

Eldarad[®]

THE LOST CITY

RuneQuest[®]
Fantasy Roleplaying Adventure

ELDARAD 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.

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for its fantasy roleplaying supplement to RuneQuest.

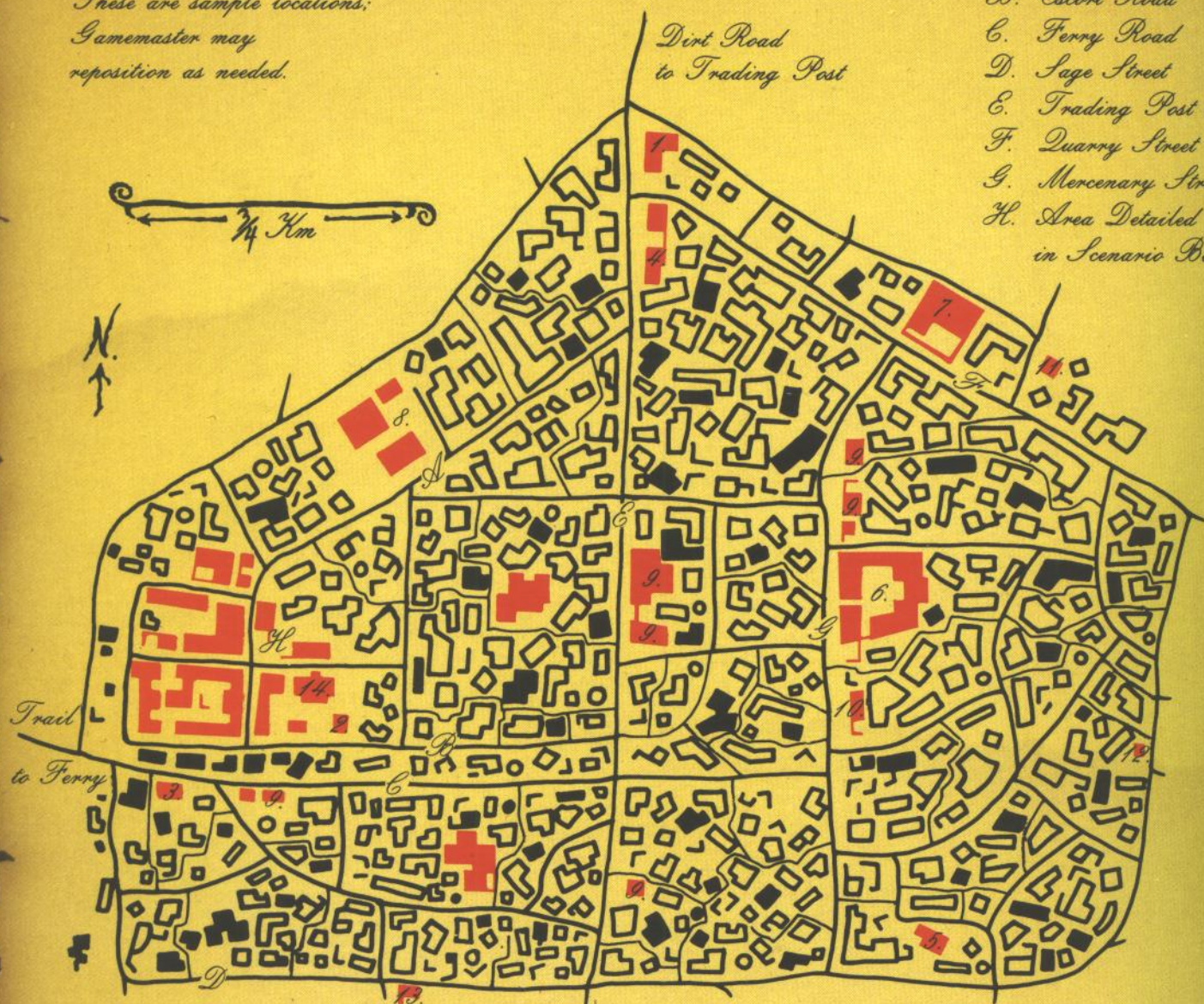
ELDARAD-8589

Artisan's Quarter

Locations

These are sample locations:
Gamemaster may
reposition as needed.

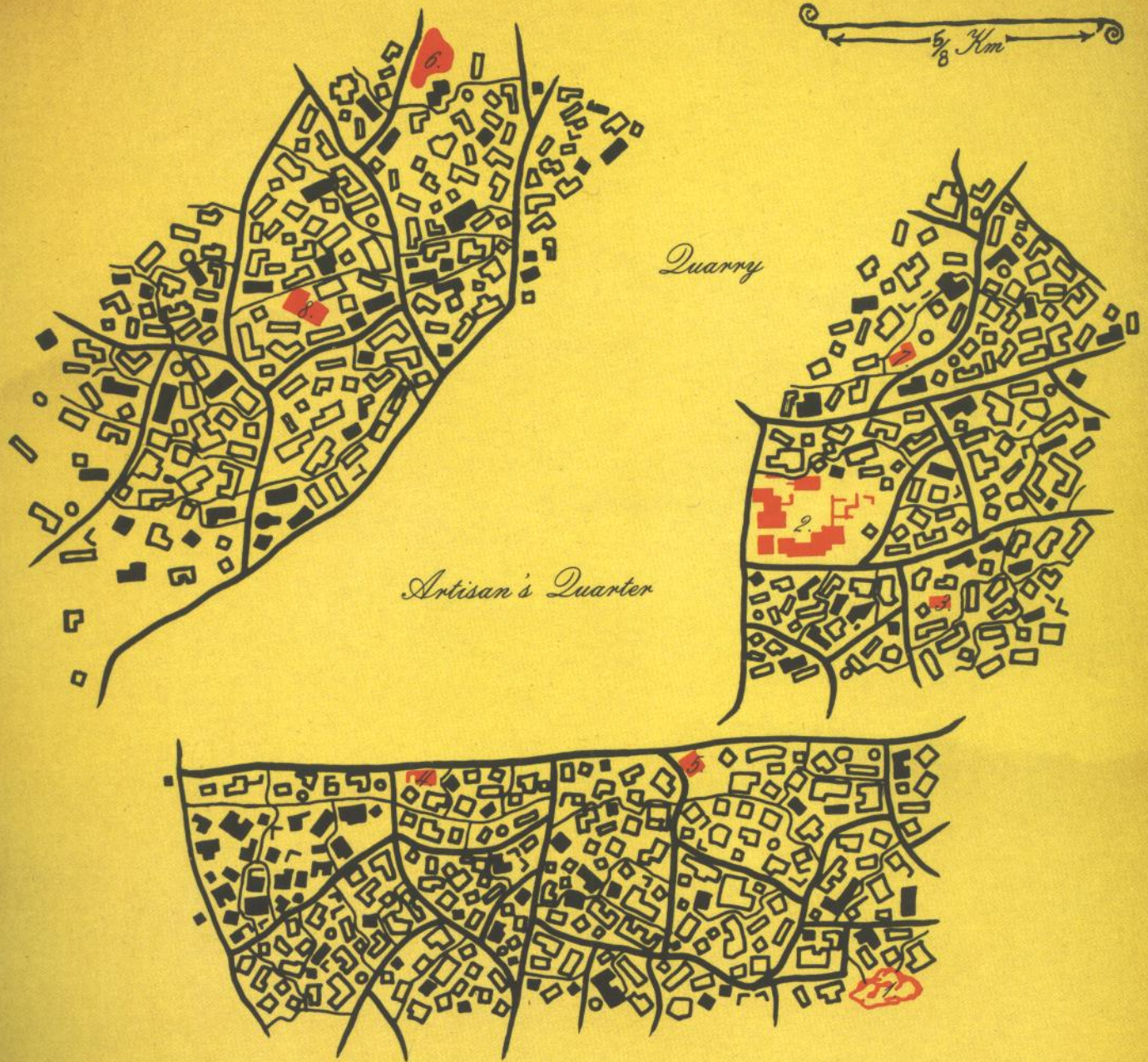
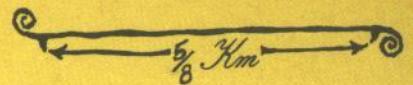
- A. Temple Road
- B. Escort Road
- C. Ferry Road
- D. Sage Street
- E. Trading Post Road
- F. Quarry Street
- G. Mercenary Street
- H. Area Detailed
in Scenario Book



- 1. Clearwine Inn
- 2. Parthim Alt's Hall
- 3. Sajan's Hostelory
- 4. Boarn's Inn
- 5. Taran's Drinking House
- 6. Borjahn's Hall
- 7. Quarryman's Hall
- 8. Storm God Temple
- 9. Petty Artisans
- 10. Sylus Lun's Workshop
- 11. Mabraith's Residence
- 12. Karec's Residence
- 13. Thessen's Residence
- 14. Mistarnil Em's Residence
(see Scenario Book)

- Alley
- Dirt Road
- Primary Areas
- Usable ruin
- Unusable ruin

The Slums



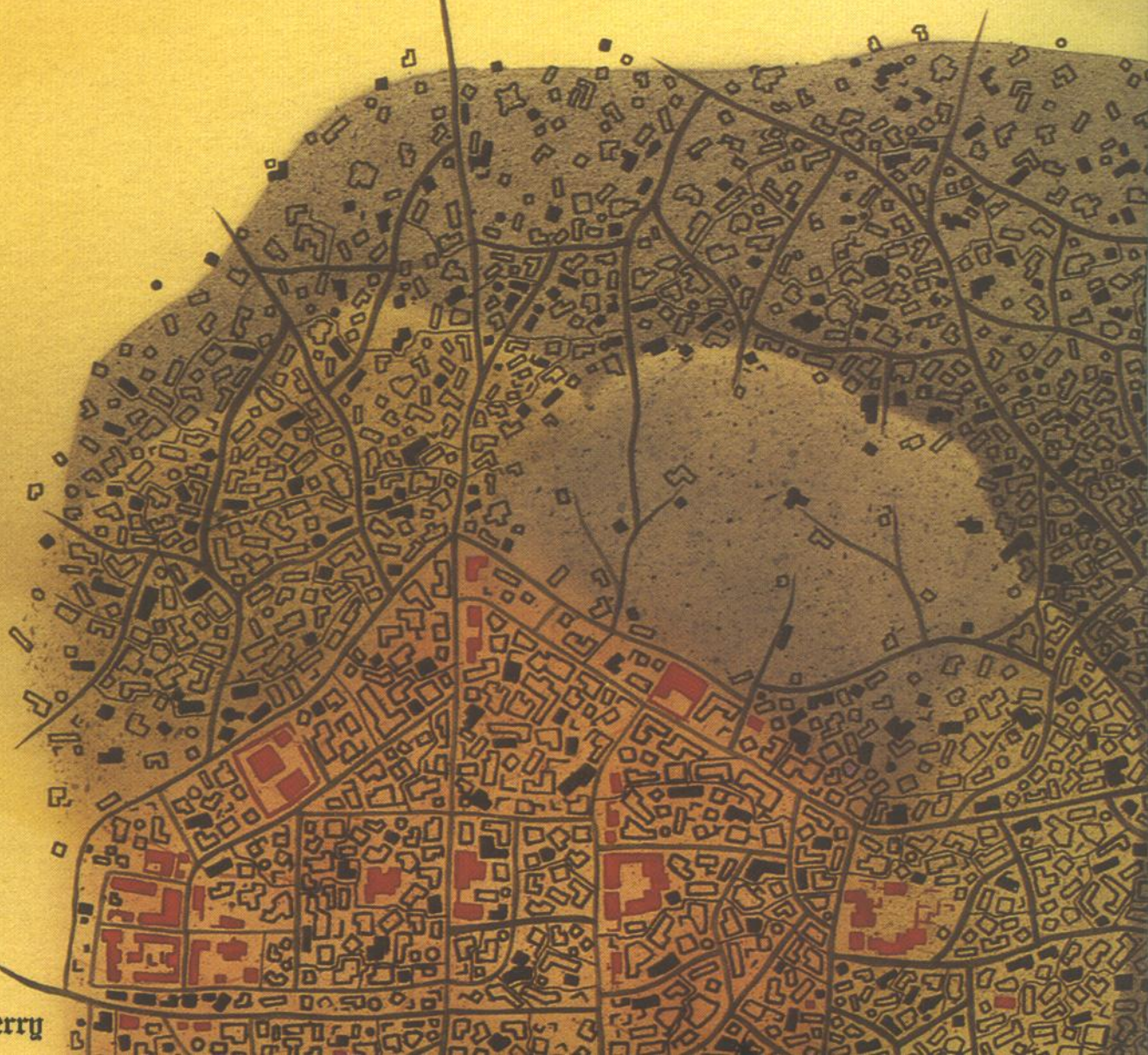
1. Trickster Shrine
2. Thieves Plaza
3. Shan San's Dream House
4. Jakar's Inn
5. Graveyard and Park
6. Garden
7. Marn in Residence
8. Alad in Residence

- Alley
- Dirt Road
- Primary Areas
- Unuseable Ruin
- Useable Ruin



Dirt Road
To River And
Trading Post
2 KM.

