        | 13-15 | 16-17   | 2/4 ____ |
| L Arm        | 16-18 | 18-19   | 2/4 ____ |
| Head         | 19-20 | 20      | 2/5 ____ |

| Weapon    | SR | Attk% | Damage        | Parry% | Pts    |
|-----------|----|-------|---------------|--------|--------|
| 1H Spear  | 7  | 81    | 1D6 + 1 + 1D4 | 74     | 8 ____ |
| Battleaxe | 7  | 47    | 1D8 + 2 + 1D4 | 52     | 8 ____ |
| Javelin   | 3  | 77    | 1D8           | —      | —      |
| Buckler   | 8  | 37    | 1D4 + 1D4     | 85     | 8 ____ |

**Dodge:** 71%.

**Spirit Magic** (55%): Befuddle 2, Bladesharp 2, Dullblade 2, Endurance 2, Farsee 2, Heal 2, Shimmer 2.

**Languages:** Menetian 13%.

## Broos Bruisers

A party of broos is a rare occurrence in this neck of the woods. This band is quite definitely a bird of passage, heading to skirt north of Keristal Forest on return from a mission beyond the River Helt.

The broos are led by Belcher, a tough and seasoned warrior sent by Ukkas, a broo shaman, to gather samples of a rare plant growing to the north of the River Helt and believed to be of use in treating attacks of the shakes. Belcher and his gang of broos have been successful in this task and now they are returning to Ukkas. Because of the importance of his mission Belcher will do his best to avoid any confrontations. He will even prefer negotiation to battle and he will be prepared to offer a bribe to secure safe passage. However, Belcher and his cutthroats are ready to fight if they have to. Belcher and two of his band carry samples of the plants and the protection of these is regarded as paramount. If the plant carriers can run away from any fight they will do so, leaving the rest of the gang to cover their retreat.

The plants are a species of balm weed which is quite common in Menetia, being used as a demulcent. However, the mineral composition of the soil around the River Helt gives balm weed properties which are useful in treating the shakes. Helt balm weed will not cure the shakes, but a tincture made from the plant will limit the DEX loss caused by attacks of the illness. At the point when a sufferer from the shakes is required to suffer a DEX loss, if he has been treated with Helt balm weed since the last DEX loss he will have a 50% chance of not suffering the current required loss. This property of Helt balm weed is not widely known. Belcher knows only that the plant is of importance to Ukkas, but not why.

Ukkas lives in an isolated valley in the Braust Mountains, south-east of the headwaters of the River Miun. Belcher will conceal information about Ukkas at all costs, as he will the purpose of his mission, but other members of his gang may be induced to talk. The remaining members of the gang are Blackhead, Dogfoam, Fester, Poxface and Waster.

| Characteristics | Attributes                |
|-----------------|---------------------------|
| STR 17 ____     | Move 4                    |
| CON 17 ____     | Hit Points 17 ____        |
| SIZ 17 ____     | Fatigue 34 - 14 = 20 ____ |
| INT 16 ____     | Magic Points 16 ____      |
| POW 16 ____     | DEX SR 3                  |
| DEX 20 ____     |                           |
| APP 8 ____      |                           |

| Hit Location | Melee | Missile | Points   |
|--------------|-------|---------|----------|
| R Leg        | 01-04 | 01-03   | 2/6 ____ |
| L Leg        | 05-08 | 04-06   | 2/6 ____ |
| Abdomen      | 09-11 | 07-10   | 2/6 ____ |
| Chest        | 12    | 11-15   | 2/8 ____ |
| R Arm        | 13-15 | 16-17   | 2/5 ____ |
| L Arm        | 16-18 | 18-19   | 2/5 ____ |
| Head         | 19-20 | 20      | 3/6 ____ |

| Weapon        | SR | Attk% | Damage         | Parry% | Pts     |
|---------------|----|-------|----------------|--------|---------|
| Head Butt     | 6  | 123   | 1D6 + 1D6      | —      | —       |
| 1H Spear      | 5  | 104   | 1D8 + 1 + 1D6  | 92     | 10 ____ |
| Bastard Sword | 5  | 91    | 1D10 + 1 + 1D6 | 81     | 12 ____ |
| Self Bow      | 1  | 114   | 1D6 + 1        | 37     | 5 ____  |
| Target Shield | —  | —     | —              | 109    | 12 ____ |

**Dodge:** 96%.

**Spirit Magic** (66%): Befuddle 2, Countermagic 4, Disruption 1, Heal 4, Protection 5.

**Skills%:** Climb 89, Jump 105, Conceal 76, Listen 84, Scan 106, Track 95, Hide 72, Sneak 64.

**Languages:** Menetian 23%.

**Magic Items:** Belcher's bastard sword has a spell matrix for Bladesharp 5. Belcher also carries four arrows, each a magical artifact acting as though it has had Speedart 1 cast on itself.

**Treasure:** Belcher carries half-a-dozen gemstones given to him by Ukkas for trading and bribery; each is worth 6D20 pennies.

**Notes:** Belcher carries creeping chills and brain fever. He has the chaotic feature of absorbing spells up to 8 magic points in strength.

## Broo

| Characteristics | Attributes                |
|-----------------|---------------------------|
| STR 15 ____     | Move 4                    |
| CON 16 ____     | Hit Points 16 ____        |
| SIZ 16 ____     | Fatigue 31 - 13 = 18 ____ |
| INT 13 ____     | Magic Points 12 ____      |
| POW 12 ____     | DEX SR 3                  |
| DEX 13 ____     |                           |
| APP 6 ____      |                           |





*Broo's Bruisers*

| Hit Location | Melee | Missile | Points |
|--------------|-------|---------|--------|
| R Leg        | 01-04 | 01-03   | 3/6    |
| L Leg        | 05-08 | 04-06   | 3/6    |
| Abdomen      | 09-11 | 07-10   | 3/6    |
| Chest        | 12    | 11-15   | 3/8    |
| R Arm        | 13-15 | 16-17   | 3/5    |
| L Arm        | 16-18 | 18-19   | 3/5    |
| Head         | 19-20 | 20      | 6/6    |

| Weapon        | SR | Attk% | Damage        | Parry% | Pts |
|---------------|----|-------|---------------|--------|-----|
| Head Butt     | 7  | 69    | 1D6 + 1D4     | —      | 6   |
| 1H Spear      | 6  | 64    | 1D8 + 1 + 1D4 | 63     | 10  |
| Broadsword    | 6  | 67    | 1D8 + 1 + 1D4 | 61     | 10  |
| Self Bow      | 2  | 62    | 1D6 + 1       | 23     | 5   |
| Target Shield | 6  | 32    | 1D6 + 1D4     | 71     | 12  |

**Dodge:** 58%.

**Spirit Magic** (47%): Countermagic 2, Heal 2, Protection 2.

**Skills%:** Climb 65, Jump 72, Conceal 41, Listen 69, Scan 58, Track 78, Hide 55, Sneak 47.

**Notes:** 50% chance of carrying a disease.

## Elves on the Prowl

Any elves met will be from Keristal Forest. They will be friendly towards a party of humans so long as there is no reason for them not to be (such as the presence of a dwarf in the band). They will not try to avoid an encounter with humans. The leader of the elves is Ashblade. He and his party are engaged in a hunting expedition, seeking a pack of wolves that has been causing trouble in the Forest by digging up plants and young trees and attacking children and solitary adults.

Ashblade will trade information with Ilwraith's party. He knows what animals roam the hills (but then so does Ilwraith). He will warn of the wolves and say that the elves will pay a reward equivalent to 10 pennies for each wolfskin. He has heard rumours of a band of broos that passed north of the Forest two or three weeks previously, heading east. He knows little of the life and rituals of Shen, but he will say that they do not trouble the elves. Some elves trade with the Shen and Ashblade is unaware of them having any trouble with the nomads.

Ashblade knows Cedarleaf (see The Adventure of Gyvreck Sodality Cult) and he will be very pleased if the adventurers can tell him that his friend is safe. Ashblade will be suitably horrified at any stories told of ogres in the Gyvreck temple. Neither Ashblade nor any of his companions know Ilwraith. The other elves are Hardwood, Oakface, and Wood-watcher.

### Ashblade

| Characteristics | Attributes          |
|-----------------|---------------------|
| STR 12          | Move 4              |
| CON 13          | Hit Points 12       |
| SIZ 10          | Fatigue 25 - 8 = 17 |
| INT 19          | Magic Points 18     |
| POW 18          | DEX SR 2            |
| DEX 18          |                     |
| APP 11          |                     |

| Hit Location | Melee | Missile | Points |
|--------------|-------|---------|--------|
| R Leg        | 01-04 | 01-03   | 1/4    |
| L Leg        | 05-08 | 04-06   | 1/4    |
| Abdomen      | 09-11 | 07-10   | 2/4    |
| Chest        | 12    | 11-15   | 2/5    |
| R Arm        | 13-15 | 16-17   | 1/3    |
| L Arm        | 16-18 | 18-19   | 1/3    |
| Head         | 19-20 | 20      | 1/4    |

| Weapon     | SR | Attk% | Damage  | Parry% | Pts |
|------------|----|-------|---------|--------|-----|
| Spear      | 6  | 101   | 1D6 + 1 | 84     | 10  |
| Shortsword | 6  | 127   | 1D6 + 1 | 92     | 10  |
| Elf Bow    | 2  | 136   | 1D8 + 1 | 31     | 8   |
| Buckler    | 7  | 41    | 1D4     | 107    | 8   |

**Dodge:** 93%.

**Spirit Magic** (82%): Countermagic 3, Extinguish 2, Heal 4, Multimissile 4, Protection 5.

**Skills%:** Scan 94, Hide 85, Sneak 78.

**Languages:** Menetian 38%.

**Magic Items:** Bow has a matrix for the spell Firearrow 2.

### Elf

| Characteristics | Attributes          |
|-----------------|---------------------|
| STR 10          | Move 4              |
| CON 12          | Hit Points 11       |
| SIZ 9           | Fatigue 22 - 7 = 15 |
| INT 16          | Magic Points 14     |
| POW 14          | DEX SR 3            |
| DEX 14          |                     |
| APP 12          |                     |

| Hit Location | Melee | Missile | Points |
|--------------|-------|---------|--------|
| R Leg        | 01-04 | 01-03   | 1/4    |
| L Leg        | 05-08 | 04-06   | 1/4    |
| Abdomen      | 09-11 | 07-10   | 1/4    |
| Chest        | 12    | 11-15   | 1/5    |
| R Arm        | 13-15 | 16-17   | 1/3    |
| L Arm        | 16-18 | 18-19   | 1/3    |
| Head         | 19-20 | 20      | 1/4    |

| Weapon     | SR | Attk% | Damage  | Parry% | Pts |
|------------|----|-------|---------|--------|-----|
| Spear      | 8  | 64    | 1D6 + 1 | 57     | 10  |
| Shortsword | 8  | 71    | 1D6 + 1 | 64     | 10  |
| Elf bow    | 3  | 78    | 1D8 + 1 | 27     | 8   |
| Buckler    | 9  | 26    | 1D4     | 81     | 8   |

**Dodge:** 52%.

**Spirit Magic** (63%): Heal 3, Multimissile 2, Protection 2.

**Skills%:** Scan 61, Hide 72, Sneak 69.

**Languages:** Menetian 17%.

## The Werewolf

The more remote and wooded parts of the wilds are likely haunts for these lonely shapechangers. The werewolf encountered by Ilwraith's party calls himself Errel. Errel is big and hairy, even in human form, and he is not terribly bright. He rarely encounters people and he does his best to avoid parties of travellers. Occasionally, however, his solitary life drives him to seek company, even though his low intelligence and lack of company make his conversation monosyllabic and lacking in topicality.

Errel pretends to those whom he meets that he is a hermit seeking spiritual fulfillment in the remote hills and mountains. As hermits are not required to be great intellects the fact that Errel is rather dim should not count against him in the adventurers' eyes. While in human form Errel wears a large black fur wrapped around his body, tied under his armpits and belted around his middle. He can shed this quickly when changing to a wolf. As a wolf Errel is not averse to dining on solitary travellers.

| Characteristics | Attributes          |
|-----------------|---------------------|
| STR 13          | Move 3              |
| CON 12          | Hit Points 13       |
| SIZ 14          | Fatigue 25 - 2 = 23 |
| INT 10          | Magic Points 14     |
| POW 14          | DEX SR 3            |
| DEX 15          |                     |
| APP 8           |                     |



*Elves on the Prowl*

| Hit Location | Melee | Missile | Points    |        |     |
|--------------|-------|---------|-----------|--------|-----|
| R Leg        | 01-04 | 01-03   | 0/5 ____  |        |     |
| L Leg        | 05-08 | 04-06   | 0/5 ____  |        |     |
| Abdomen      | 09-11 | 07-10   | 1/5 ____  |        |     |
| Chest        | 12    | 11-15   | 1/6 ____  |        |     |
| R Arm        | 13-15 | 16-17   | 0/4 ____  |        |     |
| L Arm        | 16-18 | 18-19   | 0/4 ____  |        |     |
| Head         | 19-20 | 20      | 0/5 ____  |        |     |
| Weapon       | SR    | Attk%   | Damage    | Parry% | Pts |
| Club         | 7     | 67      | 1D6 + 1D4 | 65     | 4   |

**Dodge:** 66%.

**Skills%:** Sneak 78, Scan 72, Search 79.

**Notes:** This is Errel in human form.

| Characteristics | Attributes      |
|-----------------|-----------------|
| STR 26          | Move 7          |
| CON 12          | Hit Points 13   |
| SIZ 14          | Fatigue 38      |
| INT 5           | Magic Points 14 |
| POW 14          | DEX SR 3        |
| DEX 15          |                 |

| Hit Location | Melee | Missile | Points    |        |     |
|--------------|-------|---------|-----------|--------|-----|
| R Leg        | 01-04 | 01-03   | 1/4 ____  |        |     |
| L Leg        | 05-08 | 04-06   | 1/4 ____  |        |     |
| Abdomen      | 09-11 | 07-10   | 1/6 ____  |        |     |
| Chest        | 12    | 11-15   | 1/6 ____  |        |     |
| R Arm        | 13-15 | 16-17   | 1/4 ____  |        |     |
| L Arm        | 16-18 | 18-19   | 1/4 ____  |        |     |
| Head         | 19-20 | 20      | 1/5 ____  |        |     |
| Weapon       | SR    | Attk%   | Damage    | Parry% | Pts |
| Bite         | 8     | 89      | 1D8 + 1D6 | —      | —   |

**Dodge:** 72%.

**Skills%:** Sneak 78, Scan 67, Search 74, Track 82.

**Notes:** This is Errel in wolf form. He has immunity to most weapons.

### At the Cache

Ilwraith's intention will be to approach the cache under the cover of darkness, unearth the treasure and use the remaining hours of darkness to get well clear of the danger area. The cache is hidden amongst some long deserted ruins, just as Ilwraith described. The ruins are no more than some undistinguished heaps of rough stones, partially covered with earth and overgrown by scrub, bushes and small trees. They lie approximately fifteen metres from a small stream which flows south-west to join the River Sterl. The ruins stand on a low rise. Unfortunately for Ilwraith and his partners a Shen hunting party has pitched camp by the side of the stream, barely thirty metres from the site of the cache.

The Shen are a group of tough, hard-fighting males. Although they are unaware of their proximity to the cache, their reactions can easily be guessed if they find out. The Shen will be using this campsite for at least the next two days. If the Shen think that they are being ambushed—which is likely if they spot or hear someone sneaking about their camp—their instinct will be to charge and attack, relying on their strength and aggression to carry any fight in their favour. If things go badly for them they will seek to flee and gather reinforcements. Failing this they will yield. If they find themselves in a position of obvious superiority they will call on their foes to surrender or face the consequences. They will always want to capture at least one prisoner for interrogation purposes.

If the Shen attack, Ilwraith will want to run. He will not surrender to the Shen for he is pretty sure what will happen to him if he is recognized. The adventurers may choose to surrender, counting on being able to talk their way out of trouble. If captured in spite of everything and recognized, Ilwraith will do everything he can to shift the blame from himself. He will say that he was working for the adventurers all along and has been forced to return with them to collect the Shen holy artifacts, much against his own wishes.

If the adventurers are captured and suspected of involvement in desecrating the Shen sacred shrine they are going to be in deep trouble. They had better plan on making a quick escape for the longer they remain captive the more difficult it is going to be to get away—and the closer they are going to find themselves to a particularly unpleasant death.

There is a remote chance that they may be able to clear themselves if they can convince the Shen leaders that they have been duped by Ilwraith, but they will have a hard job doing this: the Shen have hard experience of being ripped off. The Shen will take a hard view of their captives even if they do not suspect them of complicity in Ilwraith's villainy.

No matter what the circumstances of the adventurers' capture the Shen will be unlikely to release them on any terms more generous than an hour's start and instant death if they are caught after that.

The Shen hunters are Aff, Born, Drek and Chul.

| Characteristics | Attributes           |
|-----------------|----------------------|
| STR 17          | Move 3               |
| CON 14          | Hit Points 15        |
| SIZ 16          | Fatigue 31 - 11 = 20 |
| INT 14          | Magic Points 15      |
| POW 15          | DEX SR 2             |
| DEX 16          |                      |
| APP 12          |                      |

| Hit Location | Melee | Missile | Points        |        |         |
|--------------|-------|---------|---------------|--------|---------|
| R Leg        | 01-04 | 01-03   | 1/5 ____      |        |         |
| L Leg        | 05-08 | 04-06   | 1/5 ____      |        |         |
| Abdomen      | 09-11 | 07-10   | 1/5 ____      |        |         |
| Chest        | 12    | 11-15   | 1/6 ____      |        |         |
| R Arm        | 13-15 | 16-17   | 1/4 ____      |        |         |
| L Arm        | 16-18 | 18-19   | 1/4 ____      |        |         |
| Head         | 19-20 | 20      | 1/5 ____      |        |         |
| Weapon       | SR    | Attk%   | Damage        | Parry% | Pts     |
| 1H Spear     | 5     | 97      | 1D8 + 1 + 1D6 | 82     | 10 ____ |
| Battleaxe    | 5     | 86      | 1D8 + 2 + 1D6 | 62     | 8 ____  |
| Javelin      | 2     | 92      | 1D8 + 1D3     | —      | 8 ____  |
| Buckler      | —     | —       | —             | 96     | 8 ____  |

**Dodge:** 89%.

**Spirit Magic** (64%): Bladeshard 2, Countermagic 2, Heal 3, Protection 4, Speedart 1.

**Skills%:** Climb 82, Jump 93, Swim 78, Animal Lore 88, First Aid 91, Listen 88, Scan 87, Track 79, Hide 81, Sneak 85.

**Languages:** Menetian 21%.

**Notes:** Carries two javelins as well as a one-handed spear.

### The Treasures of Ilwraith's Cache

**The Shaman's Golden Sickle:** Shen shamans use golden sickles to cut herbs and plants for use in their ceremonies. All such sickles are blessed and consecrated and if any other type of cutting instrument



is used the plants gathered are useless for ceremonial purposes. The number of golden sickles is strictly limited and each has enormous value to any shaman, far beyond its intrinsic worth. He would do anything to gain one. The sickle has an encumbrance of two and an intrinsic value of 1,500 pennies.