Trail
To Ferry



Eldarad

The Lost City

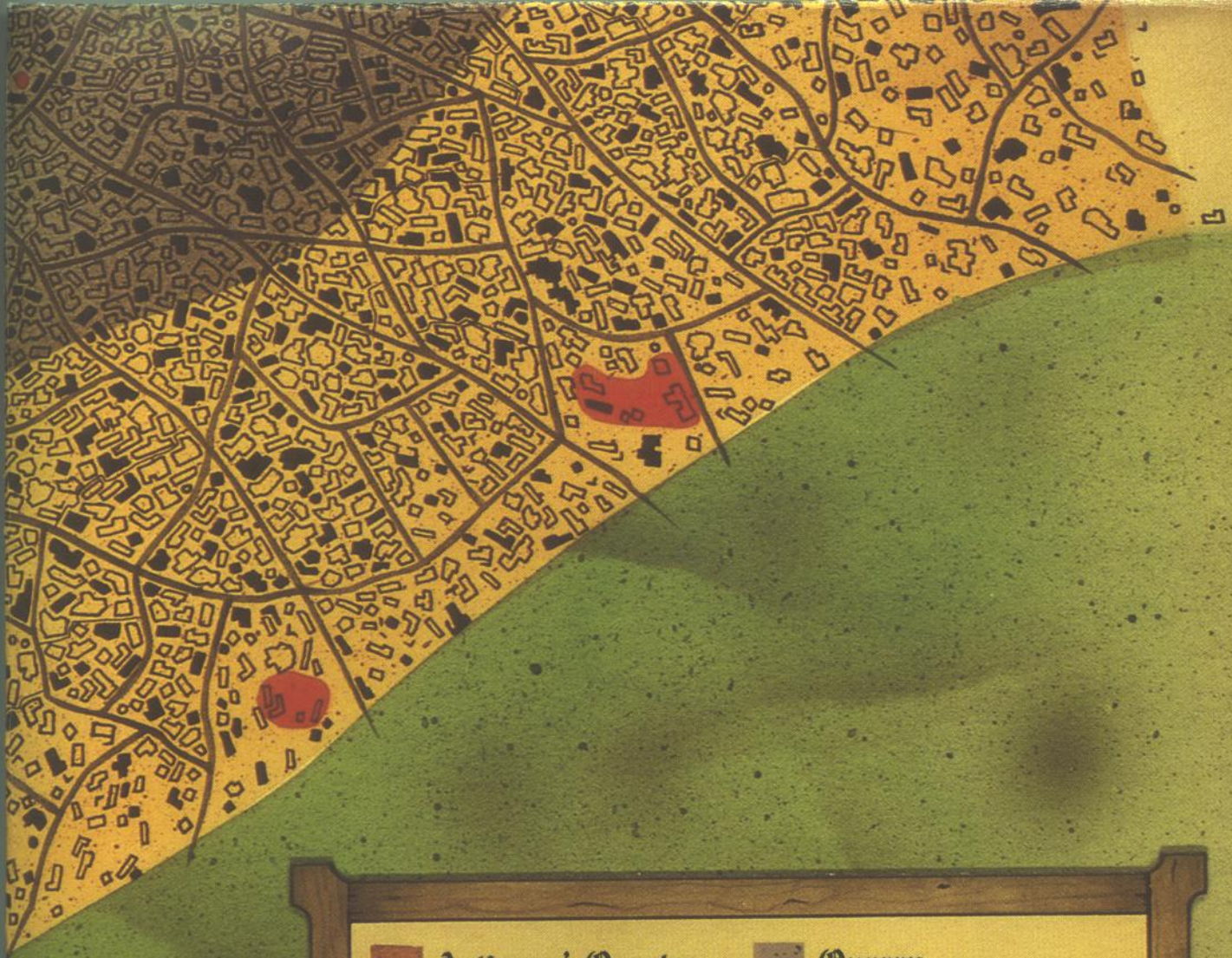
* Market Currently
Being Held Here.



—Trolls
Sighted
Here—

↖ To
Plateau
Of
Tombs
2 KM.





	Artisans' Quarter		Quarry
	Slums		Alley
	Lost Quarter		Dirt Road
	Chaos Quarter		Primary Areas
	Chaos Forest		Useable Ruins
	Chaos Garden		Unuseable Ruins

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Eldarad

The Lands Beyond



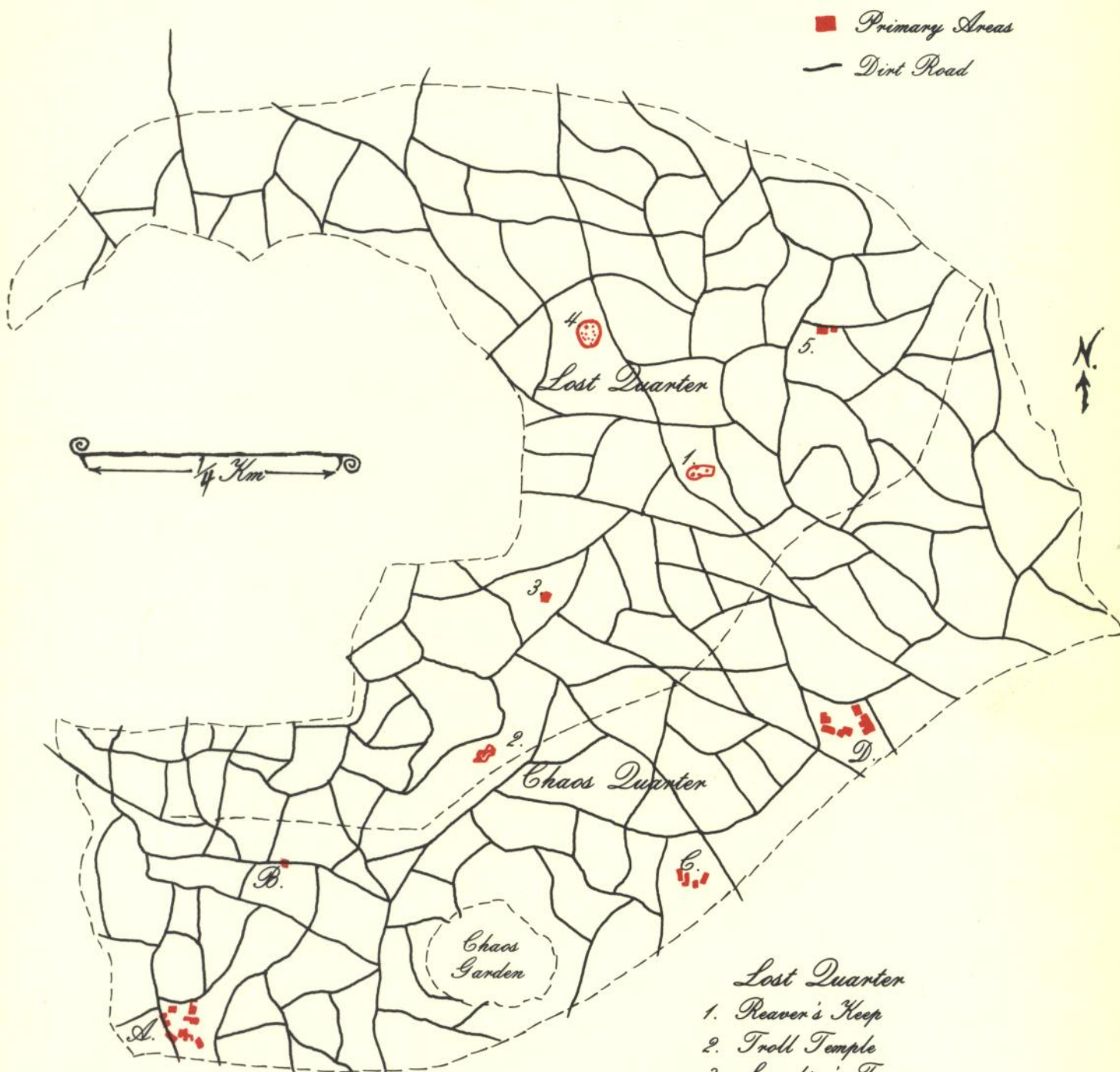
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	Village		Mountain
	City		Plateau
	Trail		Marsh
	River		Grasslands
	Forest		

Chaos Quarter and Lost Quarter of Eldarad



Lost Quarter

1. Reaver's Keep
2. Troll Temple
3. Sasorlim's Tower
4. Slaver Compound of Paril Mas
5. Moarn's Lair

Chaos Quarter

- A. Broo Community
- B. Geeta Residence
- C. Square of Statues
- D. Scorpion Run

THE ARTISANS' QUARTER

Areas (Artisans' Quarter)

01-04	Total Ruins (foundations only)
05-16	Partial Ruins (one or more wall standing)
17-21	Gutted Ruins (all walls remain)
22-29	Habitable Ruins (one room roofed)*
30-38	Good Ruins (all walls standing and roofed)*
39-58	Inhabited Good Ruin (rebuilt or repaired)*
59-73	New Building (built from recycled materials)*
74-78	Quarry*
79-00	Group or Individual
* Possible Location Encounter	

Location Encounters

01-09	Clearwine Inn
10-14	Parthim At: Escorts
15-21	Sajan's Hostelry
22-27	Boarn's Tomb Inn
28-32	Taran's Drinking House
33-39	Quarryman's Hall
40-57	Borjahn's Hiring Hall and Temple
58-67	Storm God Temple
68-72	Sylus Lun's Workshop
73-74	Mabrath in Residence
75-76	Karec in Residence
77-78	Thessen in Residence
79-88	Petty Artisan
89-00	Group or Individual

D00 Group or Individual (Day)

01	Marn
02	Mabrath
03	Thessen
04	Paril Mas with Guard
05	Carnalie Yasalan
06	Parthim At
07	Marn Tussahl
08	Sylus Lun
09	Sajan
10	Boarn
11	Taran
12	Borjahn
13	Korina
14	Ehrall
15	Rathin
16	Shemier
17	Yenand
18	Illean Vir (with 1D10 crew members)*
19	Mathar Shafe*
20	Kal Shafe*
19	Ashani Stormwalker
20-21	Reaver (see Reaver's Keep for Stats) group of 1D10
22-26	Beggar
27-29	Corpse
30	Disease Carrier
31-34	Drunk
35-39	Footpad
40-44	Raid
45-54	Impromptu market
55-59	Street Gang
60	Madman
61-62	Whore
63-69	Street Vendor
70-73	Pimp
74-79	Drovers
80	Plague Victim
81-82	Natives
83-84	Trappers
85-88	Street Vendor (Maps)
89-92	Street Urchin
93-94	Troll
95-97	The Watch
98-00	Victim

* only applies if ship or caravan is in Eldarad.