**The Gem of Light:** This sapphire-like gem is set in a silver stand. It is magical in nature. If warmed in the hand the gem will glow with a magical light equivalent in duration and intensity to the spirit spell Light. The gem has an encumbrance of one. The setting of the gem is excellent. The gem's intrinsic value is 2,000 pennies.

**Zogg's Claws:** These metal-reinforced leather gauntlets allow the wearer five free castings of the Shen spirit spell Firearrow. To cast the spells the caster must be wearing the gauntlets. Once cast a spell takes 24 hours to renew itself. The gauntlets were left at the shrine by Zogg, an important Shen chieftain, to be blessed by the shamans. The gauntlets will comfortably fit anyone of large size. Zogg wants them back very badly.

**The Luckstone:** This looks like a cheap topaz stone set in a simple bronze pendant with a false-silver chain. The stone does not register as a magical item, but anyone wearing the pendant will benefit by an addition of ten percentiles to any luck rolls that they have to make. Eventually they may come to realize that their improved fortunes are associated with the luckstone. Ilwraith found the luckstone hung around the neck of a statue in the Shen shrine, where it was placed by a Shen who was unaware of its properties. The luckstone has nil encumbrance and a value of 10 pennies.

**The Crystal of Absorption:** This is a crystal set in a ring of gold. It has the property of absorbing all spells cast on the wearer of the ring. Anyone wearing the ring will find that the crystal will absorb all spells cast on him: for each spell that is cast on the wearer, the wearer rolls decimal dice and the crystal will absorb the spell on anything except a score of 96 to 00. The crystal has an absorption capacity of 50 points of any type of magic spell. So long as the crystal has absorption capacity remaining it will continue to absorb all spells cast at the wearer. At the instant that the crystal's capacity is exceeded it will explode, doing 1D6+4 damage to the wearer's arm. The spell that causes the ring to shatter will affect the wearer normally.

The crystal dissipates the power of absorbed spells at the same rate as magic points are regained by a character. The crystal will register as a magical object, but it will take quite a long time to find out what it does. The disadvantage of the crystal is that it will not discriminate amongst spells that it absorbs. It will absorb healing spells as readily as it will absorb offensive spells. The ring had been

placed in the offertory bowl by a Shen supplicant. It has an encumbrance of nil.

**The Offertory Bowl:** This is an exquisitely engraved golden bowl into which Shen worshippers have been accustomed to place offerings. It is a very valuable artifact. The engravings show scenes of worship. The bowl has an encumbrance of four and an intrinsic value of 3,000 pennies.

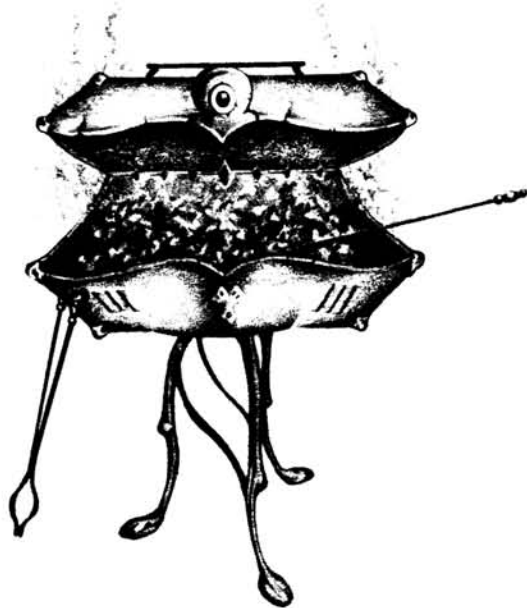
**The Armbands of Worship:** These two ornate silver bands are used by Shen shamans as part of their religious regalia when conducting ceremonies of worship. They are engraved with mystic symbols. The armbands have an encumbrance of two and an intrinsic value of 500 pennies.

If it comes to a division of the treasure by items rather than by value, Ilwraith will state a preference for the Offertory Bowl, the Gem of Light and the Shaman's Golden Sickle. He would quite like Zogg's Claws, but he is not desperate about them. If pushed he will trade the Gem of Light for the Crystal of Absorption. His aim, however, is to do a bunk with as much as he can carry.

### The Return to Civilization

If they escape with Shen treasures, Ilwraith's first objective will be to ditch the adventurers and make off with as valuable a selection of the treasure as he can carry as soon as he feels that it is safe to do so. He is unlikely to do this, however, before the party has recrossed the Heiker and put some distance between it and the Shen. The adventurers will then be on their own and had better have made a careful note of the way home.

The adventurers will face the same hazards on their return journey as they faced when they were outward bound. If Ilwraith has deserted them he certainly will not be the one to initiate another meeting.





*The Werewolf*

## Protection Money

Estaval the Jeweller seeks out the adventurers and reports that he has been 'asked' to pay protection money by two thugs who came into his shop just as he was closing up. If he does not pay them this 'insurance', the thugs have threatened that his shop will be wrecked. Estaval wants the adventurers to do something about this. He will pay 500 pennies.

The adventurers will have a number of options available.

- 1) They can try negotiating with the thugs.
- 2) They can hide in Estaval's shop ready to ambush the thugs when they turn up to wreck it as they have promised.
- 3) They can seek out the thugs and hand them out a drubbing.

If the thugs are confronted they will have enough friends with them to equal the adventurers in number. None will be equipped with shield or crossbow unless the adventurers arrange to meet them outside the town.

## The Revenge of Cruella Vullen

This adventure stems directly from the burglary of Cruella Vullen's home on the behalf of Royanna Santiman in The Affair of the Ancestral Ring. The assumption is that Cruella has discovered the identity of at least one of those who raided her house and is now putting into execution her plan for vengeance. If there are 'innocent' friends who might get pulped in the machinery of revenge, well that's just too bad.

Cruella will use her friendship with Rella, priestess of Mowta and mistress of the Island of Reamrha, to set in chain a series of events leading to a suitably gruesome fate being visited upon her enemies. Cruella has an arrangement with Rella: as she has enemies whom she would like to see disposed of without any inconvenient evidence pointing the finger of accusation at herself, so Rella needs sacrificial victims to offer to her dark master. Unfortunately Rella's realm is not sufficiently populous to provide her with all the sacrifices that she requires.

Cruella arranges for an agent of hers to contact certain of her enemies and to offer them employment as couriers. What the agent asks the couriers to do is to carry a small sealed box to Reamrha and to deliver it to Rella. Under no circumstances, the agent will say, should the box be opened before being given to Rella, but even if it is this does not matter for the box itself is the message. Rella knows that whoever Cruella sends to her with the box is an enemy and can be dealt with accordingly.

The adventurers will be approached one even-

ing by Cruella's agent.

### Players' Introduction

*'Call me Ishmael,' the stranger said, having asked and received permission to seat himself at our booth. 'I have been seeking for fellows like yourselves for some days past now and it seems though my quest may be over.'*

*He was a bluff, weathered man with heavy brows and dark eyes. There was a scar on his left cheek and a scent of salt about his clothing and his person. The small gold earring that pierced the lobe of his right ear appeared to confirm his calling as that of a mariner.*

*I cocked my eye quizzically and glanced briefly at my companions. Drue grinned at me humourlessly. 'Your words intrigue us, Ishmael,' I said. 'How might it be that ones such as we could be of service to a heart as stout as yours?'*

*A flash of anger sparked in the stranger's eye for a moment for he knew that I was mocking him, and his hand moved towards the wicked dagger thrust through his belt, but the rage passed quickly as he struggled to control it. That hinted at perhaps how important we were to him.*

*'I am seeking a courier and guards to carry a valuable item to a place distant from here,' he said. 'I have made enquiries and I learn that you are honest men who could be confided with such a trust.'*

*Yakobish spoke. 'That depends upon the price, the object and the hirer,' he said softly.*

*'The price is worthy of the article to be conveyed,' Ishmael replied, 'but of the article and the hirer I am not empowered to tell. All that you need to know is that a sealed box must be delivered safely and unopened into the hands of one whom I shall name if you accept the employment. For this task you will be rewarded most handsomely.'*

*Veron snorted derisively. 'It seems that anonymity shrouds danger and treachery. We have encountered deceivers and fraudsters before and none has wished us any good in spite of his fine words.'*

*The fury in Ishmael's face was ugly this time and he half rose from his seat. I moved quickly to intervene before our gathering should be marred by violence. I laid my hand upon Ishmael's forearm. 'Friend Ishmael, we seek no trouble, but you must understand that there is a caution that guides our actions. We have all, and Veron in particular, lost friends whom we hold dear to our hearts. Sometimes the pain of our memories speaks for us in spite of ourselves.'*

*Ishmael settled back into his seat, but still anger flashed from his eyes. 'So be it,' he murmured, 'but I am an honourable man tasked with an honourable mission and I will not sit silent while my honour is impugned.'*

*'Perhaps it would be well,' I said, 'if you were to tell us all that you may while we listen in silence until you have finished.' I looked at my companions, each in turn, and received nods, though reluctantly from such as Veron*

and Phobius. 'You see, Ishmael, even Veron can be reasonable if the situation demands it.'

This feeble sally brought forth a guffaw from Ishmael and a sheepish grin from Veron. I signalled to the innkeeper for a fresh round of drinks and a serving-wench brought them over to us on a tray, adroitly fending off the wandering hands of Jones and making us all laugh by her witticisms at his expense.

So was the good humour at our table restored and we settled back with our tankards of ale and cider to listen attentively to what Ishmael had to lay before us.

'I have not been empowered to disclose the name of my master for it is vital that his identity remain uncompromised. But it is a matter of life and death that a certain package be delivered from my master to a person of importance and influence as soon as possible. The contents of this package must remain a secret, but if they are carried safely to their destination my master will pay the courier and his guards five hundred pennies each.

'I may not say what is in the package, but I can assure you that my master has only the best interests of Menetia at heart and the message that the package will convey is of the utmost importance to those who work for its safety'.

'You will ask why I do not carry the package myself? There are those who watch my master and they watch me also. I have managed to give them the slip to approach you this evening, but should they lose track of my movements for long they would suspect that I had left the city upon my master's business and move quickly to confound him. If the package can be taken to its destination secretly the enemies of Menetia will have had a march stolen on them and the chance of their plans being overturned will be that much the greater.'

Ishmael looked at us all, one after the other, and then drank slowly from his tankard. 'If you agree to undertake the task I can tell you a little more, but I have no authority to speak further without such agreement, indeed I dare not. However, I may tell you that my master will be able to reveal much more of your part in his plans once you have returned from your task.'

My companions and I exchanged glances with one another. We knew each other too well to need to discuss the matter. Drue smiled at me again and this time there was humour in his expression. Rodining lifted his shoulders in a characteristic shrug. Romero and Talon clasped hands briefly, elbows resting on the table, and flashed grins at one another. My other comrades nodded their heads slightly, agreeing to my acting as spokesman for all.

I turned to Ishmael, 'It seems that we would accept your offer, my friend,' I said.

The mariner smiled. 'I am glad,' he said simply and it seemed as if emotion touched his voice. 'My master's package will be entrusted to sure hands when it is placed in yours.'

He proceeded to instruct us in such details of our employment as he was enabled to. 'Passage will be provided for you on board the ship *Pequod* to the island known as *Reamrha*. The captain of this vessel is Ahab and he will

see you safe to the isle. You will land at the village of *Harenn* and send message straightway to *Castle Droma* informing its mistress, the *Lady Rella*, that you are sent to her from *Santon*. On receipt of her command you will then carry the package to the *Castle* and hand it to her.'

'And the package?' I asked. 'Where do we collect that?'

'Tis simply done,' Ishmael replied. 'I carry it with me.'

Jones gasped. 'That's some risk you took,' he interjected.

Ishmael grimaced wryly. 'Perhaps, but there was little alternative. Time presses hard on my heels and the *Pequod* sails tomorrow forenoon. Should you miss her sailing there's no ship to *Reamrha* for many a week and we dare not make a special charter. That would attract too much attention.'

So saying he took from a pocket inside his tunic a small carved wooden box measuring perhaps nine centimetres by six centimetres by four centimetres. He made sure that we were not watched by idle or curious eyes and passed the box to me. The carving was a simple series of small diamond patterns and the lid was about one centimetre deep. There was a small lock at the front and the keyhole was covered with wax that bore the imprint of a seal. The box was neither lighter nor heavier than I expected it to be.

'The key?' I queried as I placed the package in my own pocket. 'Do we carry that also?'

'There is no need,' Ishmael replied. 'The *Lady Rella* has a duplicate'.

'There's just one last thing,' Yakobish said. 'How do we collect our payment?'

'One half of the money will be paid by *Lady Rella*. The remaining half will be paid on your return. *Lady Rella* will tell you to whom to report when you come back. And remember that the box must be sealed when you deliver it; that is vital'.

'You must report to Captain Ahab tomorrow morning, no later than three hours after sunrise for the *Pequod* sails soon after. You need only mention my name and he will know all that needs to be done.'

'And now,' he said rising to his feet, 'I must leave you. It is not well that my master's enemies should lose sight of me for long enough to disturb their peace of mind. I wish you fair journeying until we meet again.'

With these words he left us.

'So we are embarked upon another adventure,' Talon mused. 'I wonder if it will be as simple to accomplish as it seems. . . . ?'

### **Ishmael the Mariner**

Ishmael has been Cruella Vullen's agent for some time now. His employment as a mariner allows him to travel freely in and out of *Santon* without arousing any suspicions. It is most unlikely that between the time when Ishmael leaves them and the time that the *Pequod* sails the adventurers can uncover the connection between Cruella and Ishmael as this



is a closely guarded secret. None of the adventurers' contacts know anything at all of Ishmael and nothing whatsoever of his relationship with Cruella.

Ishmael is a bulky man. There is a three-inch scar on his left cheek that looks as if it was caused by a blade. His face is weather-beaten and he wears clothes typical of a sailor. There is a small gold earring in his right ear. He has brown hair and dark brown eyes. He is a loyal servant of Cruella and very skilled at shaking off followers.

The inside of the box that Ishmael gives to the adventurers to carry to Reamrha is padded with dark red velvet. Recessed in the padding there is a small crystal skull, about five centimetres from chin to crown. The crystal has been intricately carved in exact replication of a miniature skull. The ignorant might suppose that the skull is magical or of great value, but it is neither; it is simply Cruella's little joke, although it's unlikely that the adventurers will find it very funny.

| Characteristics | Attributes          |
|-----------------|---------------------|
| STR 12          | Move 3              |
| CON 14          | Hit Points 14       |
| SIZ 14          | Fatigue 26 - 4 = 22 |
| INT 13          | Magic Points 16     |
| POW 16          | DEX SR 3            |
| DEX 11          |                     |
| APP 13          |                     |

| Hit Location | Melee | Missile | Points |
|--------------|-------|---------|--------|
| R Leg        | 01-04 | 01-03   | 1/5    |
| L Leg        | 05-08 | 04-06   | 1/5    |
| Abdomen      | 09-11 | 07-10   | 1/5    |
| Chest        | 12    | 11-15   | 1/6    |
| R Arm        | 13-15 | 16-17   | 1/4    |
| L Arm        | 16-18 | 18-19   | 1/4    |
| Head         | 19-20 | 20      | 1/5    |

| Weapon  | SR | Attk% | Damage        | Parry% | Pts |
|---------|----|-------|---------------|--------|-----|
| Dagger  | 8  | 91    | 1D4 + 2 + 1D4 | 84     | 6   |
| Fist    | 8  | 97    | 1D3 + 1D4     | —      | —   |
| Grapple | 8  | 89    | 1D6 + 1D4     | —      | —   |

**Dodge:** 83%.

**Spirit Magic** (76%): Disruption 1.

**Divine Magic** (96%): Absorption 1, Heal Wound 1 (both one-use).

**Treasure:** Carriers 150 pennies.

**Notes:** Ishmael is an initiate of Mowta.

### The Good Ship *Pequod*

The *Pequod* is a sturdy craft typical of the larger sea-going vessels of Menetia. The ship is about twenty metres from stem to stern and seven metres wide at its beamiest. Like most ships that sail the seas around Menetia the *Pequod* is flushdecked and has a single mast carrying one large sail. There is a bowsprit forward carrying a smaller sail. A small superstructure at the stern is the position from which Captain Ahab supervises the sailing of the *Pequod*. To the starboard side of the superstructure a steering oar is mounted.

There is accommodation at the stern of the ship for Ahab and his crew, in the superstructure for the Captain and beneath it for the rest of the sailors. The ship forward of the accommodation area is used for the carrying of cargo and large hatches fore and aft of the mast provide access to the two holds. There is a dory carried on top of the aft hatch; this dory

is about three metres long. A bulwark just under one metre high runs around the edge of the deck.

The *Pequod*'s home port is Vullen, but there is no outward indication of this. If questioned the crew will not hide the fact, but they will conceal that the ship is owned by the Vullen family for they have been instructed to do so by Ahab. If asked who owns the ship, they will say that Ahab owns it himself. The crew are all Mowta worshippers, but know the barest details of Rella and Reamrha and will report nothing detrimental to either. They will profess to know nothing of Cruella other than that her family is important in their home port.