D00 Group or Individual (Night)

01	Marn
02	Tann

03	Ullann
04	Angar
05	Moarn
06	Karec
07-08	Beggar
09-21	Corpse
22	Disease Carrier
23-26	Drunk
27-39	Footpads
40-47	Raid
48-51	Escort of Parthim At
52-59	Street Gang
60	Madman
61-62	Whore
63-65	Pimp
66	Plague Victim
67-73	Street Urchin
74-79	Troll
80-90	The Watch
91-00	Victim

Establishments of the Artisans' Quarter

D00% Inn Encounters

01-03	Alad
04-08	Angar
09-20	Missael
21-23	Thessen
34-26	Korina
27-29	Ehrall
30-34	Tann and Ullann
35-39	Carnalie Yasalan
40-43	Mathar Shafe*
44-47	Kal Shafe*
48-52	Orren Durel*
53-55	Marass Hirrand*
56-57	Karec
58-59	Illean Vir*
60-62	Mareesha Shan*
63-70	Sailors (2D10)
71-79	Guards of Parthim At (1D6 off duty)
80-89	Quarrymen (1D8)
90-94	Bravo (knife fighter similar to Angar)
97-00	Mercenary or Bounty Hunter (similar to Ehrall or Korina)
* only if caravan or ship is in town.	

The Lost Quarter

Areas (Lost Quarter)

01-35	Total Ruins (foundations only)
36-45	Partial Ruins (one or more wall standing)
46-50	Gutted Ruins (all walls remain)
51-68	Habitable Ruins (one room roofed)*
69-79	Good Ruins (all walls standing and roofed)*
80-89	Inhabited Ruin (rebuilt or repaired)*
90-00	Group or Individual
* Possible Location Encounter	

D00 Location

01-27	Reavers' Keep
28-46	Troll Temple
47-51	Sasorlim's Tower
52-62	Slaver Compound of Paril Mas
63-76	Jakal's Lair
77-79	Moran's Lair
80-00	Group or Individual

D00 Group or Individual (Day)

01	Marn
02	Paril Mas with Guard
03	Jakal
04	Banach Yasalan
05-26	Reavers (see Reavers Keep for Stats) Group of 1D20

27-50	Corpse
51	Disease Carrier
52-55	Raid
56	Impromptu market
57-66	Street Gang
67-69	Slaver Gang of Paril
70-72	Madman
73	Whore
74	Street Vendor
75	Pimp
76	Drovers
77	Plague Victim
78	Natives
79	Trappers
80	Street Vendor (Maps)
81-83	Street Urchin
84-85	Troll
86-00	Victim

D00 Group or Individual

01	Marn
02	Banach Yasalan
03	Angar
04	Lorn
05-17	Moarn
18-21	Karec
22-28	Jakal
29-52	Corpse
53	Disease Carrier
54	Drunk
55-58	Footpads
59-62	Raid
63-73	Street Gang
74	Slaver Gang of Paril
75	Madman
76	Whore
77	Pimp
78	Plague Victim
79-80	Street Urchin
81-83	Troll
84-00	Victim

THE SLUMS

Areas (Slum)

01-09	Total Ruin (foundations only)
10-39	Partial Ruin (one or more walls remain)
40-59	Gutted Ruin (all walls remain)
61-64	Habitable Ruin (one room roofed)*
65-69	Good Ruin (all walls standing and roofed)*
70-79	Hut or Hovel*
80-00	Group or Individual
* Possible Location Encounter	

D00 Location Encounters

01-02	Trickster Shrine
03-33	Thieves' Plaza
34-38	Garden
39-42	Jakar's Inn
43-48	Shan San's Dream House
49-67	Graveyard and Park
68-71	Marn in Residence
72-76	Alad in Residence
77-00	Group or Individual

D00 Group or Individual

01	Marn
02	Alad
03	Canart Leth
04	Banach Yasalan
05	Akiem Yasalan
06	Shan San
07	Jakar

08-11	Reaver (see Reavers Keep for Stats) Group of 1D20
12-26	Beggar
27-33	Corpse
34-35	Disease Carrier
36-41	Drover
32-33	Drunk
34-37	Footpad
38-56	Impromptu market
47-57	Street Gang
58-63	Slaver Gang of Paril Mas
64-66	Madman
67-69	Whore
70-74	Plague Victim
75-87	Street Vendor
88-92	Street Urchin
93	Troll
94-00	Victim

D00 Group or Individual (Night)

01	Marn
02	Alad
03	Canart Leth
04	Banach Yasalan
05	Akiem Yasalan
06	Shan San
07	Moarn
08	Karec
09-12	Reaver (see Reavers Keep for Stats) Group of 1D10
13	Beggar
14-23	Corpse
24	Disease Carrier
25-32	Drunk
33-49	Footpads
50-66	Street Gang
67-75	Slaver Gang of Paril Mas
76	Madman
77-79	Whore
80-81	Plague Victim
82-83	Street Urchin
84-88	Troll
89-90	Victim

The Chaos Quarter

Areas (Chaos Quarter)

01-45	Total Ruins (foundations only)
56-65	Partial Ruins (one or more wall standing)
66-70	Gutted Ruins (all walls remain)
71-77	Habitable Ruins (one room roofed)*
78-81	Good Ruins (all walls standing and roofed)*
82-84	Inhabited Building (rebuilt or repaired)*
85-89	Chaos Forest (see Wilderness Chapter)
90-94	Wilderness (see Wilderness Chapter)
95-00	Group or Individual

* Possible Location Encounter

D00 Location

01-27	Broo Community
28-56	The Scorpion Run
57-66	Geeta in residence
67-76	Square of Statues
77-79	Chaos Garden (see Chaos Garden Location Table 1).
80-00	Group or Individual

D00 Group or Individual (Day or Night)

01-04	Moarn (Night only)
05-12	Corpse
13-21	Broo Patrol
22-29	Dragonsnail
30-37	Walktapus
38-46	Gorp
47-54	Basilisk
55-61	Headhanger
62-69	Stoorworm
70-76	Scorpion Men
77-82	Troll Patrol

83-87	Group of Adventurers
88-89	Madman
90-00	Victim

The Chaos Garden

This awful area centres on an ancient palatial garden, which is now a nucleus of primal chaos, a place where chaos has gained a foothold in the world. Chaos spreads from the garden like ripples in a pool, becoming weaker and more widely spaced with distance.

The ruined streets around the garden are dangerous as there is a high density of Chaos creatures in this area.

D00 Encounter Table I

01-12	Dragonsnail
13-26	Giant Beetle
27-39	Jack O'Bear
40-51	Walktapus
52-64	Stoorworm
65-77	Giant Ant
78-00	Table II

D00 Encounter Table II

01-09	Dragonsnail (1D3)
10-19	Giant Beetle (1D3)
20-28	Walktapus
29-39	Stoorworm
40-51	Warped Creature
52-61	Chaos Gang
62-71	Giant Ant (1D6)
71-82	Root
82-90	Old Headhanger
91-00	Table III

D00 Encounter Table III

01-09	Gorp
10-19	Dragonsnail (1D3)
20-29	Walktapus
30-40	Giant Ant (2D6)
41-49	Root
50-60	Whip Vine
61-69	Reflective Gorp
70-79	Drain Blooms
80-91	Tumble Weed
92-00	Table IV

D00 Encounter Table IV

01-09	Giant Ant (3D6 and nest)
10-19	Root
20-28	Tangle Vine
29-38	Drain Blooms
39-48	Tumble Weed
49-58	Whip Tree
59-68	Screaming Tree
69-78	Basilisk
79-88	Chaos Bird
89-00	Chaos Garden

Chaos Garden

The centre of the intense chaos in this small part of what is usually termed the Chaos Quarter is a palatial garden. The garden is walled, though there are many gaping holes in its circuit. The walls are smothered in chaos growths, and the vegetation within the wall is dense and perilous.

Encounters will occur at a rate of one per melee round.

D00 Encounter

01-05	Root
06-11	Whip Vine
12-18	Reflective Gorp
19-24	Drain Blooms
25-31	Tumble Weed
32-36	Screaming Tree
37-42	Reflective Gorp
43-49	Poison Bloom
50-56	Stink Bush
57-62	Dragon Bush
63-67	Hallucinogenic Fungi
68-73	Dryad
74-78	Drop Net
79-84	Dragonsnail
85-89	Walktapus
90-94	Stoorworm
95-98	Basilisk
99-00	The Pool

Barter Classes

CLASS 1: 1 Day's Labor, 1 Lara, 1 Mark, 1 dram silver, 1 ounce salt. 5 torch, 5 candles (tallow), bar soap (tallow), sheet of vellum, bundle of fire wood, awl, sack (cloth), pouch (leather), wine skin, flask.

1 night accommodation in a dormitory/common room floor, stabling for a horse for one night.

1 small animal (rabbit/chicken), flagon of beer or ale, 4 days poor food, 2 days common food, 1 days superior food, 1 days fodder/horse; 5 bone fish hooks, 3 meters of line, water skin.

Quarterstaff, garrotte, sling.

CLASS 2: 20 Days' Labor, 20 Lara, 20 Marks, 1 Currency Bar, 3 Carat, 20 drams (1 ounce 4 drams) silver, 20 ounce salt.

Saddle bag, lamp (wick floating in oil), litre lamp/lantern oil, hammer, hatchet, hoe, knife, scythe, sickle, spade, axe (wood), winter cloak (deer), writing tools, 5 blankets, metal pot or pan, backpack, empty cask or keg, flint and steel, 15 meters of rope, any one item of cheap or common clothing, hunting dog (as puppy), average pelt (of otter or some other small animal).

1 week accommodation in private room, 2 weeks accommodation in shared room, 1 week stabling for horse.

5 days noble food, 1 weeks preserved rations, Keg of ale or beer, bottle of wine, 1 week grain/horse, a goat, a sheep, a pig, or calf.

Staff sling, spear, dagger, Knife, Quiver, 5 quarrels, 12 sling stones; damaged or corroded weapon (1/2 to 1/4 armour points plus possible minus to damage done); Soft leather greaves (pair), trews, hauberk, Byrnie, Sleeves (pair), coil or hood.

Sculpted silver ring.

CLASS 3: 100 Days' Labor, 100 Lara, 100 Marks, small gold coin, 5 currency bars, 15 Carat, 100 drams (6 ounces 4 drams) silver, 2 drams gold, 6 pounds salt (approx), 1 ounce spice.

60 meters of rope, 10 meters of iron chain, any item of superior clothing, winter cloak (bear), saddle, chest with simple lock (hasp lock), woodworking or stone masons tools, dyes and mordants (per batch), 2 x 6 meters or cotton cloth, barrel, tent (2 man), musical instrument (harp etc.) Lantern (differs from lamp), Grappling hook, silver cutlery set for one, 5 average pelts.

25% attack hunting hawk, 2 wheeled cart, small raft.

Keg of brandy or absinthe.

Self bow, javelin, light mace, any shield, complete suit soft or hard leather; Cuirbouiilli greaves, skirt, cuirass, vambraces, or helm; Bezainted greaves, skirt, hauberk, Byrnie, sleeves, or hood.

Book (common subject matter), Chart or Map (of some small worth), 5 average fighting men for one day, work crew of 11 men for one day, Potions of POT 1-2, Spell (1-6 points), simple gold ring, silver wrist bracelet.

CLASS 4: 250 Days' Labor, 250 Lara, 250 Marks, 2 — small gold coins, 15 currency bars, 37 Carat, 1 pound silver (approx), 5 drams gold, 16 pounds salt (approx), 2 — ounce spice.

Navigators tools, noble clothing, heavy winter cloak (exotic fur), tent (5 man), anvil, 12 average pelts, iron plough.

40% attack hunting hawk, a cow, an ox, row-boat or canoe, small shack (in safe area of city).

Battleaxe, bow (composite or long), broadsword, gladius, heavy mace, pilum, pole axe, bastard sword, war hammer, war maul; complete suit cuirbouiilli; any two pieces of bezainted armour; ringmail hauberk, byrnie and skirts, sleeves (pair), hood and skirts, or greaves; scale helm; lamellar helm, or skirts; scale cuirass, or vambraces (pair).

Book (book of lore containing useful subject matter/skill increases 15% possible), Chart or Map (above average, of possible worth), 15 average fighting men for one day, work crew of 27 men for one day, Potions of POT 3-4, Spell (7-12 points), silver ring with medium emerald, silver broach, gold ring with small ruby.

CLASS 5: 500 Days' Labor, 500 Lara, 500 Marks, 5 small gold coins, 26 currency bars, 75 Carat, 2 pounds silver (approx), 10 drams gold, 2 stone (31 pounds) salt (approx), 5 ounce spice.

55% attack hunting hawk, freight wagon, burro, mule, 25 average pelts. Greatsword, halberd, great hammer, flair (any), crossbow; complete suit of bexainted armour; scale greaves; ringmail trews; chainmail skirt; brigantine skirt; scale hauberk; lamellar cuirass; chainmail hood.

Book (book of lore containing useful subject matter/skill increase to 25% possible), Chart or Map (above average, of probable worth), 30 average fighting men for one day, work crew of 54 men for one day, Potions of POT 5-6, Spell (13-14 points), silver diadem, gold ring with medium ruby.

CLASS 6: 1000 Days' Labor, 1000 Lara, 1000 Marks, 10 small gold coins, 52 currency bars, 150 Carat, 4 pounds silver (approx), 20 drams (1 ounce 4 drams) gold, 4 — stone (63 pounds) salt (approx), 10 ounce spice.

75% attack hunting hawk, pony, donkey, bull, slave (human child).

Complete suit of ringmail; lamellar greaves; scale trews; plate skirt; lamellar hauberk; chainmail byrnie; brigantine cuirass; chainmail sleeves; lamellar vambraces; brigantine vambraces; ringmail hood; plate helm.

Book (book of lore containing useful subject matter/skill increase to 50% possible), Chart or Map (subject to rumour and of almost certain worth), 60 average fighting men for one day, Potions of POT 7-8, Spell (15-18 points), 100 carat diamond, wide gold wrist bracelet.

CLASS 7: 2000 Days' Labor, 2000 Lara, 2000 Marks, 20 small gold coins, 100 currency bars, 300 Carat, 8 pounds silver (approx) 40 drams (2 ounce 8 drams) gold, 9 stone (125 pounds) salt (approx), 20 ounce (1 pound 4 ounces) spice.

85% attack hunting hawk, riding horse, 2 slave (human child), slave (human male/female), commoners house (in safe portion of city).

Complete suit of scale; brigandine or plate greaves; brigandine or chainmail trews; brigandine or chainmail hauberk; plate cuirass, or vambraces.

Book (book of lore containing useful subject matter/skill increase to 60% possible), Chart or Map (subject to rumour and notoriety, of certain worth), 120 average fighting men for one day, Potions of POT 9-10, Spell (19-21 points), gold torque, 1-2 point speel matrix, binding enchantment etc., in plain object.

CLASS 8: 5000 Days' Labor, 5000 Lara, 5000 Marks, 50 small gold coins 250 currency bars, 750 Carat, 20 pounds silver (approx), 100 drams (6 ounces 4 drams) gold, 22 stone (312 pounds) salt (approx), 50 ounce (3 pound 2 ounces) spice.

95% attack hunting hawk, superior house (in safe portion of city), cavalry trained (nomad trained to same standard) horse.

Complete suit of brigandine; chainmail, lamellar; plate.

Book (book of lore containing useful subject matter/skill increase to 75% possible), Chart or Map (subject to notoriety, of certain worth), 300 average fighting men for one day, Potions of POT 11-13, Spell (22-24 points), gold diadem with 5 medium rubies, 2-4 point spell matrix, binding enchantment etc., in plain object.

CLASS 9: 10000 Days' Labor, 10000 Lara, 10000 Marks, 100 small gold coins, 500 currency bars, 1500 Carat, 40 pounds silver (approx), 200 drams (12 ounces 8 drams) gold, 45 stone salt (approx), 100 ounce (6 pound 5 ounces) spice.

War horse, small barge, 5 + points of matrices, binding enchantments etc., set in plain object.



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Adventure Book

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Contents

I. ELDARAD WITHOUT 1

A. *The Trading Post* 1

B. *The Ferry Village* 7

C. *The Caravans* 9

D. *The Wilderness* 14

E. *The Immaryl Lands* 20

F. *The Tombs of Eldarad* 23

G. *The Tiger Heads* 30

II. THE SCENARIOS 33

A. *The Gray Plague* 36

B. *Power Play* 42

C. *Scenario Ideas* 55

Being those areas related to the city but standing outside the boundary of the ruined megalopolis.

Areth Coll is the agent for the merchant house, the Islaeem family, which discovered the city of Eldarad and began trading with the native Immaril originally. All within the Trading Post are subject to his will. The Trading Post, which was built to trade with the Immaril, now serves the city primarily and there is a Market day once per week where those artisans which do exist may rent a stall under the protection of a Create Market spell. There is a great market the day after the arrival of any ship which docks at the Trading Post. Such ships pay a tax on their wares and some prefer to risk being attacked and draw their ships up on the river bank, trading with all comers, rather than pay the tax.

No one may remain within the walls of the Trading Post after dark without the written approval of Areth Coll, which is usually granted only to those arriving and leaving by those ships which deal with the Trading Post. Such people usually stay at the Longship Inn. Those coming to the city are allowed to stay for one night only and must leave the Trading Post the next day. Those who have Booked Passage may remain until the next ship takes them down river.

Ships arrive irregularly, as the river journey is hazardous and long some handful of ship are lost each year. One ship should arrive in any four week period, but this is by no means certain (consult the charts section below). Many, but by no means all, of the merchant ships are owned and run by house Islaeem.

There are 42 full-time soldiers employed to guard the Trading Post and these patrol regularly. The Trading Post has been attacked occasionally but none of these attacks have succeeded.

The word of Areth Coll is law within the Trading Post. Thieves and murderers are slain out of hand, if caught. For lesser offences Areth Coll might make a judgment of confiscation of some or all of the goods of the perpetrator.

To purchase passage from the Trading Post to the empire will cost 5,000 Lara. This is well beyond the means of the majority of inhabitants of Eldarad and most who arrived with the intent of trying their luck for a year have been stranded here to survive as best they can. If all those who wished to leave could buy passage at a reasonable price, the population of Eldarad would be a tenth of its current level. Many people who intended to stay for a year or so lived out the rest of their lives here, at least fifty percent of the population are second or third generation and have come to identify themselves with the city rather than the place of birth of their parents or grandparents.

For those individuals who strike it rich by locating and looting a particularly wealthy tomb Areth Coll will arrange passage for twenty percent of the proceeds with a five thousand Lara minimum. No captain will strike a deal independently of Areth Coll lightly as their landing privileges would be curtailed instantly if caught doing so. However, this occasionally happens as the deal struck would be better than the thirty percent cut they receive from the passage price Areth Coll demands.

The supply of goods to Eldarad is limited to the number of ships and caravans arriving and by the fact that most will carry only items sure to fetch a good price; food being prime among these. Areth Coll will gladly bare the cost of ordering an item which is unlikely to be brought to the city in the normal course of events but will charge a full five times the cost to him when the item arrives; and this will likely be several weeks later.

Barter Class 1 at 140%



Areth Coll, Priest of the Trade God

Personalities

Areth Coll is a tall man with dark hair and eyes, his tanned face is deeply lined and hawk like. He has travelled as a merchant for most of his life and is very experienced and knowledgeable. He has his people well trained and rarely has to concern himself with the running of the Trading Post he commands. Instead he concerns himself with the business of increasing his personal fortune. He spends much time in study of the Eldarad situation and, though it is not well known, he pays well for information from those few people he trusts to give it. He has funded several expeditions into the wilderness around Eldarad, successful due to his meticulous research, excellent planning, and generous funding. He, of course, takes the lions share of any proceeds and is not double crossed as he has wealth enough to hire any number of Bounty Hunters.

He has possession of 1D10 maps from Barter Classes 1-6.

Trading Post Stats

Areth Coll: 33 year old male, Priest of Empire Trade God.

STR	10	Move 3	R Leg	2/5	___
CON	15	Hit Points 15	L Leg	2/5	___
SIZ	15	Fatigue 25 - 23 = 2	Abdomen	7/5	___
INT	18	Magic Points 16	Chest	7/6	___
POW	16	DEX SR 3	R Arm	7/4	___
DEX	11		L Arm	7/4	___
APP	14		Head	7/5	___

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	52	1D6 + 1 + 1D4	39	10
Dagger	8	42	1D4 + 2 + 1D4	11	6

Spells: (spirit 57%) Mobility 1, Protection 3, Healing 6. (divine 77%) Dismiss Magic 1, Divination 1, Extension 2, Create Market, Spell Trading (one use in trade) Shield 3, Float 1.

Skills: Ride 38, Throw 57, Fast Talk 90, Orate 72, Speak Armanian 97, Speak Tradetongue 49, Craft Bargain 87, Evaluate 97, First Aid 36, Human Lore 85, World Lore 75, Read/Write 44, Devise 50, Search 57, Ceremony 38, Enchant 16, Summon 16.

Magic Items: Matrix for Summon Salamander in small silver dragon pendant. Magic spirit bound into a gold bracelet. (Plus 1D6 others subject to constant change.)

Magic Spirit INT 16 POW 10 Spells: Shimmer 5, Fireblade, Befuddle, Control Salamander.

Notes: Areth Coll does not usually wear armour, when there is need he will don a brigandine hauberk and helm, and stiff leather treads. When not wearing armour add 13 to fatigue and his chance to cast spells. He does not normally carry any money with him, if there is need he will be carrying whatever he needs.

Orren Durel is the assistant of Areth Coll. He is a small, black haired man with watery blue eyes. He is a shrewd bargainer and usually gets the best of the deal. He is also a scribe and he keeps all the official records of transactions.

Orren Durel: 25 year old male scribe, Initiate of Empire Trade God.

STR	09	Move 3	R Leg	1/4	___
CON	10	Hit Points 11	L Leg	1/4	___
SIZ	12	Fatigue 19 - 6 = 13	Abdomen	1/4	___
INT	15	Magic Points 10	Chest	1/5	___
POW	10	DEX SR 3	R Arm	1/3	___
DEX	11		L Arm	1/3	___
APP	12		Head	1/4	___

Weapon	SR	Attk%	Damage	Parr%	Pts
Dagger	5	29	1D4 + 2	13	6

Spells: (spirit 47%) Mobility 1.