The *Pequod* has the following characteristics:

|                                  |                             |
|----------------------------------|-----------------------------|
| <b>Hull Type:</b> Merchant       | <b>Hull Quality:</b> 11     |
| <b>Seaworthiness:</b> 20         | <b>Structure Points:</b> 35 |
| <b>Length:</b> 24m               | <b>Beam:</b> 7.5m           |
| <b>Freeboard:</b> 1.5m           | <b>Draft:</b> 2.5m          |
| <b>Capacity:</b> Up to 30 tonnes | <b>Crew:</b> Captain + 4    |

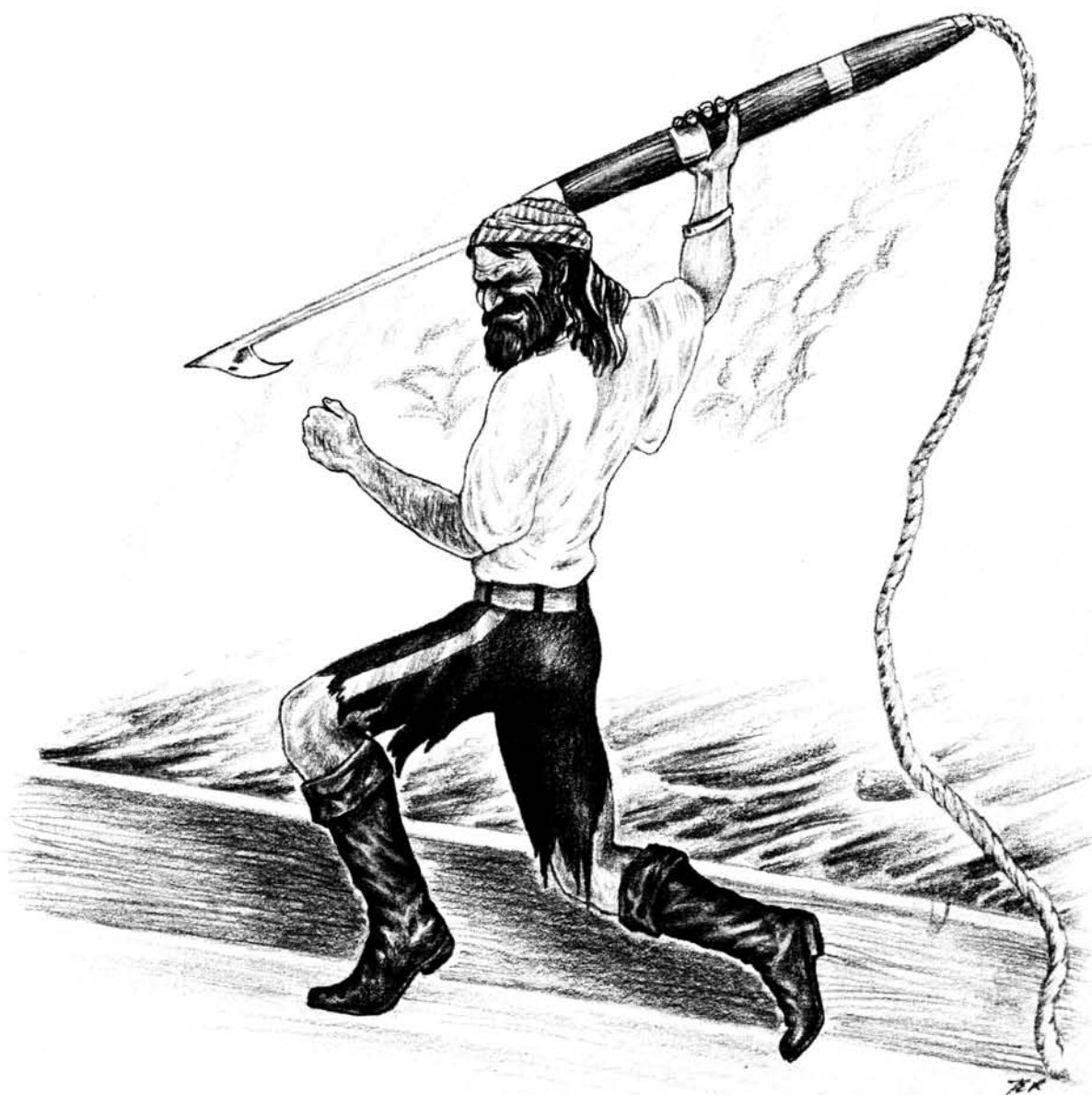
### Captain Ahab

Ahab is everyone's image of a craggy seadog, but unlike his namesake he retains all of his limbs. As befits the skipper of a large sailing vessel he is tall, strong and smart. His eyes are keen and piercing and his nose juts from his face like the prow of the ship he commands. He has a full beard.

Ahab is employed by the Vullen family to skipper the *Pequod*. While his main duty is to carry cargo and the occasional passenger between the ports of Menetia, he also serves Cruella and Rella when they call upon him for he is a clandestine and enthusiastic worshipper of Mowta. He has transported several of Cruella's enemies to Reamrha and he has always carried out the task successfully and without arousing suspicions back on the mainland.

Ahab does have one failing, however. He is obsessed by the harpooning and slaying of what he calls 'sea monsters'. These are more commonly known as whales. If Ahab encounters one of the beasts while at sea he will lose all interest in any objective short of harpooning and slaying it. Ahab's obsession always proves of some concern to his crew, but as they're all far more scared of their captain than they are of any sea monsters they don't dare voice their fears and worries.





*Captain Ahab and the Sea Monster*

| Characteristics | Attributes          |
|-----------------|---------------------|
| STR 15          | Move 3              |
| CON 14          | Hit Points 15       |
| SIZ 16          | Fatigue 29 - 7 = 22 |
| INT 15          | Magic Points 14     |
| POW 14          | DEX SR 3            |
| DEX 15          |                     |
| APP 12          |                     |

| Hit Location | Melee | Missile | Points |
|--------------|-------|---------|--------|
| R Leg        | 01-04 | 01-03   | 1/5    |
| L Leg        | 05-08 | 04-06   | 1/5    |
| Abdomen      | 09-11 | 07-10   | 1/5    |
| Chest        | 12    | 11-15   | 1/6    |
| R Arm        | 13-15 | 16-17   | 1/4    |
| L Arm        | 16-18 | 18-19   | 1/4    |
| Head         | 19-20 | 20      | 1/5    |

| Weapon  | SR | Attk% | Damage        | Parry% | Pts |
|---------|----|-------|---------------|--------|-----|
| Cutlass | 6  | 89    | 1D6 + 2 + 1D4 | 85     | 10  |
| Harpoon | 3  | 83    | 1D10 + 1D2    | 37     | 10  |
| Dagger  | 7  | 84    | 1D4 + 2 + 1D4 | 78     | 6   |
| Fist    | 7  | 94    | 1D3 + 1D4     | 96     | —   |

**Dodge:** 74%.

**Spirit Magic** (63%): Demoralize 2, Disruption 1.

**Divine Magic** (93%): Fear 1, Heal Wound 2.

**Skills%:** Boat 103, Jump 94, Swim 93, Animal Lore 78, Shiphandling 87.

**Magic Items:** Ahab has a gemstone set in an amulet which he wears about his neck. The amulet effectively adds 5 to Ahab's magic points for boosting all offensive magic thrown by him and for defending against spells targeted against him.

**Treasure:** Ahab carries 100 pennies in his purse and has a further 1,000 pennies hidden in his cabin.

**Notes:** Ahab is an initiate of Mowta.

There are four crewmen on board the *Pequod*, including the mate. They are a taciturn bunch and say little, keeping themselves very much to themselves. Even amongst each other their conversation is succinct and larded with nautical jargon and profanities. Their favourite on-board recreation is splicing the mainbrace; this is also their second most favourite on-shore recreation. The crew of the *Pequod* are Starbuck the mate, Perth, Stubb and Tashtego. They will all fight for Ahab before they will fight against him, although they would rather not fight at all.

| Crewman | Characteristics | Attributes          |
|---------|-----------------|---------------------|
|         | STR 14          | Move 3              |
|         | CON 9           | Hit Points 11       |
|         | SIZ 12          | Fatigue 23 - 3 = 20 |
|         | INT 14          | Magic Points 8      |
|         | POW 8           | DEX SR 3            |
|         | DEX 13          |                     |
|         | APP 10          |                     |

| Hit Location | Melee | Missile | Points |
|--------------|-------|---------|--------|
| R Leg        | 01-04 | 01-03   | 0/4    |
| L Leg        | 05-08 | 04-06   | 0/4    |
| Abdomen      | 09-11 | 07-10   | 1/4    |
| Chest        | 12    | 11-15   | 1/5    |
| R Arm        | 13-15 | 16-17   | 0/3    |
| L Arm        | 16-18 | 18-19   | 0/3    |
| Head         | 19-20 | 20      | 0/4    |

| Weapon    | SR | Attk% | Damage        | Parry% | Pts |
|-----------|----|-------|---------------|--------|-----|
| Cutlass   | 7  | 66    | 1D6 + 2 + 1D4 | 67     | 10  |
| Dagger    | 8  | 68    | 1D4 + 2 + 1D4 | 59     | 6   |
| Fist      | 8  | 71    | 1D3 + 1D4     | —      | —   |
| Head butt | 8  | 57    | 1D4 + 1D4     | —      | —   |

**Dodge:** 47%.

**Spirit Magic** (37%): Disruption 1.

**Skills%:** Boat, 81, Jump 67, Swim 88, Shiphandling 31.

**Notes:** All crewmen are lay members of Mowta.

## The Voyage to Reamrha

Reamrha is about eighty kilometres north-east of Santon. With a favourable wind the *Pequod* could do this journey in about twelve or fourteen hours, that is a comfortable day's sailing, but if she has to beat to windward at all—a likely prospect given the prevailing winds—this time will be extended. Like all Menetian mariners Captain Ahab and his crew abhor sailing at night and they always put in somewhere for the hours of darkness, even if it is only to a sheltered cove. Ahab will plan to make the voyage to Reamrha in two stages. He will aim to put into a sheltered bay he knows well about fifty kilometres up the coast from Santon and forty or so kilometres from Reamrha. The night will be spent at this anchorage and the passage will be completed on the following day.

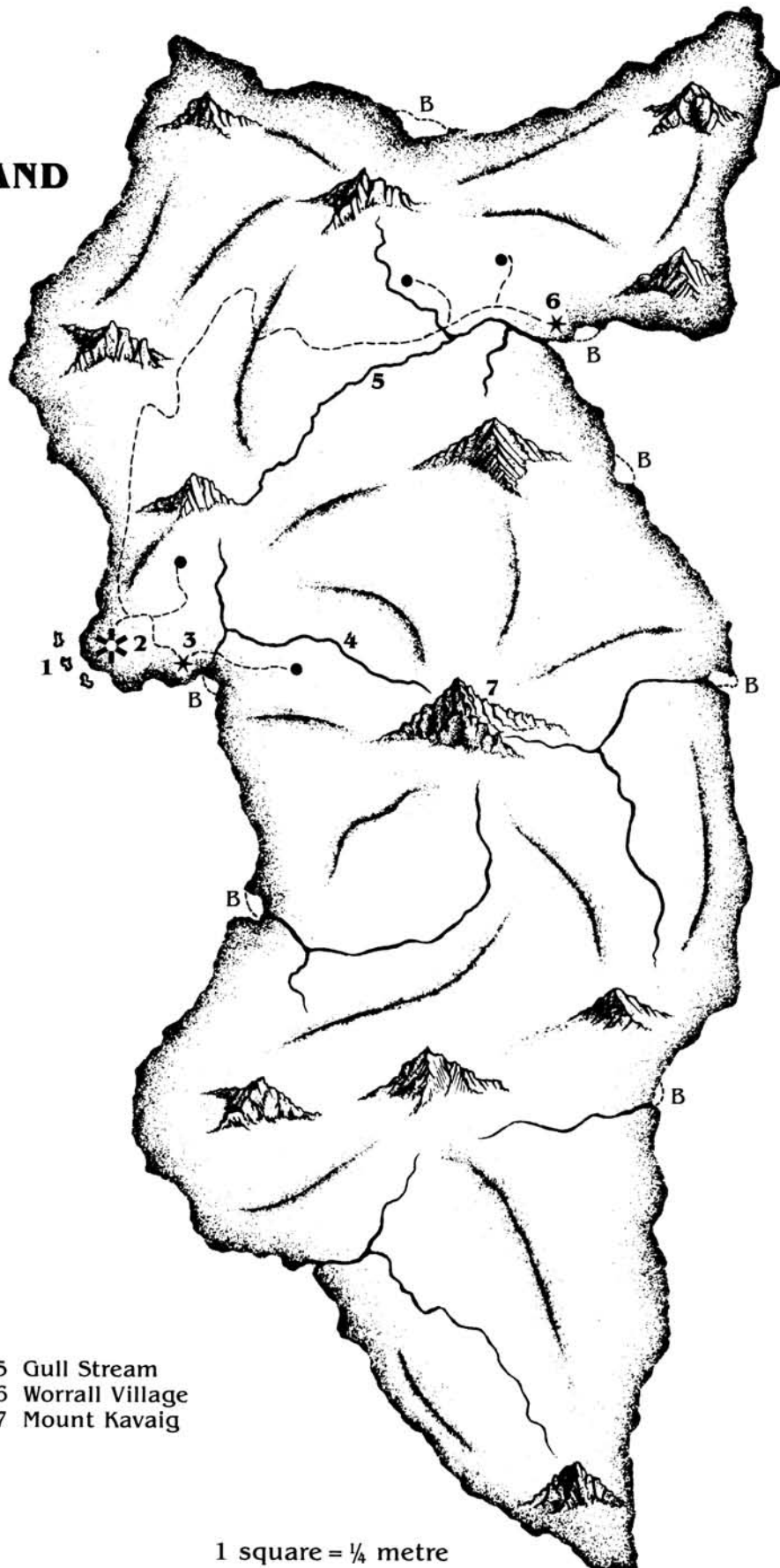
The adventurers will be assigned 'quarters' in the aft hold. All these quarters amount to is deck space amongst the cargo where the passengers can lie down on rudimentary palliasses. Should they investigate any of the cargo the adventurers will find nothing untoward or suspicious. On this trip the *Pequod* is carrying grain, wine and olive oil and a few luxuries for Rella's castle.

Although the voyage will start auspiciously enough under clear blue skies and on a smooth ocean, fate will intervene in the shape of a sea monster spotted by Ahab in the afternoon of the first day's sailing. Naturally Ahab will make every preparation to harpoon this beast, which he will do successfully. However, this whale is a large and powerful animal and Ahab will fail to hit it in a vital spot. Enraged at the pain in its back the creature will pull the *Pequod* every which way across the surface of the ocean, for the harpoon is attached to the bows of the ship by a stout rope. Although the sea monster will zigzag haphazardly the general progression of the *Pequod* will be further and further out to sea.

Before anyone realizes how late it is, night will have fallen and the crew will become increasingly nervous as they continue to be towed along. Ahab will refuse any suggestions of cutting the rope and he will threaten to run-through any scab-bellied coward's son of a whelk who tries to do it himself. During the night the rope will finally break under the strain and the *Pequod* will be left adrift in the middle of the ocean, far from land. It will be a cloudy night and Ahab will be unable to read the stars—not that he or any other Menetian sailor is terribly good at this form of navigation, anyway. In the morning Ahab will steer a course to the north-west for he knows that land must lie in this direction.

After several hours' sailing the weather will deteriorate unexpectedly and with no shelter in sight the *Pequod* will be driven before a violent gale which lasts for the rest of the day. As night is falling a

# REAMRHA ISLAND



- Castle
- Village
- Farm
- Trail
- Ridge
- Beach

- 1 The Three Sisters
- 2 Castle Droma
- 3 Harenn Village
- 4 Valen Stream
- 5 Gull Stream
- 6 Worrall Village
- 7 Mount Kavaig

1 square = 1/4 metre



coastline will be spotted to leeward and, try as Ahab and the crew might, they will not be able to prevent the ship from being blown irrevocably towards it. As the vessel is about to run upon the rocks, Ahab will recognize the coastline as part of the eastern shore of Reamrha.

### **Special Notes to the Gamemaster on the Voyage and the Shipwreck**

Under no circumstances should the gamemaster allow Ahab to be killed during the course of the voyage and the shipwreck for he still has a part to play in the scenario. The adventurers should be made quite aware that he is the only member of the crew with any real navigating skills. The crew know this very well so they will always side with Ahab in any fight.

Ahab would prefer to fight before he would agree to cut the rope to 'his' sea monster. If a fight does break out the gamemaster should arrange for the rope to be cut in the general scuffle before anyone can be fatally wounded. Once the whale is freed from the ship Ahab will regain his senses.

When the *Pequod* is wrecked the gamemaster should make sure that this is at a place where the adventurers, Ahab and at least some of the crew can make it to shore without too much chance of being swept away and drowned. Of course the adventurers may lose some of their equipment in the process, but then that's how things go in the adventuring business. The shipwreck should also take place not too far from the village of Worrall.

### **Reamrha Described**

The Island of Reamrha is about 21 kilometres long and 10 kilometres wide at its broadest. The topography of the island is rugged and mountainous. In most places the land drops steeply to the sea and the coastline has only a few shingle beaches. The dominant feature of the island is the peak of Mount Kavaig, which rises to a height of 850 metres in the approximate centre of Reamrha. Eleven other mountains are scattered across the island, with heights varying between 450 and 760 metres. Steepsided ridges run from the slopes of these mountains, making passage across the island arduous and time-consuming. The valleys between these mountains and ridges are drained by twelve major streams and countless smaller ones. The bottoms of many of these valleys are exceptionally marshy and add to the difficulties of moving within the interior of Reamrha.

Vegetation on Reamrha is comprised of dense scrub for the most part. However, a number of woods break up the scrub and the marshy valleys are usually clearer of thick growth than higher and drier ground. The upper slopes of the mountains and ridges tend to be bare rock, although there are patches of sparse grass and moss. There is some pasture on the lower slopes and in some of the valleys. Small areas have been cleared of scrub where

subsistence farming has been attempted, but in many such places the land has been abandoned and returned to wilderness. The island's greatest asset is its silver mine, which provides Rella with most of her wealth.

Reamrha suffers very much from fogs and mists. Even after the higher ground has cleared of fog the marshy valleys will often retain large patches of mist through the day. The marshes are also notorious for their noxious emissions.

Because of the relatively poor land Reamrha is only sparsely populated. A large proportion of the food eaten by the people of the island comes from the sea and line-fishing is the major occupation of many of the menfolk, as well as work in Rella's silver mine.

There are two villages on the island, both of roughly the same size with about sixty or seventy inhabitants each. Harenn lies on the west coast, just under a kilometre from the looming presence of Castle Droma, Rella's clifftop fastness. Worrall is situated on the north-east coast of Reamrha, about 12 kilometres and five or six hours hard journey by foot from Harenn. There are three or four small farms outside the villages, each supporting one or two families who bring their surplus produce, such as it is, into Harenn and Worrall to barter or sell.

Wild goats and sheep may be found throughout Reamrha on the lower slopes of the mountains and ridges and occasionally in the valleys. A scattering of boars populate the woods and lowlands. Hares, rabbits and small rodents are common in most places, as are many types of birds.

More dangerous animals are also found on the island. Amidst the rocks and broken ground of the highlands smaller species of rock lizards abound. As a result of Rella's evil rule a number of chaotic beasts have found homes on Reamrha. These monsters are relatively few in number, but include some gorgs and walktapi.

### **Reamrha Under Rella**

Reamrha is the personal domain of Rella, priestess of Mowta. The island is effectively independent of the Autocracy and has been in the family of Rella's mother for generations. Rella inherited the island when her mother's brother died without issue.

Rella saw her rule of Reamrha as a golden opportunity for her to advance in the service of her god. Immediately after she arrived on the island she set about promoting the worship of Mowta. She brought with her a band of dedicated Mowta worshippers to act as her private army and to help her in bringing the people of Reamrha under her sway.

To Rella's surprise and gratification she found that the inhabitants of Harenn were easily susceptible to her will. Unbeknown to Rella the people of Harenn had long followed several of the evil gods, including Neraka and her daughter Ba'ath. They



*The Shipwreck*

saw no reason not to add Mowta to their list of acceptable deities, especially when they realized what Rella's thugs might do to them should they refuse. They believe that if they follow Rella unquestioningly any sacrifices required by her will be drawn from the inhabitants of Worrall rather than from themselves. In this they have been proven right.

The people of Worrall proved a tougher nut to crack than their more pliable neighbours in Harenn. Their submission to Mowta has always been reluctant and enforced by intimidation and violence. As the people of Harenn hoped, whenever Rella requires a human sacrifice that she cannot supply from her dungeons, she draws it from Worrall.

Although what reputation Reamrha has in Santon is poor, this is not as a result of Rella's activities for her evil connections are largely unknown. Rather it is due to the dankness of the island's climate, the pooriness of its land and the danger that its rocky coastline poses to shipping. Few ships venture in this direction.

#### **Harenn and Worrall Villages**

Both villages have similar types of buildings and layout. All houses are of single storey construction and are built of wood and wattle with thatch and reed roofing. Windows are small and for the most part glassless, protection against poor weather and the night being provided by shutters. Few of the buildings have chimneys, ventilation being through smokeholes in the roof.

There are no inns or shops in either village. There is a groghouse in each settlement which provides a place where the menfolk can meet and drink away from the women and children. Each village also has a temple ostensibly dedicated to Sensu, but actually serving as shrines to Mowta. The people of Worrall maintain a covert worship of Sensu, however, at a hidden shrine a kilometre from the village.

The people of Harenn will tend to regard strangers with doubt and suspicion. Even if Dondin, Rella's chief agent in Harenn, is absent and so not able to order a messenger to Rella to tell her of visitors, the villagers will organize such a messenger themselves. While waiting for Rella's orders they will be very close-mouthed and most unlikely to impart any significant information, confining themselves to generalities. Anything that they do say about Rella and her rule of Reamrha will be favourable.

There is one exception to this. The family of Juvat has acceded to Rella's rule only reluctantly, although outwardly they have played the parts of enthusiastic supporters of their mistress. However, they will always be very suspicious of any anti-Rella overtures that may be made to them, being dubious of the motives of those making them. After all, perhaps these are agents of the priestess probing for disaffection and treachery. If they can be con-

vinced of the probity of those seeking knowledge of Rella, they will reveal the true nature of her rule of Reamrha. What use the seekers of this information make of it will be up to them. Juvat and his family will not actively oppose Rella. They will deny anything but the most casual contact with strangers if they are interrogated by Rella or her agents. They will only fight Rella in defence of each other or if they see a real chance of overthrowing the priestess.

The only building worthy of further description in Harenn is the village temple. Outwardly this shrine is dedicated to Sensu, but actually it is used as a place of worship to Mowta. If asked, the villagers will say truthfully that Rella is their priestess. However, any undisturbed search of the building will turn up evidence that might make the adventurers suspicious of the precise use of the temple: strange stains, a parchment with a chaos rune inscribed on it, and so on.

The people of Worrall will look on strangers doubtfully at first. Perhaps these are fresh agents of Rella sent to test and torment them? If the strangers are accompanied by Ahab, who is known as a servant of Rella's, the chances of their gaining the villagers' trust will be remote. And even when they are sure of the honesty of visitors, the villagers have still to beware of the priestess's stoolies in Worrall.

If convinced that they can talk to visitors in confidence of their own security from Rella's retribution, the people of Worrall will do so. If fearful for their safety, however, the villagers will restrict themselves to vague commendations of Rella's rule and other generalities. They can only be persuaded to fight Rella if they can be made to believe that such a fight will be successful. They have already suffered much from trying to oppose the Mowta priestess in the past and they are not anxious to suffer any more in the future than they have to.

#### **After the Shipwreck**

Once ashore Ahab's main concern will be to get his passengers to Castle Droma. If the party has to stop at Worrall en route—which the adventurers may propose, but Ahab would prefer to avoid if at all possible—Ahab will do his best to make sure that no one in the village tells the adventurers anything that they should not hear. He will be helped in this task by Rella's agents in Worrall.

From Worrall the path to Droma is clear but difficult. The journey will be tiring, but there will be few terrain hazards to cope with. However, the gamemaster may utilize a number of active encounters to give the adventurers some hints as to what is really going on in Reamrha—or at least to let them know that things are not quite as they seem. The range of possible encounters is given below. Which of these encounters take place and under what circumstances are for the gamemaster to decide.

**Gorps:** These amorphous blobs of nastiness may



*Lady Rella*



be found in various places throughout the island.

**Walktapi:** There is a small family of these horrors living on the upper reaches of the Gull Stream where there is a large and deep pond that appeals to their amphibious natures. They like their home and do not stray too far from it.

#### Papa Walktapus

| Characteristics | Attributes      |         |           |            |
|-----------------|-----------------|---------|-----------|------------|
| STR 28          | Move 3          |         |           |            |
| CON 19          | Hit Points 24   |         |           |            |
| SIZ 29          | Fatigue 47      |         |           |            |
| INT 2           | Magic Points 15 |         |           |            |
| POW 15          | DEX SR 3        |         |           |            |
| DEX 14          |                 |         |           |            |
| Hit Location    | Melee           | Missile | Points    |            |
| R Leg           | 01-02           | 01      | 4/8       |            |
| L Leg           | 03-04           | 02      | 4/8       |            |
| Abdomen         | 05              | 03-04   | 4/8       |            |
| Chest           | 06              | 05-07   | 4/10      |            |
| R Arm           | 07-08           | 08      | 4/6       |            |
| L Arm           | 09-10           | 09      | 4/6       |            |
| Tentacle        | 11-18           | 10-17   | 4/6       |            |
| Head            | 19-20           | 18-20   | 4/10      |            |
| Weapon          | SR              | Attk%   | Damage    | Parry% Pts |
| Tentacle        | 6               | 48      | 3D6       | — —        |
| Constrict       | 1               | Auto    | 3D6       | — —        |
| Gas Cloud       | 1               | Auto    | Poison 19 | — —        |

**Notes:** Has the chaotic feature of regeneration (59-65).

#### Mama Walktapus

| Characteristics | Attributes      |         |           |            |
|-----------------|-----------------|---------|-----------|------------|
| STR 25          | Move 3          |         |           |            |
| CON 16          | Hit Points 21   |         |           |            |
| SIZ 25          | Fatigue 41      |         |           |            |
| INT 2           | Magic Points 12 |         |           |            |
| POW 12          | DEX SR 3        |         |           |            |
| DEX 12          |                 |         |           |            |
| Hit Location    | Melee           | Missile | Points    |            |
| R Leg           | 01-02           | 01      | 4/7       |            |
| L Leg           | 03-04           | 02      | 4/7       |            |
| Abdomen         | 05              | 03-04   | 4/7       |            |
| Chest           | 06              | 05-07   | 4/9       |            |
| R Arm           | 07-08           | 08      | 4/6       |            |
| L Arm           | 09-10           | 09      | 4/6       |            |
| Tentacle        | 11-18           | 10-17   | 4/6       |            |
| Head            | 19-20           | 18-20   | 4/9       |            |
| Weapon          | SR              | Attk%   | Damage    | Parry% Pts |
| Tentacle        | 6               | 42      | 2D6       | — —        |
| Constrict       | 1               | Auto    | 2D6       | — —        |
| Gas Cloud       | 1               | Auto    | Poison 16 | — —        |

**Notes:** Has the chaotic feature of regeneration (59-65).

#### Baby Walktapus

| Characteristics | Attributes      |         |           |            |
|-----------------|-----------------|---------|-----------|------------|
| STR 12          | Move 3          |         |           |            |
| CON 17          | Hit Points 15   |         |           |            |
| SIZ 13          | Fatigue 29      |         |           |            |
| INT 2           | Magic Points 16 |         |           |            |
| POW 16          | DEX SR 3        |         |           |            |
| DEX 13          |                 |         |           |            |
| Hit Location    | Melee           | Missile | Points    |            |
| R Leg           | 01-02           | 01      | 4/5       |            |
| L Leg           | 03-04           | 02      | 4/5       |            |
| Abdomen         | 05              | 03-04   | 4/5       |            |
| Chest           | 06              | 05-07   | 4/6       |            |
| R Arm           | 07-08           | 08      | 4/4       |            |
| L Arm           | 09-10           | 09      | 4/4       |            |
| Tentacle        | 11-18           | 10-17   | 4/4       |            |
| Head            | 19-20           | 18-20   | 4/6       |            |
| Weapon          | SR              | Attk%   | Damage    | Parry% Pts |
| Tentacle        | 6               | 36      | 1D4       | — —        |
| Constrict       | 1               | Auto    | 1D4       | — —        |
| Gas Cloud       | 1               | Auto    | Poison 17 | — —        |

**Notes:** Has the chaotic feature of regeneration (59-65).

**The Refugee:** Lorn, a refugee from Rella's justice, hides out in the interior of the island, scavenging a living and doing his best to stay out of the way of rock lizards, gorps, walktapi and Rella's thugs. He will be very cautious about approaching anyone whom he does not know.

| Characteristics | Attributes          |         |         |            |
|-----------------|---------------------|---------|---------|------------|
| STR 12          | Move 3              |         |         |            |
| CON 11          | Hit Points 12       |         |         |            |
| SIZ 12          | Fatigue 23 - 2 = 21 |         |         |            |
| INT 16          | Magic Points 15     |         |         |            |
| POW 15          | DEX SR 3            |         |         |            |
| DEX 12          |                     |         |         |            |
| APP 13          |                     |         |         |            |
| Hit Location    | Melee               | Missile | Points  |            |
| R Leg           | 01-04               | 01-03   | 0/4     |            |
| L Leg           | 05-08               | 04-06   | 0/4     |            |
| Abdomen         | 09-11               | 07-10   | 0/4     |            |
| Chest           | 12                  | 11-15   | 0/5     |            |
| R Arm           | 13-15               | 16-17   | 0/3     |            |
| L Arm           | 16-18               | 18-19   | 0/3     |            |
| Head            | 19-20               | 20      | 0/4     |            |
| Weapon          | SR                  | Attk%   | Damage  | Parry% Pts |
| Spear           | 7                   | 45      | 1D4     | 43 6       |
| Knife           | 8                   | 52      | 1D3 + 1 | 45 4       |
| Sling           | 3                   | 54      | 1D8     | — —        |

**Dodge:** 37%.

**Skills%:** Boat 67, Climb 71, Jump 59, Swim 82, Throw 64, Animal Lore 55, First Aid 52, Plant Lore 67, Devise 53, Listen 74, Scan 70, Track 62, Hide 75, Sneak 73.

**Other Critters:** Rock lizards and wild dogs may be encountered throughout the island. Wild cats tend to be too wary to be caught or even noticed by people.

#### Rock Lizard

| Characteristics | Attributes     |         |            |  |
|-----------------|----------------|---------|------------|--|
| STR 17          | Move 3         |         |            |  |
| CON 9           | Hit Points 12  |         |            |  |
| SIZ 14          | Fatigue 26     |         |            |  |
| INT 2           | Magic Points 7 |         |            |  |
| POW 7           | DEX SR 3       |         |            |  |
| DEX 13          |                |         |            |  |
| Hit Location    | Melee          | Missile | Points     |  |
| Tail            | 01-02          | 01      | 3/2        |  |
| RH Leg          | 03-04          | 02-03   | 3/3        |  |
| LH Leg          | 05-06          | 04-05   | 3/3        |  |
| Hind Q          | 07-09          | 06-09   | 3/5        |  |
| Fore Q          | 10-13          | 10-14   | 3/5        |  |
| RF Leg          | 14-15          | 15-16   | 3/3        |  |
| LF Leg          | 16-17          | 17-18   | 3/3        |  |
| Head            | 18-20          | 19-20   | 3/4        |  |
| Weapon          | SR             | Attk%   | Damage     |  |
| Claw            | 8              | 44      | 1D6 + 1D4  |  |
| Bite            | 8              | 44      | 1D10 + 1D4 |  |

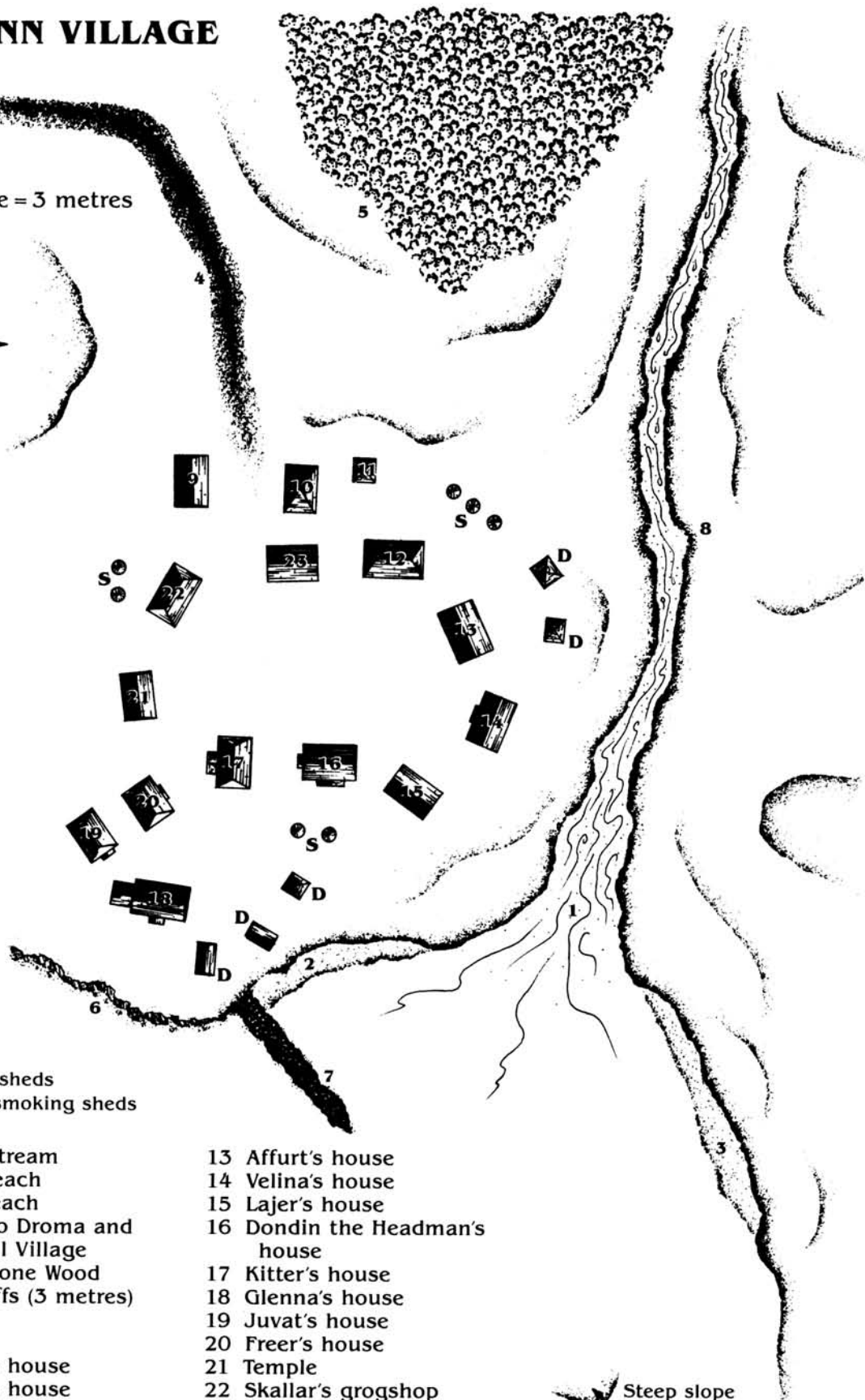
**Skills%:** Hide 27, Track 29.