Skills: Dodge 13, Throw 33, Fast Talk 21, Orate 23, Speak Armanian 66, Speak Tradetongue 16, Animal Lore 12, Craft Brew Ink 35, Craft Bargain 75, Evaluate 30, Human Lore 40, Mineral Lore 12, Plant Lore 16, Read/Write Armanian 37, Read/Write Tradetongue 15, World Lore 40, Devise 39, Search 50, Ceremony 13.

Notes: Orren Durel does not normally wear armour, if necessary he will don soft leather hauberk, treads, and helm. He does not normally carry money. When not wearing armour add 3 to his fatigue and his chance to cast spells. He wears a gold betrothal ring which he will not talk about unless very drunk (his betrothed died before they could be married), which is an unlikely eventuality.

Colbrin Ath is a barbarian out of the north, and is easily recognised as such by his cold blue eyes and fair hair. Captured as a youth whilst raiding the Empire he was sold into slavery and survived many combats in the arena before winning his freedom. As a citizen of the Empire he became a soldier, and served for many years before he retired. He is no longer a young man but is very skilled in many weapons and is a good leader. He has served with house Islaem for many years and has been the captain of the Trading Posts guard for three years.

Colbrin Ath: 46 year old male, Initiate of Empire War God.

STR	18	Move 3	R Leg	7/5	___
CON	12	Hit Points 14	L Leg	7/5	___
SIZ	16	Fatigue 30 - 29 = 1	Abdomen	7/5	___
INT	11	Magic Points 10	Chest	7/6	___
POW	10	DEX SR 3	R Arm	7/4	___
DEX	15		L Arm	7/4	___
APP	09		Head	7/5	___

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	6	97	1D8 + 1 + 1D6	29	10
Target Shield	—	35	—	96	12
Comp. Bow	3/9	92	1D8 + 1 + 1D6	—	7
Shortsword	6	102	1D6 + 1 + 1D6 + 5	29	10
Buckler	—	35	—	106	8
Dagger	7	76	1D4 + 2 + 1D6	29	6

Spells: (spirit 21%) Bladesharp 3, Demoralize. (divine 71%) Berserk, Shield 3.

Skills: Ride 55, Throw 85, Orate 25, Animal Lore 11, First Aid 90, Human Lore 75, Plant Lore 11, Read/Write 21, Conceal 48, Devise 38, Listen 97, Scan 83, Search 32, Track 17, Hide 37, Sneak 14, Ceremony 34.

Magic Item: Colbrin Ath wears a silver ring which is a matrix for Heal 7. His shortsword has damage boosting cast upon it: intensity 5, duration 15; this has 8 weeks left to run. A passion spirit (pain) is bound into his shortsword.

Passion Spirit: POW 13.

Notes: Colbrin Ath wears chainmail and carries both shortsword and buckler on duty, but does not wear armour off duty and carries only his shortsword. When off duty add 25 to his fatigue and chance to cast spells. He normally carries a few coins.

Arrel Canshun is the proprietor of the Longship Inn. He is chubby, jovial fellow, who laughs a lot, mostly at his own jokes. He is a good source of news, and is quite willing to explain the situation in Eldarad, including the situation with Booking Passage, to any new Inbound who care to listen.

Capt. Jhan Kerak is a vassal of house Islaeem and is the youngest captain of their fleet. A short man with brown hair and eyes, he is a fair dealing individual and well liked by those who serve under him.

Jhan Kerak: 25 year old Captain, Initiate of Sea God.

STR	11	Move 3	R Leg	0/4	
CON	16	Hit Points 12	L Leg	0/4	
SIZ	08	Fatigue 27 - 4 = 23	Abdomen	0/4	
INT	14	Magic Points 13	Chest	0/5	
POW	13	DEX SR 2	R Arm	0/3	
DEX	17		L Arm	0/3	
APP	14		Head	0/4	

Weapon	SR	Attk%	Damage	Parr%	Pts
Sabre	7	43	1D6 + 1	35	10
Dagger	8	36	1D4 + 2	25	6

Spells: (spirit 61%) Protection 2. (divine 96%) Breathe Water.

Skills: Boat 65, Climb 80, Dodge 24, Swim 55, Throw 53, Orate 22, Craft Wood 32, Human Lore 27, Read/Write Armanian 13, Shiphandling 31, World Lore 33, Devise 34, Scan 52, Summon 20.

Treasure: Jhan Kerak carries a pouch containing 32 Lara and 18 Ames.

Notes: Jhan Kerak does not wear armour normally, but if necessary he will wear any armour provided for him.

Capt. Marass Hirrand is a vassal of house Islaeem. He is a large, fat individual with greasy, curly black hair and dark brown eyes. He wears a great deal of gold, finger rings, bracelets and arm bands. He has a voice like a fog horn and is seemingly incapable of talking in normal tones. He is a shrewd and suspicious man, and is also harsh and cruel but once his trust is gained he is an unflinching ally.

Marras Hirrand: 39 year old Captain, Initiate of Sea God.

STR	15	Move 3	R Leg	0/4	
CON	07	Hit Points 12	L Leg	0/4	
SIZ	17	Fatigue 22 - 5 = 17	Abdomen	0/4	
INT	10	Magic Points 07	Chest	0/5	
POW	07	DEX SR 3	R Arm	0/3	
DEX	11		L Arm	0/3	
APP	10		Head	0/4	

Weapon	SR	Attk%	Damage	Parr%	Pts
Sabre	6	77	1D6 + 1 + 1D4	22	10
Dagger	7	43	1D4 + 2 + 1D4	13	6

Spells: (spirit 30%) Protection 5. (divine 95%) Breathe Water, Float 3.

Skills: Boat 97, Climb 89, Dodge 26, Swim 84, Throw 70, Orate 27, Craft Wood 58, Human Lore 53, Read/Write Armanian 24, Shiphandling 72, World Lore 77, Devise 52, Scan 69, Ceremony 27.

Treasure: carries 92 Lara in a belt pouch.

Notes: Marass Hirrand does not normally wear armour, if needful he will wear any armour provided (assuming any can be found to fit him).

Illean Vir is an independent merchant captain who owns and runs his own ship. He is a short, powerfully built man with black hair and brown eyes. He sells direct to Areth Coll, accepting the taxation upon his goods with the view that this is an acceptable loss for a good return. He will often winter in Eldarad, beaching his ship on the far side of the river. With a temporary stockade built around the ship and his men busy making winter repairs he, his officers, and a few fighting men will spend the winter in the city. Twice, during these winter months, he has returned to his ship with considerable treasure after following up leads and robbing tombs.

Illean Vir: 36 year old independent merchant Captain, Initiate of God of Sea Trade.

STR	17	Move 3	R Leg	4/3	
CON	10	Hit Points 09	L Leg	4/3	
SIZ	08	Fatigue 27 - 10 = 17	Abdomen	4/3	
INT	13	Magic Points 11	Chest	4/4	
POW	11	DEX SR 3	R Arm	4/3	
DEX	15		L Arm	4/3	
APP	09		Head	4/3	

Weapon	SR	Attk%	Damage	Parr%	Pts
Sabre	8	79	1D6 + 1 + 1D4	36	10
Dagger	9	48	1D4 + 2 + 1D4	26	6

Spells: (spirit 45%) Protection 3, Befuddle, Mobility 2. (divine 90%) Create Market, Breathe Water, Command Killer Whale.

Skills: Boat 79, Climb 97, Dodge 37, Swim 89, Throw 78, Orate 29, Craft Wood 53, Craft Bargain 55, Evaluate 29, Human Lore 50, Read/Write Armanian 24, Shiphandling 66, World Lore 50, Devise 59, Scan 71, Ceremony 33.

Magic Item: Sabre has Bladessharp 4 matrix on blade.

Treasure: carries 45 Lara in belt pouch.

Notes: Illean Vir only wears his armour whilst ashore and outside the protection of the Trading Post. When not wearing armour add 6 to his fatigue and his chance to cast spells.

Mareesha Shan is an independent merchant captain who owns and runs her own ship. She is a young, attractive woman with raven black hair and eyes. She has no particular regard for law and often smuggles goods in other nations but usually pays the necessary taxes at Eldarad. She can rarely afford to purchase her own cargos and usually sells cargo space to the highest bidder. She appears in Eldarad once or twice a year.

Mareesha Shan will strike private deals for passage to the empire. Her usual price is two to three thousand Lara. As long as she is certain that Areth Coll is ignorant of the deal she will instruct the individuals to wait for her departure down river and hail her ship from the bank.

Mareesha Shan: 27 year old independent merchant Captain, Initiate of Sea God of Trade.

STR	09	Move 3	R Leg	0/4	
CON	13	Hit Points 11	L Leg	0/4	
SIZ	07	Fatigue 20 - 4 = 16	Abdomen	0/4	
INT	16	Magic Points 13	Chest	0/5	
POW	13	DEX SR 2	R Arm	0/3	
DEX	18		L Arm	0/3	
APP	14		Head	0/4	

Weapon	SR	Attk%	Damage	Parr%	Pts
Sabre	5	62	1D6 + 1	35	10
Dagger	9	40	1D4 + 2	25	6

Spells: (spirit 41%) Protection 3. (divine 96%) Breathe Water, Float.

Skills: Boat 51, Climb 87, Swim 61, Throw 59, Orate 39, Craft Wood 40, Craft Bargain 40, Evaluate 23, Human Lore 35, Read/Write Armanian 30, Shiphandling 42, World Lore 35, Devise 42, Scan 60, Ceremony 42.

Treasure: Mareesha Shan carries 32 Lara in a belt pouch. She has a gold earring sculpted into the form of a dolphin (30L).

Notes: Mareesha Shan does not normally wear armour, if there is need she will wear any armour provided.

Trading Post Locations

The entire Trading Post is protected by a Warding 4; the enchantment is laid upon the corner posts of the stockade.

1. The Longship Inn: the inn has a large common room, kitchen and well stocked cellar. The second floor is devoted to sleeping quarters, ranging from single rooms to a small dormitory for a dozen individuals.

2. Barracks: this place houses Colbrin Ath and his guards; there is no armoury here, the weapons and armour of each man are stored in chests beside their beds. Colbrin Ath has a private chamber within the barracks.

3. Warehouses: there are three warehouses within the Trading Post. Space within can be rented by anyone with the funds to do so. The bulk of the warehouse space is filled by foodstuff, grain, etc., which is sold at the regular market. There are also a great many furs and other native produce stored here.

Areth Coll has allocated a fair amount of space to the best of the trade goods which he has amassed over the years, primarily consisting of high quality pelts.

4. Islaeem Hall: all merchants who ply the river trade stay here during their stopovers. The hall is also a place of discussion, where prices are fixed, news given and received, and purchases arranged. The market stalls are stored within the hall. The quarters of Areth Coll are here. Coin and other wealth are stored in Areth Coll's quarters. There is a Warding two laid upon the hall; the enchantment is cast upon the cornerstones of the building.

Areth Coll has amassed a great deal of wealth in the form of small items of treasure, gems, jewelry and other precious substances in addition to a great deal of coinage. He also has possession of 3D10 magic items at any one time, this will usually be 1 or 2 point matrices, some will be sorcery matrices with which he has little facility, others may be more powerful but have User Conditions laid upon them. As he trades magic items at a fairly constant rate it is difficult to say what magic items he will have on his person at any one time. The total worth of his personal treasure is easily in excess of one hundred thousand Lara.

5. Granary: there is enough grain stored here to supply the whole city for a week, or the Trading Post for a year.

6. Hunters Hall: this is the abode of the native hunters employed by Areth Coll to supply the Trading Post with fresh meat. This Hall is especially active in times when there have been few ships and caravans coming to Eldarad.