#### Wild Dog

| Characteristics | Attributes      |         |        |  |
|-----------------|-----------------|---------|--------|--|
| STR 7           | Move 7          |         |        |  |
| CON 13          | Hit Points 10   |         |        |  |
| SIZ 6           | Fatigue 20      |         |        |  |
| INT 5           | Magic Points 11 |         |        |  |
| POW 11          | DEX SR 3        |         |        |  |
| DEX 14          |                 |         |        |  |
| Hit Location    | Melee           | Missile | Points |  |
| RH Leg          | 01-02           | 01-02   | 1/3    |  |
| LH Leg          | 03-04           | 03-04   | 1/3    |  |
| Hind Q          | 05-07           | 05-09   | 1/4    |  |
| Fore Q          | 08-10           | 10-14   | 1/4    |  |
| RF Leg          | 11-13           | 15-16   | 1/3    |  |
| LF Leg          | 14-16           | 17-18   | 1/3    |  |
| Head            | 17-20           | 19-20   | 1/4    |  |

# HARENN VILLAGE

1 square = 3 metres



S Storage sheds  
D Drying/smoking sheds

- |                                      |                               |
|--------------------------------------|-------------------------------|
| 1 Valen Stream                       | 13 Affurt's house             |
| 2 West Beach                         | 14 Velina's house             |
| 3 East Beach                         | 15 Lajer's house              |
| 4 Track to Droma and Worrall Village | 16 Dondin the Headman's house |
| 5 Blackstone Wood                    | 17 Kitter's house             |
| 6 Low cliffs (3 metres)              | 18 Glenna's house             |
| 7 Jetty                              | 19 Juvat's house              |
| 8 Ford                               | 20 Freer's house              |
| 9 Tudan's house                      | 21 Temple                     |
| 10 Rogan's house                     | 22 Skallar's grogshop         |
| 11 Comish the Goatherd               | 23 Maddas's house             |
| 12 Berrag's house                    |                               |

Steep slope  
(1 to 3 metres; arrow shows UP)

| Weapon | SR | Attk% | Damage |
|--------|----|-------|--------|
| Bite   | 9  | 52    | 1D8    |

**Dodge:** 31%

**Skills%:** Listen 78, Track 72.

As soon as Rella learns of the reason for the adventurers' coming to Reamrha, she will prepare to deal with them suitably. How she will do this will vary with circumstances. For example, if Ahab can send word to her in advance of his party's arrival at Castle Droma, Rella may arrange to surround them with crossbow-armed guards (all well out of reach of the adventurers) as soon as they enter the Castle's courtyard. She will then call upon them to lay down their weapons and surrender. On the other hand, if Ahab is unable to forewarn her, she may greet the adventurers with every show of gratitude for their service to her. She will insist that they be given quarters for the night and feasted. Subsequently she will arrange their disarming and capture, perhaps by inviting them to a cock-fight at which they will be surrounded and overpowered. The gamemaster must determine the particular situation himself, but he should always remember that Rella will not act precipitately, preferring to choose a time that will offer her the best chance of success. Captives will be consigned to the dungeons to await sacrifice to Mowta. This will take place within 1D6+1 days of capture.

## Castle Droma

Castle Droma is a grey stone fortress standing on the edge of a high cliff overlooking the ocean a little under one kilometre from Harenn village. The approach to the Castle is via a winding path leading up a steep-sided hill. The fortress occupies a site approximately 50 metres long and 33 metres wide, surrounded on three sides by a dry moat four metres wide and three metres deep, and on the fourth by a precipitous drop to the sea 60 metres below.

Entrance to the Castle is across a drawbridge and through a gate in the eastern wall. This entrance is about 2½ metres wide and it is flanked by two towers whose arrow slits guard the approach to Droma. The gate itself may be barred by a portcullis. The walls of the fortress are some five metres high and 1½ metres thick at the base. At the western end of the fortress Rella's Tower forms a substantial keep, entrance to which can only be gained by climbing steps to the first floor. In the courtyard within the walls of the Castle there are a number of buildings which provide quarters for guards and servants, and storage and stabling space.

### The Castle Courtyard

Entrance to the courtyard is between the north and south gatehouses in the east wall of the Castle. Rella's Tower is at the western end of the courtyard. Along the north and south walls of the courtyard there are outbuildings.

Steps lead up from the courtyard to the door into Rella's Tower, about four metres above ground level. Steps also lead up to the walkway along the battlements. There are mountings for heavy crossbows along the walkway. The gatehouses may only be entered from doors at the level of this walkway. The floor of the courtyard is covered with stone slabs. There are a number of drainage gratings around the courtyard to carry excess rainwater into the moat.

**The Gatehouses:** Each gatehouse is about four metres square and nine metres high. There are arrow slits in each ground floor wall of each gatehouse and in the walls of the floor above. The gatehouses are joined above the gate so that they form a single building at this floor level. The gate itself is 2½ metres wide and three metres high. It may be blocked by a heavy wooden portcullis and the drawbridge may be raised to cover this. The first floor contains the raising and lowering mechanisms for both the portcullis and the drawbridge, each requiring two men to operate to raise either. Both the ground and the first floors have several quivers of crossbow bolts for heavy crossbows stored in them. There are heavy crossbows on each floor, which also contains a large cask of water and beakers. There are latrine holes in the ground floor of each gatehouse, venting into the moat.

**The Servants' Quarters:** The only item of interest in these quarters is the stash of Boller the cook, hidden in his chest as a +30% search. The stash holds 123 pennies.

**The Guards' Quarters:** In the guards' quarters there is a weapon rack to hold their arms when they are not carrying them. The quarters also contain each individual guard's stash, hidden in his chest as a +30% search. Each stash amounts to 3D20 pennies.

**The Captain's Quarters:** Apart from the usual fittings, the quarters of Stron, the captain of the guard, contain a desk and suit of chainmail armour (which Stron will only don if the Castle is attacked or if he knows that he is going to have to engage in combat). The armour will fit a large character. In the drawers of the desk there are three scrolls. All are written in Menetian. Two are guard rosters. The third is a tutor for the broadsword, effective to an ability of 65%. Stron's stash of 1,550 pennies is hidden in a secret compartment of his desk.

**The Sergeants' Quarters:** Each of the two sergeants of the guard keeps a suit of ringmail armour here. However, on routine duties they usually wear leather armour. The sergeants hide their stashes in their respective chests, each as a +30% search. Graff's stash totals 350 pennies. Ames' stash holds 280 pennies.

**The Store:** Amongst cleaning, maintenance and painting materials and equipment, the store con-

# WORRALL VILLAGE

1 square = 2½ metres

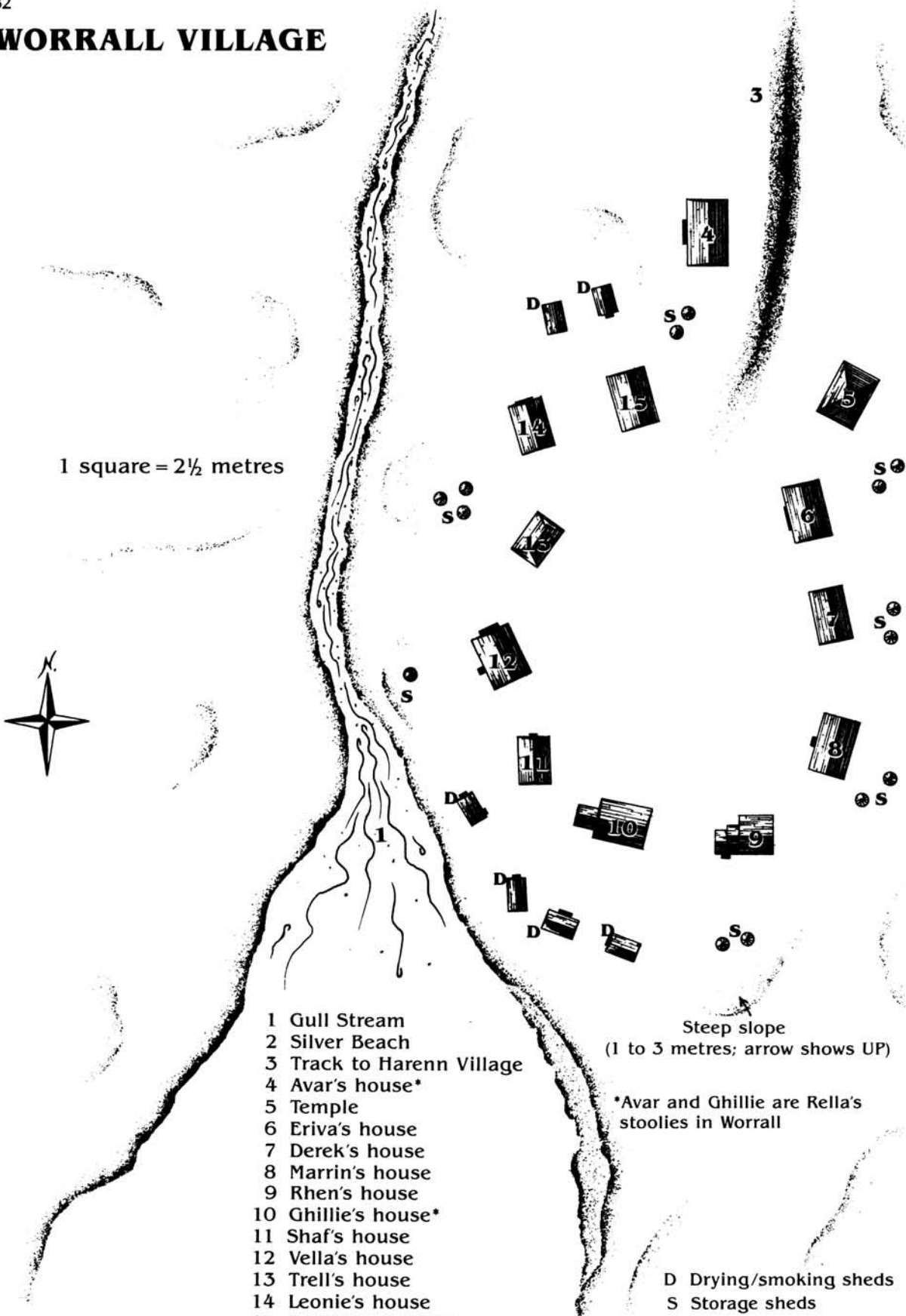


- 1 Gull Stream
- 2 Silver Beach
- 3 Track to Harenn Village
- 4 Avar's house\*
- 5 Temple
- 6 Eriva's house
- 7 Derek's house
- 8 Marrin's house
- 9 Rhen's house
- 10 Ghillie's house\*
- 11 Shaf's house
- 12 Vella's house
- 13 Trell's house
- 14 Leonie's house
- 15 Stech's grogshop

Steep slope  
(1 to 3 metres; arrow shows UP)

\*Avar and Ghillie are Rella's stoolies in Worrall

D Drying/smoking sheds  
S Storage sheds





tains several old and corroded weapons. Some chests hold clothes and bedding. Under the clothes in one of the chests there are some very badly damaged statuettes of the lawful gods.

**The Stable:** Four horses are kept in the stable. One of these horses is a jet black stallion. This is Raven, Rella's mount. Although not battle-trained, Raven is a pure thoroughbred and valued at a minimum of 20,000 pennies. The saddles and harness in the stable include a particularly fine and ornate side-saddle. This also is Rella's and, being inlaid with silver and obviously the work of a fine craftsman, is worth at least 10,000 pennies.

#### **Rella's Tower**

Rella's Tower is built of the same stone as the rest of Castle Droma, but the walls appear thicker and more massive than those surrounding the courtyard. Entrance to the Tower is gained up a flight of steps about two metres wide, curving up the side of the Tower to a large door about four metres above the level of the courtyard. The door is of heavy dark wood reinforced with strips of metal.

From the outside the Tower appears to have four levels, including the roof. The ground and first floors are pierced by arrow slits, but the second floor has windows, albeit rather narrow ones. The roof has battlements and is decorated with four large statues crouched on projecting shelves, one at each of the cardinal points of the compass. These statues appear to be of the same type of stone as the Tower and are of grotesque winged creatures.

**The Kitchen:** There is a locked cupboard in the kitchen that contains Rella's silver cutlery and plate. The key to the cupboard is kept by Rella, but the door would not be very difficult to break open. The total value of the plate and cutlery is about 10,000 pennies. For encumbrance calculations each 200 pennies' worth of plate and cutlery may be assumed to equal one encumbrance point.

**The Library:** The desk in Rella's library has many papers on its surface and in its drawers, all written in Menetian. These are mostly Rella's accounts for while she may be a priestess of Mowta she is also an astute businesswoman. However, amongst the documents may also be found eight of some interest to adventurers:

1) *The Use of the Short Sword:* A manual effective to 75%.

2) *Techniques of Concealment:* A scroll containing hints on the skills conceal and hide. Each skill may be trained to 60%.

3) *Float Like A Butterfly:* This document gives the reader pointers on how to sneak. It is usable to an ability of 70%.

4) *Sting Like A Bee:* This book details on how to prepare knifeburn poison to a potency of nine.

5) *Pumping Iron:* A training manual teaching one-of techniques to raise the user's STR by 1D3-1.

6) *Improve Your Dexterity:* A scroll teaching one-of techniques to raise the user's DEX by 1D3-1.

7) A fragment of a scroll describing the last third of the sorcery spell Tap INT.

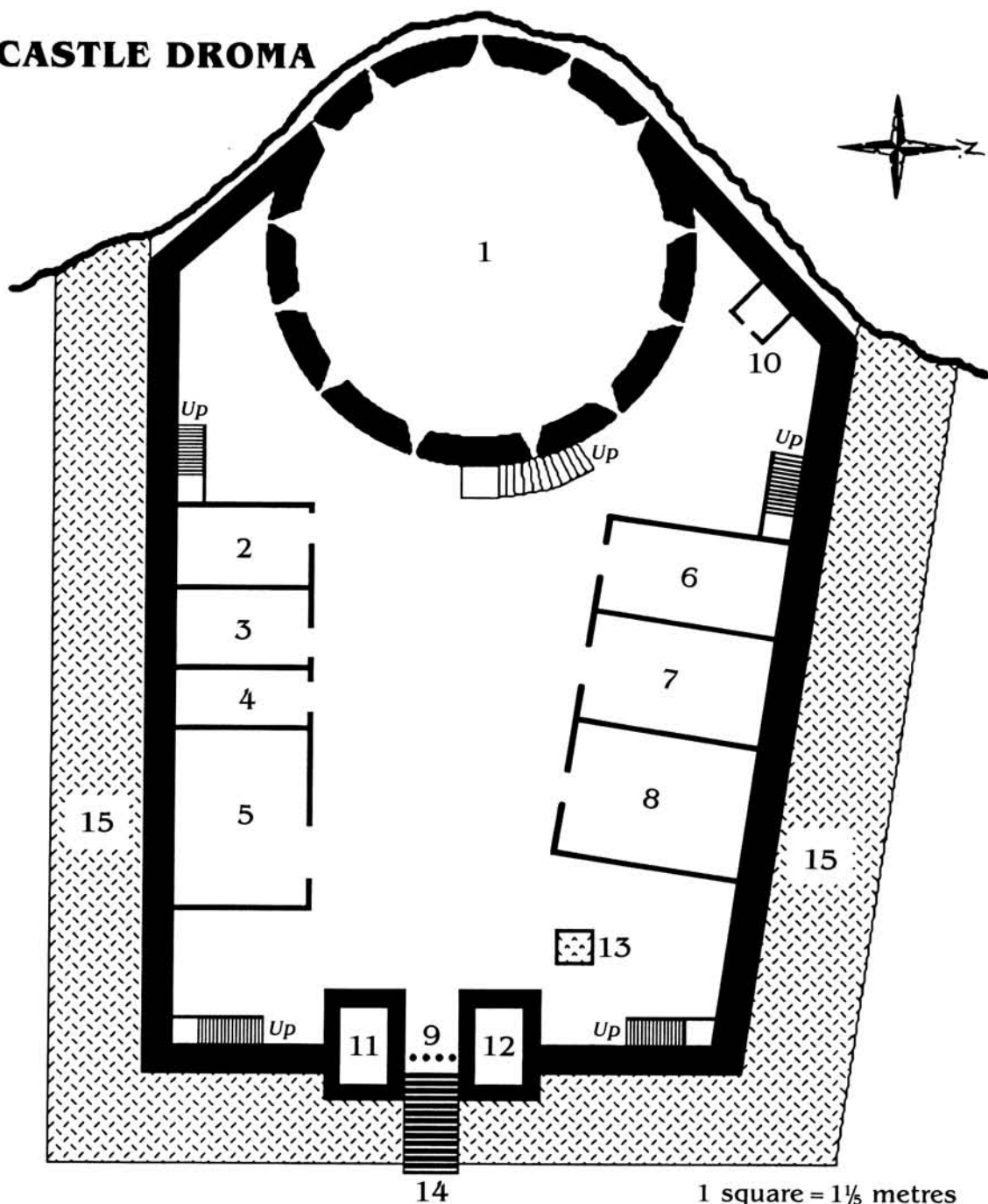
8) A list of victims whom Rella has sacrificed to Mowta, together with the dates on which they were slain. This document is not identified as such; it simply gives a schedule of names each marked with a particular date.

**Rella's Laboratory:** The laboratory contains all the equipment and ingredients necessary to the practice of Rella's alchemical skills. There are a number of potions amongst the jars on the shelves. None of these is labelled, but each is easily identifiable by Rella. The potions include three salves with the equivalent of three two-point healing treatments; three vials of knifeburn poison with a potency of nine; and a love potion. Rella feeds the love potion to Candel in his wine, hoping thereby to ensure his continued infatuation with her. She believes the potion to be very efficacious, but actually it has no effect at all.

**Rella's Bedroom:** Two tapestries decorating Rella's luxurious bedroom show scenes honouring Mowta. Between two of the tapestries a tasselled cord hangs down. This will not be noticed unless the room is examined, when it may be treated as a +40% search. Pulling on the cord causes a bell to ring in the room of Marla, Rella's maid. A locked casket on the dressing table contains Rella's jewellery. This totals thirteen pieces worth 10,800 pennies and excludes those items which Rella normally wears. The casket is made of silver and worth 1,000 pennies. Rella wears the key to the casket on a thin gold chain about her neck.



# CASTLE DROMA



- 1 Tower (see separate map)
- 2 Captain's quarters
- 3 Sergeants' quarters
- 4 Store
- 5 Stable
- 6 Servants' quarters
- 7 Kitchen and Mess
- 8 Guards' quarters

- 9 Portcullis
- 10 Latrine
- 11 South Gatehouse
- 12 North Gatehouse
- 13 Well
- 14 Drawbridge
- 15 Ditch

**Rella's Sitting Room:** There are two chests in this finely appointed room; each holds Rella's clothes. In a false bottom in one of the chests is a small locked box containing gemstones worth 12,000 pennies. The same key that unlocks Rella's jewel box unlocks this box also. The tapestries hanging on the walls show idyllic pastoral scenes. Between two of the tapestries a tasselled cord hangs down. This will not be noticed unless the room is examined, when it may be treated as a +40% search. Pulling on the cord causes a bell to ring in the kitchen on the first floor.

**The Roof:** The roof is about nine metres across. It is featureless except for a couple of large casks which are obviously used to catch rainwater. Projecting from the outside wall at each of the cardinal points of the compass below the level of the battlements there is a stone shelf about 90 centimetres long and 60 centimetres wide. On each shelf there crouches on its haunches the grotesque statue of a winged creature. In spite of their exposed position the statues do not seem to be very weathered. They are in fact Rella gargoyle guardinas Gaspar, Mogon, Nashin and Panal. They will be activated by any attack upon them, upon the Tower or at Rella's personal command.

**The Machinery Room:** This chamber contains the raising and lowering mechanism for the gate to the deathflyers' cage-room. It may be operated by one man, but it is secured with a heavy chain and padlock. The key to the padlock is kept in the jailer's room on this floor. There is a secret door in the northern half of the east wall, leading to the northern hall.

**Marla's Quarters:** There is a small bell on the wall beside the door. A cord leads from the bell through the ceiling, eventually ending in the tasselled cord in Rella's bedroom. Marla hides her stash in her mattress as a +20% search. It contains a stolen dagger, a brooch worth 50 pennies and 52 pennies in cash.

**Candel's Quarters:** The shelves in this room hold a couple of jars, a pipe and a lyre. The lyre is quite a fine instrument and worth about 800 pennies. One of the jars holds about 300 pennies' worth of dried and shredded farweed leaves. The other jar holds an antiseptic cream, equivalent to about a dozen healing one treatments. The only weapon that Candel usually carries is his dagger, so his sword and scabbard and his bow and bow-case are usually to be found here, as is his suit of ringmail armour. Candel hides his stash in his mattress as a +20% search. The stash amounts to 1,600 pennies.

**Fingus' Quarters:** Fingus' favourite weapon is the morning star and two of these hang from hooks on one of the walls, together with a heavy knurled club. There are three sets of keys each hanging from a hook also on the wall. One set is for the cells on the ground floor of Rella's Tower. A second set is

for the cells in the Castle dungeons. A third set includes the key to the padlock securing the chain in the machinery room on the ground floor, the key to the torture chamber in the dungeons, the key to the deathflyers' cage-room and keys to the trap rooms, also in the dungeons. Fingus conceals his stash in a niche in the wall of the arrow slit as a +15% search. The stash totals 265 points.

**The Store:** The store holds linen, dusters, dishes, cutlery, brushes, mops and so forth. There is a rack of wine bottles and three casks of ale.

**The Three Cells:** These cells are used for the temporary incarceration of routine offenders amongst the guards, servants and villagers. The gamemaster may use his discretion to decide whether any of the cells are occupied and, if so, by whom.

**Craddock's Room:** Craddock hides her stash in a hole under the matting beneath her bed as a +10% search. It totals 574 pennies.

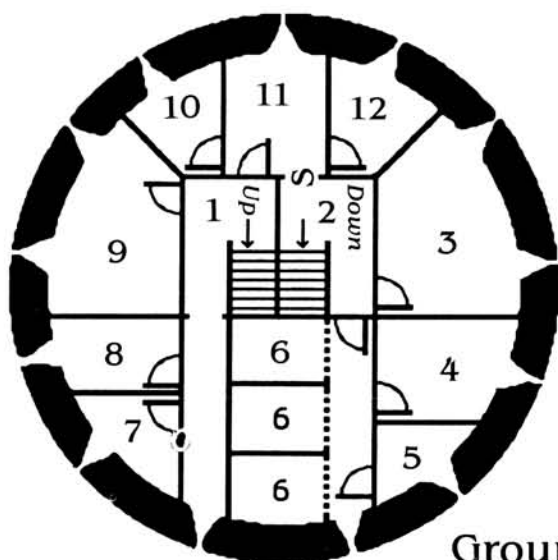
## The Dungeons

**The Deathflyers' Cage-Room:** The cage-room has bars projecting from the walls for the deathflyers to roost from. The room smells very strongly of the creatures. The passage leading out of the cage-room to the west is blocked by a metal portcullis that may be raised from the machinery room in the ground floor of the Tower.

**Rella's Treasure Store:** This room contains a single large chest, a suit of armour, a shield and a greatsword. The armour is plate iron and both the sword and the shield are also made of this metal. The armour will fit a medium sized character. The shield is a buckler. The sword is a particularly fine weapon doing an extra +1 damage whenever it strikes because of its quality. The locked chest contains silver bullion to a value of 30,000 pennies and a small casket. The casket holds twenty gemstones each worth 3D6×100 pennies.

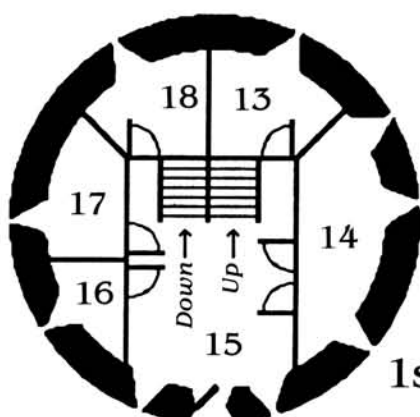
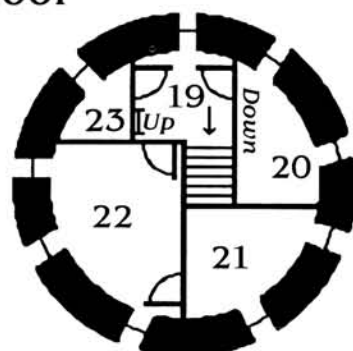


# RELLA'S TOWER



Ground Floor

2nd Floor



1st Floor

Roof



1 square = 1 metre

- 1 Southern Hall
- 2 Northern Hall
- 3 Candel's room
- 4 Fingus' room
- 5 Store
- 6 Cell
- 7 Craddok's room
- 8 Small guest room
- 9 Large guest room
- 10 Latrine
- 11 Machinery room
- S Secret door

- 12 Marla's room
- 13 Reception
- 14 Banquet room
- 15 Hall
- 16 Guardroom
- 17 Kitchen
- 18 Library
- 19 Hall
- 20 Laboratory
- 21 Rella's bedroom
- 22 Rella's sitting-room
- 23 Rella's bathroom



The room is trapped in a very cunning way, the door into the store from the anteroom being itself the trap. This door is locked. Anyone attempting to open the door without disarming the trap will immediately spring the trap. The wall between the door to the treasure room and the grill to the deathflyers' cage-room has a mechanism connecting the two so that when the door is opened the pins of the hinges of the grill are released and a powerful spring operates to push the grill open. At the same time the second part of the trap operates so that the door into the anteroom from the outer store swings shut (if it is open) and a pair of heavy metal rods drop from the ceiling to prevent the door from being opened. The trap may be disarmed by turning the handle of the door into the treasure store anti-clockwise until it will turn no further.

**The Anteroom:** The shelves and hooks of this room hold food for the deathflyers. The grill in the west wall is the front of the deathflyers' cage-room. The grill has a special section through which meat may be pushed to feed the deathflyers. The secret door into the outer store is not very hard to find from this side if, by some peculiar chance, the adventurers find themselves in the anteroom without having come through it in a conscious state. In this case the door is a +60% search. In the ceiling just in front of the secret door there are a couple of recesses for the heavy bolts described in the trap guarding the treasure store. Because of the darkness of the room these are very difficult to spot, operating as a -15% search.

**The Outer Store:** A locked chest in the outer store contains the robes of a priestess of Mowta. The secret door leading to the anteroom is difficult to spot, operating as a -5% search because of the poor light.

**The Western Hall:** The large table in this chamber holds six oil lamps and a tinderbox. An unlocked chest contains incense and black candles. The secret door leading into the western corridor is difficult to spot because of the poor light. Treat it as a -5% search.

**The Temple to Mowta:** At the northern end of the temple there is a large black marble altar standing in front of a larger than lifesize statue of Mowta. The altar has two candlesticks on it holding black candles. Also on the altar there is an ornate ceremonial knife. Both the knife and the altar appear to be stained with what looks like blood (it is blood). There are similar stains on the floor around the altar and on the statue of Mowta. There is an incense burner to either side of the altar. There are three niches about two metres high and seventy centimetres wide along the southern wall of the temple. There are three similar niches along each of the eastern and western walls. The idol of Mowta is flanked by two more niches. A successful scan will,

if there is sufficient light, spot that each niche appears to contain an armoured and beweaponed skeleton. The skeletons will become animated if anyone enters the temple unaccompanied by Rella. They may also be animated by command of Rella.

| Characteristics |    | Attributes   |   |
|-----------------|----|--------------|---|
| STR             | 12 | Move         | 3 |
| SIZ             | 13 | Magic Points | 5 |
| DEX             | 12 | DEX SR       | 3 |

| Hit Location | Melee | Missile | Points |
|--------------|-------|---------|--------|
| R Leg        | 01-04 | 01-03   | 4/1    |
| L Leg        | 05-08 | 04-06   | 4/1    |
| Abdomen      | 09-11 | 07-10   | 5/1    |
| Chest        | 12    | 11-15   | 5/1    |
| R Arm        | 13-15 | 16-17   | 4/1    |
| L Arm        | 16-18 | 18-19   | 4/1    |
| Head         | 19-20 | 20      | 5/1    |

| Weapon        | SR | Att% | Damage | Parry% | Pts |
|---------------|----|------|--------|--------|-----|
| Broadsword    | 7  | 60   | 1D4    | 60     | 10  |
| Target Shield | —  | —    | —      | 60     | 12  |

**Dodge:** 60%

All the movable items in the temple have been consecrated to Mowta. Their values are: silver candlesticks, 200 pennies each; silver incense burners, 400 pennies each; gold ceremonial knife, 1,000 pennies.

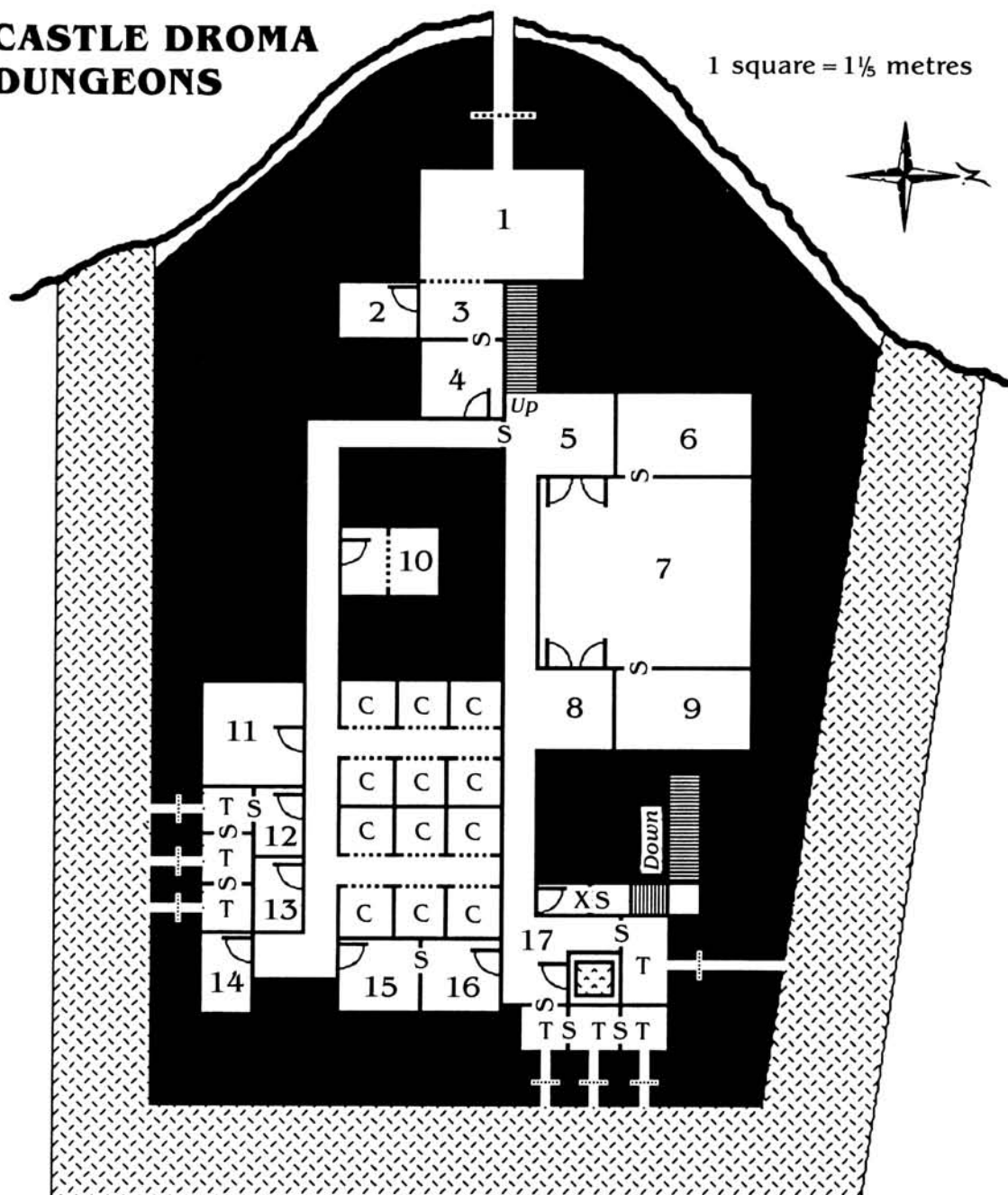
**The Eastern and Western Sepulchres:** There are twelve stone coffins in each room. Each coffin has a body within it, most in very advanced stages of decomposition. The corpses represent some of Rella's ancestors. Each corpse has buried with it a few trinkets, daggers, wedding rings and the like. Nothing should be valued at more than 200 pennies and any weapons are badly pitted and corroded. Each sepulchre is protected by two ghosts who will attack anyone who desecrates it. The ghosts possess the following characteristics:

|           | Eastern Sepulchre | Western Sepulchre |
|-----------|-------------------|-------------------|
| 1st Ghost | INT 14, POW 15    | INT 12, POW 13    |
| Spells    | Palsy 79%         | Lightning 2       |
| 2nd Ghost | INT 11, POW 17    | INT 10, POW 15    |
| Spells    | Fear 3            | Befuddle 2        |



# CASTLE DROMA DUNGEONS

1 square = 1½ metres



- |                          |                             |
|--------------------------|-----------------------------|
| 1 Deathflyers' cage room | 10 Jack o'Bear's cage room  |
| 2 Treasure store         | 11 Torture chamber          |
| 3 Anteroom               | 12 Jailer's room            |
| 4 Outer store            | 13 Dump                     |
| 5 Western Hall           | 14 Machinery room for traps |
| 6 Western Sepulchre      | 15 Empty store              |
| 7 Temple to Mowta        | 16 Machinery room for traps |
| 8 Eastern Hall           | 17 Well room                |
| 9 Eastern Sepulchre      |                             |
| C Cell                   | S Secret door               |
| T Trap room              | X Small store               |

**The Small Store:** The three chests in here are unlocked and empty. The shelves on the walls hold a few dusty, dirty, empty bottles. A secret door in the north wall of the store is very skillfully concealed and operates as a -20% search. This door is locked and only Rella has the key to it, a key which she keeps constantly with her. Behind the door there are steps which lead down to a cave at sea level. This cave opens onto the sea, in the lee of the large rocks known as the Three Sisters. The cave has been turned into a small boathouse and moored inside it is a sailing-boat, about six metres long and two metres wide. This is one of Rella's escape routes and only she knows about it. If things are going badly at Castle Droma Rella will attempt to flee using this boat.

**The Well Room:** Against the west wall of this chamber there are three large casks, all containing water. In the north wall of the room there is a door, about a metre from the floor and about one metre square. This door gives access to the shaft of the Castle's well and set close to the door there is a winch mechanism with rope and bucket. The surface of the water is about seven metres down the shaft. Daylight may be seen about the same distance up the shaft. The walls of the shaft may be climbed, but they are very damp and slippery. Consequently they attract an adverse modifier to any climb attempts of -50%.

**The Trap Rooms:** These rooms are all fundamentally the same, even though they have different dimensions. Each has a ceiling set at about the same level as the ceilings in the rest of the dungeons, but the floor of each room is about one-and-a-half metres above the level of the floor of the dungeons. Thus these chambers are barely a metre high and impossible to stand up in. The chambers are dark, dank and clammy. They have all sorts of lichen and fungi growing in them. Any illumination they receive percolates very weakly through the tunnels leading up into the moat. All doors into the trap rooms are barred on the outside.

Each room has a couple of gratings in its floor to drain away any water that runs into it. A successful listen roll will hear slitherings and scuttlings. There are lots of small openings in the outside walls, together with a small tunnel sloping up into the moat. Each tunnel is wide enough for a man to crawl along on hands and knees. Anyone crawling along one of the tunnels may spot a recess in the ceiling about half-way along. This recess is not too hard to spot and may be treated as a +20% search. The recess holds a portcullis which may drop to seal the tunnel.

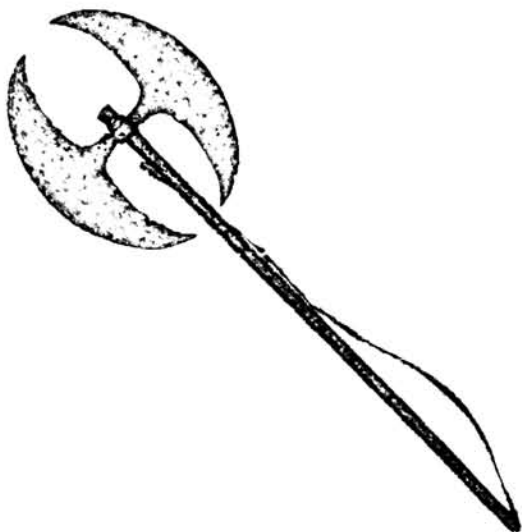
The rooms are traps in themselves. At the point where each tunnel debouches into its respective chamber there is a mechanism operating the release for the tunnel's portcullis. A heavy weight, such as

that of an adventurer supporting himself with his hand as he crawls out of the tunnel, will cause the floor to give way slightly. This releases the retaining pin of the portcullis, which drops to seal the tunnel. Each portcullis is very heavy and anyone unfortunate enough to be caught beneath it will suffer an attack just as if he had been hit by three spears each attacking at 100% and doing 1D6+1 damage. The spears will all strike hit locations adjacent to one another. It is impossible to lift a dropped portcullis from beneath. These traps are impossible to disarm, they may only be avoided.