7. Market Square: the area in the centre of the Trading Posts compound is usually bare, save for the withered oak which stands there. On a market day however the square is filled with stalls of all kinds, as the cities few artisans display their wares. Also, at this time purchases may be made from the Trading Post; such deals are negotiated in the Islaeem Hall. The oak is used as a message post, and is usually smothered in messages of all kinds (see chapter on Information). During markets the Create Market spell is cast by Areth Coll.

There is a Shrine to the God of Trade in the market square.

Average Trading Post Soldier.

STR	12	Move	3	R Leg	4/5	—
CON	10	Hit Points	13	L Leg	4/5	—
SIZ	15	Fatigue	22 - 13 = 9	Abdomen	4/5	—
INT	12	Magic Points	11	Chest	4/6	—
POW	11	DEX SR	3	R Arm	4/4	—
DEX	12			L Arm	4/4	—
APP	10			Head	4/5	—

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	49	1D6 + 1 + 1D4	23	10
Buckler	—	—	—	43	8
Comp. Bow	3/9	49	1D8 + 1 + 1D4	—	7
Dagger	8	39	1D4 + 2 + 1D4	13	6

Spells: (spirit 42%) Bladesharp 2.

Skills: Ride 13, Throw 33, Orate 13, First Aid 27, Human Lore 22, Read/Write Armanian 07, Conceal 14, Devise 14, Listen 38, Scan 38, Hide 11, Ceremony 14.

Notes: the guards wear Bezainted armour and carry all weapons on duty. They do not have access to coinage, a credit system is used and their accumulated pay, docked the amount they have used, is paid at the end of a five year tour of duty. These are private troops in the employ of house Islaeem.

Average Native Hunter.

STR	13	Move	3	R Leg	0/4	—
CON	10	Hit Points	11	L Leg	0/4	—
SIZ	12	Fatigue	23 - 5 = 18	Abdomen	1/4	—
INT	10	Magic Points	10	Chest	1/5	—
POW	10	DEX SR	3	R Arm	0/3	—
DEX	12			L Arm	0/3	—
APP	10			Head	0/4	—

Weapon	SR	Attk%	Damage	Parr%	Pts
2HS Spear	7	39	1D8 + 1 + 1D4	32	10
Self Bow	3/9	44	1D6 + 1	—	5
Knife	8	24	1D3 + 1 + 1D4	17	4

Spells: (spirit 45%) Disruption, Heal 1, Speedart.

Skills: Throw 42, Animal Lore 15, Craft Leather 15, Craft Stone 15, Plant Lore 15, Listen 40, Scan 40, Track 40, Hide 25, Sneak 30.

Notes: hunters wear Soft Leather skirts and jerkin, this is both clothing and armour.

Ship Arrivals

% Chance Per Week

01-80	No arrival
81-84	Jhan Kerak
85-89	Marass Hirrand
90-92	Illean Vir
93-96	Mareesha Shan
97-98	Other*
99-00	Roll Twice**

*Any trader, member of a merchant house, independent, pirate, or other which occurs to the Gamemaster.

**Prices fall by a third for a two week period. The Great Market will last three days instead of the usual one.

Encounter Table (during markets only)

1D100	Personality
01-04	Oldan Burr
05-09	Rathin
10-13	Yenand
14-17	Mathar Shafe
18-26	Mabrath
27-31	Thessen
32-38	Korina
39-46	Ehrall
47-52	Missael
53-62	Marn Tussahl
63-74	Boarn
75-86	Taran
87-89	Borjahn
90-00	Marn



Oldan Burr of the Ferry Village

The Ferry Village

About seven years ago the first of the Nomad caravans found their way to Eldarad, word having reached them about the under exploited market there. These Nomads camped on the north side of the river and built a temporary stockade for defence. To begin with the people of Eldarad floated rafts across the river to trade with the nomads, loss of life was considerable in the first year, then Oldan Burr came to Eldarad and the Ferry was built. Nomad caravans have appeared irregularly since then and a small community built up around the ferry. A militia was formed to protect the ferry and the increase in their standard of living that it represented.

Oldan Burr, who organised the construction of the ferry and has run it since, charges a percentage of the product which those who cross intend to trade with the nomads as a fee for the crossing. This is usually a single item: one pelt from a bundle of furs, etc., but in some cases may be considerably more. If the person wishing to cross is trading only a single item he will accept a percentage of that which they accept from the nomads in trade, or may attempt to trade for the item himself.

Although the ferry is by far the safest way of crossing the river, many attempt to cross on rafts or other light craft in order to trade with the nomads to avoid the price of the ferry crossing. Some of these are lost, depending on the season and the strength and height of the waters.

A small area of land around the ferry is farmed.

An informal council of ten men rule the village, insofar as it can be said to be ruled, and all adults have a vote on any issue. The business of the council is primarily the defence of the ferry and the village.

As the village produces a grain surplus and is quite happy to trade, they are left in peace by the majority of groups within Eldarad. However, there are some bands of Brigands who would be happy to gain control of the granaries and the ferry. The village has successfully defended both from several half-hearted attacks by small groups.

The council has given a high priority to the wall being built around the village.

Item Availability

The wealth of the village is primarily in livestock and foodstuffs; they are a farming community and this should be remembered when characters attempt trade. They have a low access to gems, jewelry, coin and luxury goods though some individuals may have some items of this nature. Item availability is indicated by Barter Class, this is intended as a rough guide only: Barter Class 1 85%.

Population

The population of the ferry village has been, and will no doubt continue to grow steadily and is estimated at 700 men, women, and children. 430 are adults, roughly half of which are male. There are roughly 135 hearths within the village. The militia has a strength of 70 individuals, mostly without armour, bearing spears and shields. 20 of the militia are women.

Personalities

Oldan Burr is a middle aged man whose long brown hair is streaked with grey. He is a tall, active man with broad shoulders and strong arms. He has worked the ferry alone since its construction, and used to perform the same service in a small province of the empire before hearing of Eldarad and coming to seek his fortune. He does not consider being stranded in Eldarad as a bad thing, in fact he is considerably more wealthy than he was before he came to Eldarad, as here there are no laws concerning how much, or little, he must charge for his service.

He is a founder member of the council.

Oldan Burr: 44 year old male Ferryman.

STR	19	Move 3	R Leg	1/6	___
CON	16	Hit Points 17	L Leg	1/6	___
SIZ	17	Fatigue 35 - 10 = 25	Abdomen	2/6	___
INT	15	Magic Points 13	Chest	3/8	___
POW	13	DEX SR 4	R Arm	2/5	___
DEX	06		L Arm	2/5	___
APP	11		Head	0/6	___
Weapon	SR	Attk%	Damage	Parr%	Pts
2H Spear	6	59	1D10 + 1 + 1D6	48	10
Dagger	8	49	1D4 + 2 + 1D6	09	6
Fist	8	88	1D3 + 1D6	19	5

Skills: Throw 77, Fast Talk 71, Speak Armanian 67, Craft Carpenter 98, Craft Joiner 97, Evaluate 98, Human Lore 68, Conceal 40, Devise 99, Scan 40, Search 69.

Treasure: Oldan has no treasure but he does own saws, chisels and other carpentry tools which are worth a good deal in trade.

Notes: Oldan usually wears his mishmash of armour while he is working, just in case. His spear is always close to hand.

Erak is no longer a young man, being almost 60 years old. His hair is almost gone, and what is left is white. His tall, powerful frame is heavily scarred and marked by age. This and the small, recent pot belly make him look harmless enough but his eyes are blue and as cold as death. Erak is in retreat from the outside world. He was a successful mercenary for many years and his true name, Heiross, is a legend throughout the civilized world. He believes that no one knows who he is but Oldan Burr remembers seeing him in his youth before the battle of Andereth Pass where he first made his name. Oldan, however, is keeping the information to himself. He began the trend of farming around the village and also makes a fair beer which he sells at the Ferry Inn. He is considered to old to join the militia, and is content for this opinion to prevail. If the village is ever seriously threatened he would don his armour and stand in defence of the village with more success than anyone, save Oldan would guess.

Erak: 60 year old warrior, Rune Lord of God of Mercenaries.

STR	20	Move 3	R Leg	7/8	___
CON	16	Hit Points 23	L Leg	7/8	___
SIZ	18	Fatigue 36 - 38 = - (2)	Abdomen	7/8	___
INT	15	Magic Points 14	Chest	7/10	___
POW	14	DEX SR 3	R Arm	7/6	___
DEX	14		L Arm	7/6	___
APP	10		Head	7/8	___

Weapon	SR	Attk%	Damage	Parr%	Pts
Greatsword	5	114	2D8 + 1D6	102	12
Long Bow	3/9	97	1D8 + 1	—	6
Shortsword	6	97	1D6 + 1 + 1D6	89	10
Target Shield	—	—	—	97	12

Spells: (spirit 32%) Bladesharp 6, Demoralize, Endurance 4, Firearrow, (in mind of bound Magic Spirit) Befuddle, Multimissile 5, Shimmer 4, (in mind of bound Intellect Spirit) Summon Sylph, Control Sylph, (divine 62%) Shield 5, Truesword, Binding Enchantment, Strengthening Enchantment, Extension, Dismiss Magic, Sanctify, Worship God Mercenaries, Soul Sight, Heal.

Skills: Climb 79, Dodge 79, Jump 69, Ride 49, Swim 49, Throw 69, Orate 25, Sing 30, Animal Lore 18, Evaluate 38, First Aid 68, Human Lore 48, Plant Lore 48, Read/Write Armanian 53, World Lore 48, Devise 37, Listen 78, Scan 78, Search 73, Track 43, Ceremony 78, Enchant 59, Summon 75.

Magic Item: Erak's Greatsword contains several matrices: 38 point POW spirit, 11 point POW spirit, spirit block 4 matrix, Lightning 3, Summon and Control Salamander.

Notes: Erak does not wear his armour (which is brigandine), he has it stashed in a chest, as are his weapons: however his stats are calculated as though wearing full armour. If he is not wearing armour add 2% to most skills and 26 to his fatigue, if he is not carrying weapons add a further 7 points to fatigue.

Rathin has lived in Eldarad all his life, as did his parents and grandparents. He was taken as a slave by Reavers who lived in the country and made occasional raids in the city. His parents were slain in the attack in which he was taken. He escaped after several months and became a sell sword, as such are always in demand. He worked for various employers in the city. When the ferry village began to take shape he left his profession and joined the community. He is the captain of the militia and a prominent council member.

Rathin: 27 year old male, Captain of Militia.

STR	11	Move 3	R Leg	2/4	___
CON	12	Hit Points 11	L Leg	2/4	___
SIZ	10	Fatigue 23 - 8 = 15	Abdomen	4/4	___
INT	16	Magic Points 15	Chest	4/5	___
POW	15	DEX SR 2	R Arm	3/3	___
DEX	18		L Arm	3/3	___
APP	16		Head	2/4	___

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	6	73	1D6 + 1	34	12
Buckler	—	—	—	66	8
Dagger	7	39	1D4 + 2	24	6

Spells: (spirit 67%) Bladesharp 2, Demoralize, Protection 2, Heal 2, Summon Shade, Control Shade.

Skills: Dodge 18, Throw 54, Sing 21, Speak Halic 46, Speak Tradetongue 13, Animal Lore 23, First Aid 44, Human Lore 19, Plant Lore 39, World Lore 23, Conceal 33, Listen 62, Scan 58, Search 42, Track 30, Hide 21, Sneak 21, Ceremony 36, Enchant 23, Summon 31.

Magic Item: silver ring with black pearl which holds medium shade. 3 Cubic Meter Shade (STR 11, POW 13, HP 12, Move 6).

Treasure: slim gold spiral armband which is shortened as Rathin cuts lengths from it as required.

Notes: Rathin usually wears his Bezainted hauberk and goes armed at all times; in this situation add 3 to his fatigue and his chance of casting spells. His other armour consists of cuirbouilli vambraces, leather greaves and helm. If he is not wearing armour add 9 to his fatigue and chance of casting spells.