Once trapped in one of the rooms an adventurer will quickly discover that it is infested with all sorts of stinging and biting beasts, besides being very difficult to get out of. If he does not starve to death or die of thirst there is a good chance that he will be poisoned by scorpion sting or snake bite or diseased by rat bite.

The gamemaster may place treasure in these rooms at his discretion, supposing such treasure to have belonged to previous victims of the traps and to have escaped discovery by Fingus and the guards when they clear the chambers out.

**The Machinery Rooms:** These rooms contain the machinery for raising the portcullises in the tunnels leading into the trap rooms. To anyone inspecting the machinery it will not be obvious what it is intended to do, but it will be clear that it must be used for raising and lowering something for each set of machinery has several winches with chains disappearing into the ceiling. Each winch may be operated by one man and raising a portcullis automatically rests the trigger for that portcullis.





*Walktapus and Jack-O-Bear*



**The Jack O' Bear:** This chamber is divided in half by bars so that a cage is made of the rear part of the room. The front half of the room holds a table and sacks of food. The creature in the cage is a jack o' bear. Rella keeps the key to its cage, the door of which is padlocked. If she is forced to flee from Droma she will try to release the jack o' bear first. This will, she hopes, delay and damage her pursuers.

| Characteristics | Attributes      |
|-----------------|-----------------|
| STR 19          | Move 4          |
| CON 13          | Hit Points 18   |
| SIZ 22          | Fatigue 32      |
| INT 6           | Magic Points 19 |
| POW 19          | DEX SR 3        |
| DEX 11          |                 |

| Hit Location | Melee | Missile | Points |
|--------------|-------|---------|--------|
| R Leg        | 01-04 | 01-03   | 9/6    |
| L Leg        | 05-08 | 04-06   | 9/6    |
| Abdomen      | 09-11 | 07-10   | 9/6    |
| Chest        | 12    | 11-15   | 9/8    |
| R Arm        | 13-15 | 16-17   | 9/5    |
| L Arm        | 16-18 | 18-19   | 9/5    |
| Head         | 19-20 | 20      | 9/6    |

| Weapon    | SR | Att% | Damage    |
|-----------|----|------|-----------|
| R Claw    | 7  | 55   | 1D6 + 2D6 |
| L Claw    | 10 | 45   | 1D6 + 2D6 |
| Harmonize | 1  | Auto | MP v MP   |

**Skills%:** Hide 68, Sneak 56.

**Notes:** Has the chaotic feature of +6 point skin (33-35).

**The Dungeon Cells:** These cells are used to imprison Rella's enemies and others whom she has decided will be sacrificed to Mowta, including those sent to her by Cruella. Initials, messages, runes or other designs may be found scratched on the inside walls and doors of the cells. The gamemaster may place prisoners in the cells at his discretion, these being victims being kept on ice until the time of the appropriate ceremony.

**The Dump:** There are three old chests and a couple of boxes in here. There are shelves on the walls. The room is used to store those possessions taken from prisoners that not even Rella's guards or servants wanted to scrounge.

## Denizens of Droma

### The Lady Rella

Rella is slim, elegant, beautiful and ruthless. Her skin is very pale for she shuns exposure to strong sunlight and, except for her eyes which are emerald green, she might easily be mistaken for an albino. She favours black clothing and silver jewellery. Although her hair is naturally fair she dyes it jet black for visual effect. Mounted on her stallion, Raven, with her black cloak flying in the wind and her long hair streaming behind her she cuts a striking figure galloping across the island.

Everyone is afraid of Rella, even those who follow her willingly. Her voice is cold and commanding and her rages are violent and terrifying, although fortunately brief. She has sacrificed

numerous victims to Mowta and she takes particular pleasure in prolonging their death agonies for as long as possible.

Rella has a lover in residence at Droma to gratify her sexual desires. This is Candel. Rella is not really very fond of Candel, but he is handsome and a skilled bed companion and she tolerates him for his ornamental utility. She is fed up with Candel, but has not quite made her mind up about what to do with him.

Rella will welcome any enemies of Cruella sent to her for disposal and she will make sure that their deaths are suitably agonizing.

Rella will fight vigorously to defend Castle Droma and her rule of Reamrha. However, she is very far from suicidal and the one thing she is determined to avoid is any chance of being slain. If disaster threatens she will not hesitate to flee, leaving her guards and servants to cover her retreat. If she is able to, she will release the jack o' bear in the dungeons to delay any pursuers. She will probably not command the skeletons in the dungeons to aid her at this point, hoping instead to use them in any counterattack which she may be able to mount with the aid of the villagers in Harenn and any of the guards who may be able to escape.

| Characteristics | Attributes          |
|-----------------|---------------------|
| STR 10          | Move 3              |
| CON 15          | Hit Points 13       |
| SIZ 10          | Fatigue 25 - 3 = 22 |
| INT 15          | Magic Points 20     |
| POW 20          | DEX SR 2            |
| DEX 17          |                     |
| APP 16          |                     |

| Hit Location | Melee | Missile | Points |
|--------------|-------|---------|--------|
| R Leg        | 01-04 | 01-03   | 0/5    |
| L Leg        | 05-08 | 04-06   | 0/5    |
| Abdomen      | 09-11 | 07-10   | 0/5    |
| Chest        | 12    | 11-15   | 0/6    |
| R Arm        | 13-15 | 16-17   | 0/4    |
| L Arm        | 16-18 | 18-19   | 0/4    |
| Head         | 19-20 | 20      | 0/5    |

| Weapon         | SR | Att% | Damage  | Parry% | Pts |
|----------------|----|------|---------|--------|-----|
| Shortsword     | 7  | 57   | 1D6 + 1 | 56     | 10  |
| Dagger         | 8  | 59   | 1D4 + 2 | 50     | 6   |
| Throwing Knife | 2  | 83   | 1D4 + 1 | —      | 4   |

**Dodge:** 78%.

**Spirit Magic (97%):** Disruption 1.

**Divine Magic (97%):** Absorption 3, Command Horse 2, Fear 4, Heal Wound 3, Soul Sight 1.

**Skills%:** Boat 64, Ride 103, Orate 92, Human Lore 97, Hide 85, Sneak 87.

**Languages:** Menetian 64%.

**Magic Items:** Rella wears a ring which endows her with permanent Countermagic 6, and Protection 12 (these are self-powering matrix enchantments). Her throwing knives are enchanted so that they do one extra point of damage and, if they hit their target, they will strike whichever hit location Rella chooses.

**Treasure:** Rella rarely carries money on her person, but the jewellery she wears has a total value of 6,000 pennies.

**Notes:** Rella normally carries two throwing knives in addition to her dagger. As a priestess Rella's divine spells are reusable.

## Candel

Candel has been Rella's lover for a year and a half now. He met Rella during one of her rare visits to the mainland, at a clandestine ceremony in worship of Mowta. Candel is not a man of very strong convictions. His main interest in life is the pursuit of a comfortable and entertaining existence for himself. He has found the easiest method of achieving this to be to latch on to some rich dowager and, in return for his sexual favours and attentive affection, allow her to support him in the manner to which he has long since become accustomed. Candel has been aided in his labours by his undoubted good looks. Indeed he is almost too handsome, being tall, broad shouldered, narrow hipped, fair haired and brown eyed. Although of fairly humble origins he has taught himself to read, he is outwardly cultured and he can get by in the best of society.

When Candel met Rella he was attending his latest companion, a middle-aged and overweight widow of extensive private means. Suffering this woman only because of her riches, imagine Candel's delight when he encountered a beautiful woman who was not only obviously attracted to him (no surprise to Candel) but who was also wealthy in her own right. It took Candel only a few days to ditch his elderly mistress and worm his way in with Rella.

Now he sometimes wonders whether or not he was too hasty in his eagerness to take up with Rella. Oh, he was well aware that she worshipped evil, but this was not unusual in the circles in which Candel moved for many sought the thrills and excitements that chaotic cults seemed to offer. But Candel had never met anyone like Rella before; she actually seemed to take it all seriously. Even the priests of evil he had come across previously seemed to be doing it for what they could get out of it rather than from any devotion to the gods they claimed to represent. However, by the time he recognized Rella's true nature it was too late for he was already at Reamrha. He knows that Rella will not let him leave her realm, possibly to betray her secret.

Candel has a suit of ringmail armour which he keeps in his room. He is a skilled swordsman and also a good shot with a bow. He will fight to defend Rella and himself if he sees no alternative, but he would prefer to run away if given the chance. He will surrender quickly if he has to, hoping to be able to talk his way out of captivity later. If the odds look favourable to himself and he has a chance to impress Rella, Candel will be forward in a fight. However, this is more likely to be the exception than the rule.

On the other hand, if Candel sees aiding the adventurers as a means of escaping Reamrha with his life, he will take it. This will include helping the adventurers to break out of Rella's dungeons.

### Characteristics

STR 14 \_\_\_\_  
CON 11 \_\_\_\_  
SIZ 15 \_\_\_\_  
INT 11 \_\_\_\_  
POW 16 \_\_\_\_  
DEX 15 \_\_\_\_  
APP 17 \_\_\_\_

### Attributes

Move 3  
Hit Points 13 \_\_\_\_  
Fatigue 25 - 3 = 22 \_\_\_\_  
Magic Points 16 \_\_\_\_  
DEX SR 3

### Hit Location

|         | Melee | Missile | Points   |
|---------|-------|---------|----------|
| R Leg   | 01-04 | 01-03   | 0/5 ____ |
| L Leg   | 05-08 | 04-06   | 0/5 ____ |
| Abdomen | 09-11 | 07-10   | 0/5 ____ |
| Chest   | 12    | 11-15   | 0/6 ____ |
| R Arm   | 13-15 | 16-17   | 0/4 ____ |
| L Arm   | 16-18 | 18-19   | 0/4 ____ |
| Head    | 19-20 | 20      | 0/5 ____ |

### Weapon

|               | SR | Attk% | Damage         | Parry% | Pts     |
|---------------|----|-------|----------------|--------|---------|
| Bastard Sword | 7  | 78    | 1D10 + 1 + 1D4 | 79     | 12 ____ |
| Dagger        | 8  | 83    | 1D4 + 2 + 1D4  | 75     | 6 ____  |
| Composite Bow | 3  | 73    | 1D8 + 1        | 32     | 7 ____  |

Dodge: 77%.

**Sorcery Magic** (Free INT 7): Damage Resistance 67, Spell Resistance 61, Stupefaction 78, Treat Wounds 69.

**Magic Skills:** Intensity 66.

**Skills%:** Ride 83, Fast Talk 97, Sing 98, Play Lyre 104, Hide 81, Sneak 77.

**Treasure:** Candel carries 200 pennies on his person. He wears a signet ring worth 1,200 pennies.

**Notes:** Candel does not normally wear any armour. If combat looms, however, he will don his ringmail armour quickly.

## Stron, the Captain of the Guard

Stron came to Reamrha as a sergeant in Rella's company of guards. His loyal service to his mistress was rewarded by promotion to his present rank following the murder of his predecessor by one of the guards who felt that he had been unduly punished for sneaking off to Harenn without permission.

Stron is a conscientious officer and a stern disciplinarian. However, he is also punctiliously fair with his subordinates. He runs the guard company efficiently and competently. He carries out Rella's orders ruthlessly and is particularly hated in Worrall. Stron is a long-serving worshipper of Mowta and he is obedient to the commands of his priestess. He will fight valiantly for Rella, even to the death.

Stron is sturdily built, tall and muscular, but no giant. He is a master of the broadsword and cross-bow. He has a suit of chainmail armour, but rarely wears it, preferring leather armour for everyday duties.

Stron enjoys the cockfights that the guards run. He also enjoys riding and he spends much of his spare time on horseback. He has a girlfriend in Harenn, this being Sara the daughter of Maddas.

### Characteristics

STR 16 \_\_\_\_  
CON 15 \_\_\_\_  
SIZ 17 \_\_\_\_  
INT 15 \_\_\_\_  
POW 15 \_\_\_\_  
DEX 17 \_\_\_\_  
APP 13 \_\_\_\_

### Attributes

Move 3  
Hit Points 16 \_\_\_\_  
Fatigue 31 - 15 = 16 \_\_\_\_  
Magic Points 15 \_\_\_\_  
DEX SR 2



*The Castle*

| Hit Location | Melee | Missile | Points |
|--------------|-------|---------|--------|
| R Leg        | 01-04 | 01-03   | 2/6    |
| L Leg        | 05-08 | 04-06   | 2/6    |
| Abdomen      | 09-11 | 07-10   | 2/6    |
| Chest        | 12    | 11-15   | 2/8    |
| R Arm        | 13-15 | 16-17   | 2/5    |
| L Arm        | 16-18 | 18-19   | 2/5    |
| Head         | 19-20 | 20      | 2/6    |

| Weapon         | SR | Attk% | Damage        | Parry% | Pts |
|----------------|----|-------|---------------|--------|-----|
| Broadsword     | 5  | 110   | 1D8 + 1D6     | 103    | 10  |
| Dagger         | 6  | 96    | 1D4 + 2 + 1D6 | 87     | 6   |
| Light Crossbow | 2  | 104   | 1D6 + 2       | 35     | 6   |
| Target Shield  | —  | —     | —             | 115    | 12  |

**Dodge:** 92%.

**Spirit Magic** (60%): Countermagic 2.

**Divine Magic** (85%): Fear 1, Heal Wound 2.

**Skills%:** Climb 78, Jump 73, Listen 68, Hide 87, Sneak 65.

**Magic Items:** Stron has three light crossbow bolts which, after they have struck their target, will do an automatic Disruption attack on the hit location they have hit. Each bolt must be powered by three magic points when it is fired for his Disruption attack to work.

**Treasure:** Stron carries 200 pennies in a purse.

**Notes:** If a serious attack on the castle threatens he will put on his chainmail armour. Stron is an initiate of Mowta.

### Graff and Ames, Sergeants of the Guard

Graff is the senior sergeant of the two, Ames having been promoted to fill the vacancy created by Stron's advance to the rank of captain. Both men have been with Rella for almost as long as Stron and they are loyal worshippers of Mowta. They are competent NCOs and keep the guards in order without very much trouble.

Both Graff and Ames will fight gallantly for Rella, but neither is quite as devoted to the priestess as Stron. If faced by overwhelming force they will flee or, failing any escape route and if satisfied that they will not be slaughtered out of hand, they will surrender. If they can negotiate with enemies who look as though they could overcome them they will try to do this. However, so long as they fear the anger of Rella and Stron—which they do as long as either is around—they will fight fiercely.

Graff and Ames are both keen checkers players and they have a series of games running. The two are quite evenly matched and at the moment Ames is ahead by 427 games to 422. Of an evening the two men may often be found engaging in a friendly game in their quarters.

Both men are taller and stronger than average. Both wear leather armour on duty, but keep suits of ringmail armour for more dangerous times.

| Characteristics | Attributes           |
|-----------------|----------------------|
| STR 15          | Move 3               |
| CON 13          | Hit Points 14        |
| SIZ 14          | Fatigue 28 - 14 = 14 |
| INT 14          | Magic Points 12      |
| POW 12          | DEX SR 3             |
| DEX 14          |                      |
| APP 11          |                      |

| Hit Location | Melee | Missile | Points |
|--------------|-------|---------|--------|
| R Leg        | 01-04 | 01-03   | 2/5    |
| L Leg        | 05-08 | 04-06   | 2/5    |
| Abdomen      | 09-11 | 07-10   | 3/5    |
| Chest        | 12    | 11-15   | 3/6    |
| R Arm        | 13-15 | 16-17   | 2/4    |
| L Arm        | 16-18 | 18-19   | 2/4    |
| Head         | 19-20 | 20      | 4/5    |

| Weapon      | SR     | Attk% | Damage        | Parry% | Pts |
|-------------|--------|-------|---------------|--------|-----|
| Heavy Mace  | 7      | 84    | 1D10 + 1D4    | 75     | 10  |
| Broadsword  | 7      | 78    | 1D8 + 1 + 1D4 | 73     | 10  |
| Dagger      | 8      | 75    | 1D4 + 2 + 1D4 | 71     | 6   |
| Lt Crossbow | 1/2 MR | 79    | 1D6 + 2       | 28     | 8   |

**Dodge:** 61%.

**Skills%:** Listen 72.

### The Company of Guards

There are 12 guards, all Mowta worshippers, but individually of varying degrees of loyalty to Rella. Most were recruited by Rella herself, but some were recruited by friends and associates such as Cruella. The guards will fight for Rella for that is what they are employed to do, but what they are really good at is intimidating villagers and chasing girls. They are alert and competent fighters, but none of them is suicidally inclined. However, so long as Rella, Stron or the two sergeants are around the guards will follow their lead.

The guards enjoy cockfights and they keep half-a-dozen roosters in the stable for this purpose. They run cockfights in the courtyard in fine weather. In poor weather they use the stable itself. The guards also enjoy wenching in Harenn and drinking at Skallar's grogshop.

All of the guards wear stiff leather armour. The 12 guards are Aval, Bran, Culloch, Daran, Ere, Farnal, Gul, Hanse, Ios, Jabbo, Kev and Lagg.

| Characteristics | Attributes           |
|-----------------|----------------------|
| STR 15          | Move 3               |
| CON 12          | Hit Points 13        |
| SIZ 13          | Fatigue 27 - 11 = 16 |
| INT 9           | Magic Points 9       |
| POW 9           | DEX SR 3             |
| DEX 11          |                      |
| APP 10          |                      |

| Hit Location | Melee | Missile | Points |
|--------------|-------|---------|--------|
| R Leg        | 01-04 | 01-03   | 1/5    |
| L Leg        | 05-08 | 04-06   | 1/5    |
| Abdomen      | 09-11 | 07-10   | 2/5    |
| Chest        | 12    | 11-15   | 2/6    |
| R Arm        | 13-15 | 16-17   | 1/4    |
| L Arm        | 16-18 | 18-19   | 1/4    |
| Head         | 19-20 | 20      | 1/5    |

| Weapon      | SR     | Attk% | Damage        | Parry% | Pts |
|-------------|--------|-------|---------------|--------|-----|
| Light Mace  | 7      | 63    | 1D8 + 1D4     | 61     | 6   |
| Broadsword  | 7      | 45    | 1D8 + 1 + 1D4 | 44     | 10  |
| Dagger      | 8      | 67    | 1D4 + 2 + 1D4 | 62     | 6   |
| Lt Crossbow | 1/2 MR | 56    | 1D6 + 2       | 21     | 6   |

**Dodge:** 43%.



## The Servants

**Boller:** Boller is cook to the company of guards and the servants, except for those who dwell in the Tower. Boller is a competent cook, but nothing special. Like all the servants he is a worshipper of Mowta. He will fight if the Castle is attacked and also in defence of himself. He is fat and jolly and very humorous; he looks nothing at all like what one would expect a Mowta worshipper to look like.

**Bil and Benn:** These two are Rella's footmen. They wait on tables and perform general duties about the Castle. They are also used by Rella as messengers. They are keen spectators at the guards' cockfights. Both men are tall and cadaverous. They might almost be mistaken for undead, but they quite clearly are not. They are not very good fighters, but they will wade in happily if the numbers are on their side.

**Joat:** Joat does all the odd jobs around the Castle. He cleans the guards' and servants' quarters, keeps the woodwork up to scratch, weeds the moat, cleans out the gutters, washes down the courtyard, peels vegetables in the kitchen, sharpens knives, washes dishes, etc. Joat is a small man, thin and featured rather like a ferret. The guards bully him, but Boller makes sure that this doesn't happen when he is around for he is friendly towards Joat. Joat is a keen worshipper of Mowta; he enjoys ceremonies to the god and especially those where a victim is sacrificed for these allow him to enjoy a vicarious superiority over those being sacrificed.

**Ronn:** Ronn looks after the horses; he is a competent smith. He is particularly charged with the care and good health of Rella's stallion, Raven. He also has some of the skills of an armourer and he can repair weapons and armour that are not too badly damaged. Ronn is a burly man. He worships Mowta because it is expected of him, but he does not care for the god overmuch. This is not because he nurtures secret anti-chaotic sentiments in his breast; he just does not care for any gods. He believes in his ancestors and that is about all. However, he will fight in defence of the Castle for he feels that he might as well fight for Rella as anyone.

**Craddok, Rella's Cook:** Craddok is a skilled cook. Her meals are a delight to the palate and her pastries are particularly light and tasty. She likes her work and is very pleased to have found employment with a mistress who worships a chaotic deity. Although Craddok happily worships Mowta, she has been a devout member of a variety of cults honouring evil gods, including Neraka and Ba'ath. She is a petite woman, rather mousey in appearance, but her strong personality belies her seeming diffidence.

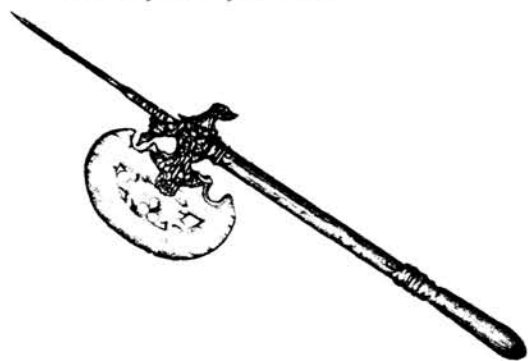
**Marla, Rella's Maid:** Marla has only been with Rella for three seasons, having been recruited for her by Cruella Vullen from the slaves produced by the Courts of Santon. Marla's immediate predecessor made the mistake of wandering outside the Castle walls after dark, returning from a tryst in Harenn on a night when Rella had ordered the deathflyers to be let on the loose. Marla is tall, dark and sensually attractive. Fingus the jailer lusts after her unashamedly, but she has nothing to do with him. This is not because she dislikes him particularly; she has nothing to do with any other man in the Castle either.

Marla worships at the Temple Mowta, not because she wants to but because she has no alternative. As a slave Marla had very little choice about coming to Reamrha. Now she is here she does not know how to get away and she certainly cannot go up to Rella and tell her that she wants to leave. She is the only one of the servants who is likely to try and warn the adventurers of their danger or to help them escape captivity. By doing this she will hope to aid her own escape from the island. She would even be prepared to sleep with Fingus to sneak the keys to the cells in pursuit of this objective.

## Fingus, the Jailer

Fingus combines the duties of jailer with those of torturer. Next to lusting after the pneumatic delights of Marla's body, Fingus enjoys the second of his two jobs. He is only sorry that he has less opportunities to practice his skills than he would like. He is an expert in the finer points of physical persuasion and he does not like to think that he might lose that fine edge that separates him from the mere amateur.

Fingus is short and broad. In fact he is almost as wide across as he is tall. Marla towers over Fingus by a good twelve centimetres, but this does not bother the jailer. None of Fingus' breadth is made up of fat and he is immensely muscular. His arms are as thick as most men's thighs and his chest is like a barrel. He is loyal to Rella and Mowta and he will fight in defence of the priestess and her Castle as fiercely as anyone else.



| Characteristics | Attributes      |
|-----------------|-----------------|
| STR 18          | Move 3          |
| CON 18          | Hit Points 17   |
| SIZ 15          | Fatigue 36      |
| INT 14          | Magic Points 10 |
| POW 10          | DEX SR 3        |
| DEX 12          |                 |
| APP 11          |                 |

| Hit Location | Melee | Missile | Points |
|--------------|-------|---------|--------|
| R Leg        | 01-04 | 01-03   | 1/6    |
| L Leg        | 05-08 | 04-06   | 1/6    |
| Abdomen      | 09-11 | 07-10   | 1/6    |
| Chest        | 12    | 11-15   | 1/8    |
| R Arm        | 13-15 | 16-17   | 1/5    |
| L Arm        | 16-18 | 18-19   | 1/5    |
| Head         | 19-20 | 20      | 1/6    |

| Weapon       | SR | Attk% | Damage         | Parry% | Pts |
|--------------|----|-------|----------------|--------|-----|
| Ball & Chain | 7  | 94    | 1D10 + 1 + 1D6 | 81     | 8   |
| Gladius      | 7  | 74    | 1D6 + 1 + 1D6  | 78     | 10  |
| Dagger       | 8  | 92    | 1D4 + 2 + 1D6  | 86     | 6   |
| Fist         | 8  | 98    | 1D3 + 1D6      | —      | —   |
| Grapple      | 8  | 89    | 1D6 + 1D6      | —      | —   |

**Dodge:** 42%.

**Skills%:** Physical Persuasion 97, Listen 81.

### Escape from Reamrha

After events at Castle Droma the adventurers may very well find themselves to be refugees on Reamrha, especially if they fail to overcome Rella but succeed in escaping from her. There are few means of escape from the island for Rella's agents have done their best to make sure that her subjects cannot flee from her rule.

Except for the *Pequod*, no ship calls regularly at the island, and now that Captain Ahab's vessel has

been wrecked it will be some time before another turns up. When it does it is unlikely that it will be captained by a skipper sympathetic to Rella. The adventurers may be able to get aboard the ship if they are lucky, but so long as Rella fears that this is a possibility she will post a close guard around any vessel calling at the island. Also, if the captain is an agent of Rella's (25% chance) the adventurers will have to stowaway and hope to escape detection before the ship sails.

Other ways of escaping from Reamrha include the two or three small boats that some of Rella's more reluctant subjects have managed to conceal in various safe hiding places. Those who have concealed boats include Juvat, Eriva and Stech.

Rella also has a boat, concealed in the sea cave reached from the secret steps in the dungeons of Castle Droma. Rella may have used this boat herself to escape from the Castle. In this case it may be found at Harenn, where the priestess will have gone to raise the villagers in her defence.

All of these boats have the following characteristics: they are single-masted, with a lateen-rigged sail and clinker-built hull. They may be rowed.

**Hull Type:** Merchant

**Seaworthiness:** 16

**Length:** 4m to 5m

**Freeboard:** 0.6m to 0.7m

**Capacity:** 0.5 tonnes

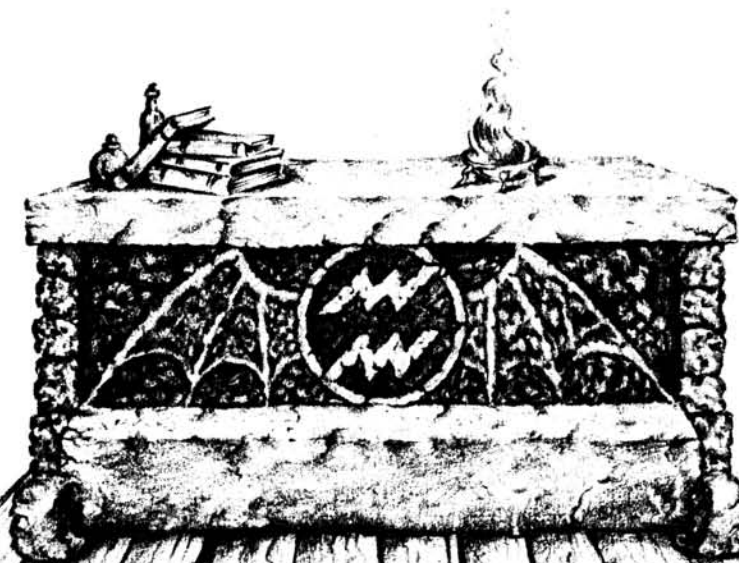
**Hull Quality:** 7

**Structure Points:** 17

**Beam:** 1.5m to 2m

**Draft:** 0.3m + 1m drop-keel

**Crew:** 1 or 2 minimum









Liran Hills

Wasteland Mountains

Treefolk Wood

Darfur Forest

Braust Mountains

River Gili

Ghuna Hills

Conister

Turra Hills

Lum River

Kherat Mour

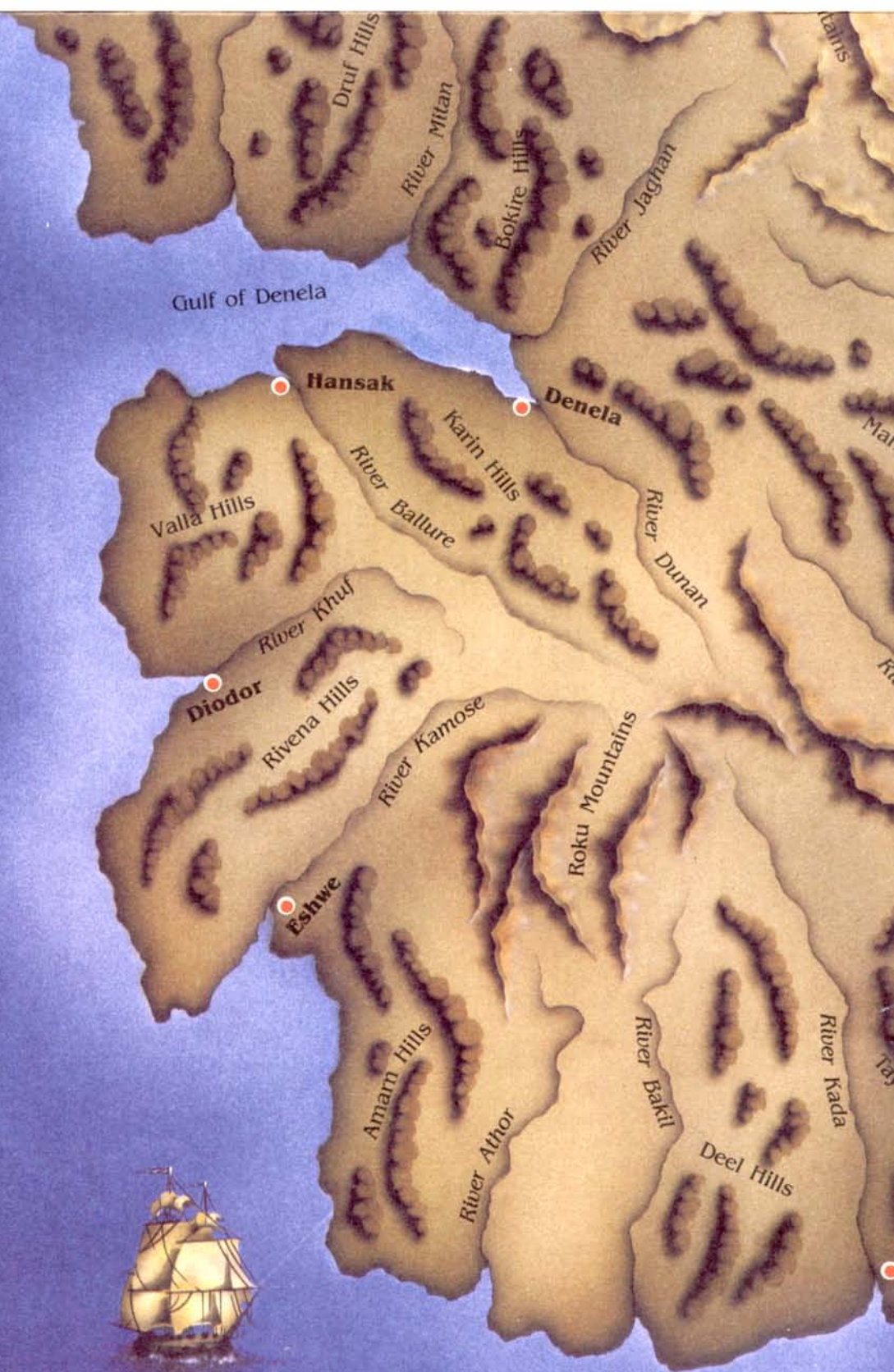




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**MENETIA**



# The City of SANTON

## Main Streets

- 1 Bar Street
- 2 High Street
- 3 Wyman Street
- 4 Dark Street
- 5 Archer Street
- 6 Princes Row
- 7 Gates Street

## Side Streets

- 14 Gattis Lane
- 15 Brook Lane
- 16 Gaye Street
- 17 Wyman Lane
- 18 Orchard Street
- 19 Milk Lane
- 20 The Butchery
- 21 Bye Street
- 22 Church Lane
- 23 Little Lane
- 24 Ditch Street

## Buildings

- A The Mayor's Haven
- B The Black Boar
- C The Warden's Residence
- D Cruella Vullen's House
- E The Courts
- F The Blacksmith's Shop
- G The Healer
- H Temple to Ferran
- I The Barracks
- J Temple to Senuu
- K The Watch House
- L The Mart
- M External Jeweller
- N The Blacksmith
- O The Best Cat-house in Town
- P The Baths

## Gates

- X Hour Gate
- Y West Gate
- Z East Gate





### Main Streets

- 1 Bar Street
- 2 New Street
- 3 Wyneman Street
- 4 Bent Street
- 5 Archer Street
- 6 Princes Row
- 7 East Street

- 8 Pipewell Street
- 9 High Street
- 10 Dark Street
- 11 Hungry Street
- 12 Wall Street
- 13 Gates Street

### Side Streets

- 14 Catts Lane
- 15 Brook Lane
- 16 Graye Street
- 17 Low Lane
- 18 Orchard Street
- 19 Milk Lane
- 20 The Butchery
- 21 Bye Street
- 22 School Lane
- 23 Little Lane
- 24 Ditch Street

- 25 Bakers' Lane
- 26 Lady's Lane
- 27 Fletchers' Row
- 28 Narrow Lane
- 29 Schute Lane
- 30 Stall Street
- 31 Frogs' Lane
- 32 The Wynd
- 33 The Row
- 34 Long Lane

### Buildings

- A The Sailor's Haven
- B The Black Boar
- C The Warden's Residence
- D Cruella Vullen's House
- E The Courts
- F Anacea the Healer
- G Temple to Perang
- H The Barracks

- I Temple to Senu
- J The Watch House
- K The Mart
- L Haskal the Sage
- M Esteval the Jeweller
- N Laban the Lawyer
- O 'The Best Cat-house in Town'
- P The Baths

### Gates

- X Harbour Gate
- Y West Gate

- Z East Gate







# The City of SANTON



Dreem Bay





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**"Psst!** Hey Buddy. I saw you lookin' at that woman over there. Careful how long you look. I know she's beautiful, but she's also dangerous. Her name's *Cruella Vullen*. You know, of the Vullen shipping fortune. They say she whipped someone to death in front of twenty people, in the middle of the street, and got away with it. She's also the Lord Warden's mistress, so she can get **anyone** arrested. Better be careful around her 'cause I hear she's as creative with her punishments as she is beautiful. Look, I got places to go and people to see, so you're on your own. If you stay away from her, I might even see you around."



You may find yourself at odds with the evil *Cruella Vullen*, the most evil woman in Santon and a "Daughter of Darkness" in her own right. She is prominent in several of the nine adventures presented in this adventure module for RuneQuest. But beware of her influence because many of her known adversaries have vanished into thin air amid whispers of "men in black."

*Cruella* is just one of many of the fascinating characters awaiting you in Santon. Some will be good, and some will be evil. Some may want you to work for them, and others will try to have you killed. **Daughters of Darkness** has it all; dangerous expeditions and deadly intrigues, a city of crime and corruption, and the evil denizens of chaos. All this has been prepared to be ready for you to be a part of the action and adventure!

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**"The Affair of the Ancestral Ring"** is the quest to help a woman of a powerful family. The ancestral signet ring of her family has been stolen by *Cruella Vullen*, who plans to wear it to publicly disgrace the family honor.

**"The Adventure of the Gyvreck Sodality Cult"** is begun by an offer of employment. The mission, to uncover the terrible secret hidden in the temple of Gyvreck, the almost forgotten river god. Unfortunately, this task may be more than anyone bargained for.

**"The Adventure of Ilwraith's Cache"** is the attempt of a grateful prisoner, freed from the Gyvreck Sodality Temple, to repay his saviors. *Ilwraith* has a cache hidden in the wilderness, where he had to leave it due to the threatening Shen Barbarians. All he asks is three-fifths of the treasure for himself, and he will make his rescuers extremely wealthy; or will he?

**"The Revenge of Cruella Vullen"** is the culmination of the saga as *Cruella* proves that "Hell hath no fury..." Hunt sea monsters with *Captain Ahab*. Meet the cunning and beautiful *Rella*, the ruler of Reamrha Isle, and mistress of Castle Droma. Battle against great chaos monstrosities. All this as you fly a collision course toward *Cruella's* terrible vengeance.

These adventures and five others are featured in...

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### This module contains:

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- 16x22 full-color, hand-painted maps detailing the city of Santon and the peninsula of Menetia.

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DAUGHTERS OF DARKNESS