Shemier is a young healer who followed her brother to Eldarad when she had heard no word of him for a year. She has still learned nothing of him though she has spread word to all who will listen of his name and description. She settled in the ferry village as it is the nearest thing to civilized in Eldarad. She does not have the necessary funds to return home, and has little hope of ever earning sufficient money to do so. As a healer she will answer any call for assistance.

Her brother's name is Allaghan.

Shemier: 19 year old female, Healer.

STR	11	Move 3	R Leg	0/4	___
CON	14	Hit Points 12	L Leg	0/4	___
SIZ	10	Fatigue 25 - 2 = 23	Abdomen	0/4	___
INT	15	Magic Points 09	Chest	0/5	___
POW	09	DEX SR 2	R Arm	0/3	___
DEX	17		L Arm	0/3	___
APP	12		Head	0/4	___

Weapon	SR	Attk%	Damage	Parr%	Pts
Dagger	7	36	1D4 + 2	23	6
Fist	7	42	1D3	32	3

Skills: Dodge 17, Throw 37, Orate 14, Speak Armanian 39, Speak Tradetongue 09, Animal Lore 22, First Aid 35, Human Lore 26, Mineral Lore 22, Plant Lore 30, Devise 30, Search 39.

Magic Item: Bloodstone: this item operates in the same manner as a heal spell, but the user must wound herself for one point of damage in each location the patient is wounded in order for the effect to occur. The Bloodstone will then drain Magic Points from the user and heal the patient. If there are not enough Magic Points available then no healing occurs. This is a source of great anguish for Semier as those patients most in need of healing often die as a result of her failure.

Treasure: Shemier has many healing plants ready for use. She does not use these as trade items but gives freely to those in need.

Yenand is one of the few numerate and literate villagers. He is in charge of weights, measures, and accounting for the council. He is a council member.

Yenand: 27 year old male, Initiate of Knowledge God.

STR	13	Move 3	R Leg	0/4	___
CON	13	Hit Points 12	L Leg	0/4	___
SIZ	11	Fatigue 26 - 3 = 23	Abdomen	0/4	___
INT	18	Magic Points 07	Chest	0/5	___
POW	07	DEX SR 3	R Arm	0/3	___
DEX	10		L Arm	0/3	___
APP	12		Head	0/4	___

Weapon	SR	Attk%	Damage	Parr%	Pts
Dagger	8	37	1D4 + 2	16	6
Fist	8	47	1D3	26	3

Spells: (spirit 32%) light, Shimmer 2. (divine 97% all one-use) Analyse Magic, Knowledge, Divination.

Skills: Dodge 18, Throw 38, Fast Talk 24, Orate 36, Speak Armanian 73, Speak Tradetongue 19, Craft Numerate 42, Evaluate 37, Human Lore 49, Mineral Lore 37, Read/Write Armanian 56, Read/Write Tradetongue 20, World Lore 44, Devise 51, Search 58, Ceremony 22.

Treasure: small barrel of ink, silver finger ring with truth rune.

Average Militiaman: (above average will have some leather armour).

STR 12	Move 3	R Leg	0/4	
CON 11	Hit Points 12	L Leg	0/4	
SIZ 12	Fatigue 23 - 8 = 15	Abdomen	0/4	
INT 10	Magic Points 11	Chest	0/5	
POW 11	DEX SR 3	R Arm	0/3	
DEX 12		L Arm	0/3	
APP 11		Head	0/4	

Weapon	SR	Attk%	Damage	Parr%	Pts
1HS Spear	7	32	1D8 + 1	26	10
Target Shield	—	—	—	30	12
Dagger	8	22	1D4 + 2	16	6

Spells: (spirit 47%) Heal 1 (or Shimmer 1).

Skills: Climb 45, Jump 30, Throw 34, Orate 11, Animal Lore 17, Craft Wood 14, First Aid 18, Human Lore 13, Mineral Lore 13, Plant Lore 21, Read/Write Various 04, World Lore 17, Devise 16, Listen 31, Scan 35, Search 31, Ceremony 11.

The Ferry

The village of the ferry is encircled by a ditch and a half built wall. There are no other protections.

1. **The Ferry:** the ferry itself is a large raft propelled across the river by the muscle power of Oldan Burr via a rope slung across the river. The raft is large enough to carry up to thirty people at a time.

2. **Ferry Inn:** the inn is actually a simple hall with an adjacent kitchen and a cool room for storing beer. It is run by Lathairn and his wife Illicia, second generation inhabitants of Eldarad. The food is good peasant fare.

3. **Council Hall:** a meeting hall for the whole village which can hold up to one hundred people. The council meets here once a week.

4. **Granaries:** there are eleven small granaries here. Accounts are kept by the council and any who contribute to the grain stock benefit in proportion to the amount of their crop. The proceeds of the sale of surplus grain are distributed amongst those who contribute to the grain stock. A percentage of the profits is retained by the council for purchases to aid the community: two oxen are an expression of this; the wall being built in the defence of the village is another.

5. **Mill:** this is a simple affair, two stones driven by a burro. The flour is stored here. Most families bake their own bread, and remove part of their stock, or barter with the council for flour in order to do so.

6. **Pens:** these are enclosures of various sizes for sheep, goats and other livestock of the village.

7. **Shrine:** this is a shrine to the Earth Goddess. The priestess who sanctified the Shrine died some months ago.

8. **Graveyard:** this is a simple burial site, with perhaps three dozen graves.

Caravan of Karmia San

Karmia San is a nomad merchant out of Laharabad. As a young noble of one of the smaller clans he lead many successful raids in his youth and amassed a good deal of wealth. All this was lost, however when his tribe was all but wiped out by Chaos forces. He and the remnants of his tribe, a hand full of warriors, became mercenaries and travelled extensively. When guarding a caravan some ten years ago the merchant who had employed them was killed. Karmia San took the caravan back into the nomad lands and began his life as a trader. Three years later he heard word of Eldarad and brought the first Caravan to the city. Since then he has returned several times, with various degrees of success. The tribe of Karmia San has grown slowly to some 45 individuals.

Karmia San comes to Eldarad to trade for magic items and treasure and will usually spend some weeks in the region for that purpose. His prime trade items are livestock, including horses; he also has spices, blankets, some hardware to trade. He will happily trade items the tribe can easily replace, such as leather armour and non-metal weapons.

Personalities

Karmia San is a hawk featured, dark skinned individual with black eyes. He is a lean, hard muscled man and is quite capable of being ruthless, even callous. In his trading he is usually fair, but if any transgress against himself or his tribe he is relentless in his vengeance. He has an overwhelming hatred of Chaos and will seek the destruction of such at every opportunity.

Karmia San: 32 year old male, chieftain of Karmia tribe of nomad merchants.

STR 16	Move 3	R Leg	7/7	
CON 16	Hit Points 19	L Leg	7/7	
SIZ 11	Fatigue 32 - 13 = 19	Abdomen	7/7	
INT 15	Magic Points 14	Chest	7/9	
POW 14	DEX SR 2	R Arm	7/6	
DEX 17		L Arm	7/6	
APP 12		Head	7/7	

Weapon	SR	Attk%	Damage	Parr%	Pts
Scimitar	6	86	1D6 + 2 + 1D4	34	16
Target Shield	—	—	—	75	18
Comp. Bow	2/7	84	1D8 + 1	—	7
Dagger	7	57	1D4 + 1 + 1D4	24	6

Spells: (spirit 51%) Bladesharp 5, Demoralize, Detect Enemy, Dispel Magic 5. (in mind of found intellect spirit) Endurance 3, Farsee 2, Firearrow, Heal 4, Mindspeech 1, Mobility 3, Repair 2, Shimmer 6.

Skills: Dodge 58, Ride 48, Throw 68, Fast Talk 53, Orate 39, Speak Kursig 68, Speak Tradetongue 28, Animal Lore 17, Evaluate 62, First Aid 37, Human Lore 49, Plant Lore 15, Read/Write Tradetongue 55, World Lore 15, Conceal 30, Devise 40, Play flageolet 17, Listen 46, Scan 45, Search 54, Track 17, Ceremony 25.

Magic Item: the Hit Points of Karmia San have been increased by Strengthening Enchantment, his armour has the appearance of soft leather with minute speckles of silver or gold covering it (it is in fact magically treated dragon hide). He has an above average intellect spirit (INT 23 POW 24), and two POW spirits (POW 10, POW 11), bound into the blade of his scimitar, both scimitar and target shield have been effected by Armoring Enchantment. A red tattoo of a Fire Rune contains a large (10 Cubic Meter) Fire Elemental (STR 31, POW 41, HP 73, Move 3).

Treasure: all the wealth of the tribe is, in theory, the property of Karmia San. In practice he has little personal wealth, only the luxuries of his own tent. He may be considered to be wearing 5000 Lara of gold, silver and gems.

Nahachan is a native Immariil who, whilst questing for feathers of the Mhareechi eagle was taken captured by chaos beings north of the Laharabad Pass. He was tortured, and his left ear is missing as a result of this, before being rescued by Karmia San and his tribe. He had also been effected by a disease spirit (Soul Waste) for some time. Nahachan has followed Karmia San since then and is a member of the tribe; he operates as a scout.

Nahachan: 25 year old male, Immariil hunter, adopted member of Karmia tribe.

STR	14	Move 3	R Leg	0/4	
CON	15	Hit Points 12	L Leg	0/4	
SIZ	08	Fatigue 29 – 6 = 23	Abdomen	0/4	
INT	13	Magic Points 03	Chest	0/5	
POW	03	DEX SR 2	R Arm	0/3	
DEX	18		L Arm	0/3	
APP	12		Head	0/4	

Weapon	SR	Attk%	Damage	Parr%	Pts
2HS Spear	7	58	1D8 + 1	37	10
Self Bow	2/7	68	1D6 + 1	—	5
Dagger	8	38	1D4 + 2	27	6

Spells: (spirit 9%) Heal 2, Speedart.

Skills: Dodge 27, Throw 67, Animal Lore 28, Craft leather 28, Craft Stone 28, Plant Lore 28, Listen 57, Scan 57, Track 37, Hide 57, Sneak 67, Ceremony 15.

Treasure: Nahachan has 10 doses of POT 15 poison.

Idrith is the tribes Shaman. He is a tall, emaciated figure covered in blue tattoos of various designs. He was the Shaman of the tribe before Karmia San became chief and remembers the old days fondly. He is quite old and has become rather absent minded. He has two assistants, one of whom is almost ready, in the opinion of Idrith, for Shamanhood.

Idrith: 42 year old male, Shaman of Karmia tribe.

STR	08	Move 3	R Leg	6/6	
CON	08	Hit Points 12	L Leg	4/6	
SIZ	16	Fatigue 16 – 8 = 8	Abdomen	11/6	
INT	14	Magic Points 15	Chest	10/8	
POW	15	DEX SR 3	R Arm	5/5	
DEX	14		L Arm	5/5	
APP	09		Head	9/6	

Weapon	SR	Attk%	Damage	Parr%	Pts
Scimitar	6	69	1D6 + 2	22	10
Target Shield	—	—	—	59	12
Dagger	7	69	1D4 + 2	12	6

Spells: (spirit 67%) Summon and Control Bad Man, Healing Spirit, Intellect Spirit, Magic Spirit, Passion Spirit, Spell Spirit, Wraith. (in mind of Fetch) Bladesharp 7, Heal 8. (in mind of bound Intellect Spirit 1) Demoralize, Detect Enemy, Detect Magic, Dispel Magic 8. (in mind of bound Intellect Spirit 2) Disruptin, Fanaticism, Mindspeech 4. (in mind of bound Intellect Spirit 3) Countermagic 6, Vigour 7, Strengthening Enchantment, Spell Matrix Enchantment, Magic Point Matrix Enchantment, Protection 5, Repair 5.

Skills: Ride 76, Throw 89, Sing 71, Animal Lore 97, First Aid 101, Human Lore 76, Plant Lore 60, World Lore 90, Listen 68, Scan 68, Track 48, Ceremony 97, Enchant 95, Summon 116.

Magic Item: many of the tattoos adorning the body of Idrith are matrices: 16 point magic point matrix. Spell matrices for: Detect Life, Darkwall, Light-wall, Binding Enchantments for his three Intellect Spirits (INT 10 POW 04; INT 06 POW 19; INT 26 POW 24). His body is also protected by Armoring Enchantment.

Notes: Idrith does not wear armour. Even in battle, where he is a terrifying foe despite his age, he shuns armour. Idrith has Hero quested once: when seen in battle rage (as per Berserk save that Idrith can continue to cast spells through his Fetch; Battle Rage comes upon him when he is in or near combat and fails a INT x 1 roll) the enemy must make a INT x 3 or flee him.

Fetch (INT 15 POW 37): Controlled Spirits. Magic Spirit INT 14 POW 18
Spells: Resurrect, Heal 2, Regrow limb; Magic Spirit INT 13 POW 10
Spells: Madness, Mindblast, Reflection; Passion Spirit (Madness) POW 09.

Karmaral is the senior assistant to Idrith. He is a calm, thoughtful individual who carries an aura of peace with him. Any who attempt to attack him must make an INT x 1 roll or be simply unable to do so.

Karmaral: 23 year old male, assistant Shaman.

STR	10	Move 3	R Leg	1/4	
CON	09	Hit Points 12	L Leg	1/4	
SIZ	14	Fatigue 19 – 11 = 8	Abdomen	1/4	
INT	16	Magic Points 17	Chest	1/5	
POW	17	DEX SR 3	R Arm	1/3	
DEX	12		L Arm	1/3	
APP	17		Head	1/4	

Weapon	SR	Attk%	Damage	Parr%	Pts
Scimitar	7	41	1D6 + 2	23	10
Target Shield	—	—	—	31	12
Dagger	8	31	1D4 + 2	23	6

Spells: (spirit 74%) Bladesharp 2, Heal 3, Summon Spell Spirit, Control Spell Spirit, Summon Demon, Control Demon.

Skills: Ride 19, Throw 31, Animal Lore 35, First Aid 40, Human Lore 19, Plant Lore 35, World Lore 35, Listen 42, Scan 42, Track 42, Track 42, Ceremony 43, Enchant 30, Summon 54.

Magic Item: a tattoo of a scimitar on Karmaral's chest is a binding enchantment which contains a Demon of Peace. The Demon of Peace is the spirit of a member of an ancient cult whose members developed many strange abilities, depending upon the aspect of the cult they studied. One who had developed the Peace aspect could travel in any land with no fear of being attacked. The Demon now has the same effect upon any who wish to attack Karmaral: it takes an act of will (INT x 1) to attack him in any round it is attempted (Demon of Peace POW 11).

Treasure: seven amethyst set into the hilt of his scimitar for a total of 53 carats.

Notes: Karmaral wears armour only when the tribe is on the move.

The Five. These are the surviving members of the original tribe who followed Karmia San into exile as mercenaries. They are hard, competent, ruthless warriors all. They are Armar, Lorith, Kesh, Jeggar, and Fid'harad.

Armar: 37 year old male, one of the Five.

STR	20	Move 3	R Leg	7/9	
CON	17	Hit Points 25	L Leg	7/9	
SIZ	18	Fatigue 37 – 33 = 4	Abdomen	7/9	
INT	10	Magic Points 13	Chest	7/11	
POW	13	DEX SR 2	R Arm	7/7	
DEX	19		L Arm	7/7	
APP	15		Head	7/9	

Weapon	SR	Attk%	Damage	Parr%	Pts
Scimitar	5	127	1D6 + 2 + 1D6	31	10
Comp. Bow	2/7	116	1D8 + 1	—	7
Target Shield	6	39	1D6 + 1D6	97	12
Dagger	6	61	1D4 + 2 + 1D6	21	6

Spells: (spirit 32%) Demoralize, Detect Enemy, Disruption, Fanaticism.

Skills: Dodge 41, Ride 91, Throw 75, Animal Lore 27, First Aid 54, Human Lore 27, Conceal 63, Listen 75, Scan 97, Search 53, Ceremony 34.

Magic Item: the scimitar of Armar contains the following spell matrices: Bladesharp 5, Heal 6, Vigor 4, 18 point magic point matrix, Shield 3 (capacity of Shield 5). His bow has a matrix for Multimissile 4. A iron finger ring contains a Silence 5 matrix.

Treasure: wears a necklace of 300 silver coins of various types. He also wears a broad gold armband.

Notes: Armar wears full chainmail, having learned some of the heavy cavalry traditions of the Empire. His overall Hit Points have been effected by Strengthening Enchantment.

Lorith: 35 year old female, one of the Five.

STR 15	Move 3	R Leg	0/7	
CON 17	Hit Points 19	L Leg	0/7	
SIZ 09	Fatigue 31 - 7 = 24	Abdomen	0/7	
INT 16	Magic Points 12	Chest	0/9	
POW 12	DEX SR 1	R Arm	0/6	
DEX 21		L Arm	0/6	
APP 13		Head	0/7	

Weapon	SR	Attk%	Damage	Parr%	Pts
Scimitar	5	119	1D6 + 2	40	10
Scimitar LHD	8	97	1D6 + 2	100	7
Comp. Bow	1/5/9	129	4D6		12
Dagger	6	50	1D4 + 2	30	6

Spells: (spirit 53%) Vigor 4.

Skills: Dodge 112, Ride 90, Animal Lore 31, First Aid 56, World Lore 31, Conceal 55, Listen 76, Scan 96, Search 56, Ceremony 38.

Magic Item: small diamond set in silver ring with shimmer 10 matrix, sword has Bladesharp 4, Protection 5, Heal 6 matrices. Her bow is magical and has double the normal range for the weapon, in addition to a Speedart matrix.

Treasure: a necklace of rough cut diamonds totalling 250 carats.

Notes: Lorith does not wear armour, but instead relies upon her agility and the Shimmer spell to allow here to dodge or avoid blows.

Kesh: 43 year old male, one of Five.

STR 18	Move 3	R Leg	7/5	
CON 16	Hit Points 14	L Leg	7/5	
SIZ 11	Fatigue 34 - 29 = 5	Abdomen	7/5	
INT 10	Magic Points 12	Chest	7/6	
POW 12	DEX SR 2	R Arm	7/4	
DEX 19		L Arm	7/4	
APP 06		Head	7/5	

Weapon	SR	Attk%	Damage	Parr%	Pts
Greatsword	5	70	1D8 + 1D4	69	12
Scimitar	6	90	1D6 + 2 + 1D4	37	10
Target Shield	6	13	1D6 + 1D4	89	12
Comp. Bow	2/7	90	1D8 + 1		7
Shortsword	6	75	1D6 + 1 + 1D4	22	10

Spells: (spirit 31%) Demoralize, Firearrow, Fanaticism.

Skills: Dodge 79, Throw 83, Animal Lore 61, First Aid 66, Conceal 74, Listen 85, Scan 93, Search 57, Ceremony 40.

Magic Item: the greatsword of Kesh has the following matrices: Bladesharp 5, Countermagic 4, Heal 6, Spirit Screen 4; there is also a binding enchantment containing a Magic Spirit. The blade of his shortsword contains a Fireblade matrix.

Treasure: Kesh owns a War-horse trained to 95% fighting ability.

Notes: Kesh wears brigandine, but usually only carries his great and short swords.

Magic Spirit INT 15 POW 14 Spells: Berserk, Madness, Extension, Shield.

Jeggar: 35 year old male, one of Five.

STR 16	Move 3	R Leg	0/5	
CON 11	Hit Points 15	L Leg	0/5	
SIZ 18	Fatigue 27 - 9 = 18	Abdomen	0/5	
INT 12	Magic Points 17	Chest	0/6	
POW 17	DEX SR 1	R Arm	0/4	
DEX 21		L Arm	0/4	
APP 15		Head	0/5	

Weapon	SR	Attk%	Damage	Parr%	Pts
Scimitar	4	141	1D6 + 2 + 1D6	31	10
Comp. Bow	1/5/9	101	1D8 + 1		7
Target Shield				91	12
Dagger	5	51	1D4 + 2 + 1D6	21	6

Spells: (spirit 76%) Demoralize, Detect Enemy.

Skills: Climb 76, Ride 81, Throw 71, First Aid 52, World Lore 47, Conceal 61, Listen 72, Scan 92, Search 52, Ceremony 40.

Magic Item: Jeggar possesses a talisman of a demons head which gives protection equal to 1 point of Protection and Countermagic per Magic Point used when the spell is cast for one hour but also cost him 1 point of POW per usage. His scimitar contains Fireblade, Heal 5, Repair 3, and Second Sight and 14 magic point matrices.

Notes: Jeggar wears no armour.

Fid'harad: 62 year old male, one of the Five.

STR 12	Move 3	R Leg	9/5	
CON 16	Hit Points 15	L Leg	8/5	
SIZ 14	Fatigue 28 - 13 = 15	Abdomen	14/5	
INT 13	Magic Points 14	Chest	12/6	
POW 14	DEX SR 3	R Arm	9/4	
DEX 15		L Arm	3/4	
APP 05		Head	17/5	

Weapon	SR	Attk%	Damage	Parr%	Pts
Scimitar	7	136	8 + 1D4	27	10
Comp. Bow	3/9	97	1D8 + 1		7
Target Shield				99	12
Dagger	8	83	1D4 + 2 + 1D4	17	6

Spells: (spirit 57%) Befuddle, Darkwell, Disruption, Ignite.

Skills: Climb 72, Dodge 103, Jump 90, Ride 79, Throw 87, Sing (vast repertoire of off colour songs) 35, Speak Armanian 50, Animal Lore 94, First Aid 90, Human Lore 47, Plant Lore 38, Read/Write Armanian 83, World Lore 38, Conceal 79, Devise 45, Listen 98, Scan 103, Search 80, Track 88, Hide 36, Sneak 37, Ceremony 79.

Magic Item: Fid'harad's scimitar has a shortened blade and is of black iron: it is enchanted to do maximum damage on any hit. A narrow gold bracelet contains the following matrices: Bladesharp 4, Heal 5, Dispel Magic 6, Countermagic 5, Repair 3, 18 point Magic Point Matrix, Binding Enchantment which contains a medium (4 Cubic Meter) Shade (STR 12, POW 19, HP 10, Move 6).

Treasure: Fid'harad has an ever-changing collection of books which at any one time will be equal in value to a well-trained war horse.

Notes: Fid'harad feels himself too old to bear the burden of armour, though he still wears a chain hauberk; in addition to this armour his body has been treated with many Armouring Enchantments. His eyesight is failing and he is short sighted, therefore he no longer carries or makes use of the bow.

Caravan of Mathar Shafe

The Nathri heard word of the city of Eldarad through their contact with the Laharabad Nomads and some amongst them began searching for a route to the city. Five years ago Mathar Shafe came out of the west and traded with the Immaryl of the Dragon Hills and the Great Spirit Forest, eventually finding his way to Eldarad, with a dozen mules and a small retinue of guards.

He sold knowledge of the trade route to others of the Nathri and now five merchants use the route, foremost amongst them Mathar Shafe himself as his caravan has grown over the years to its current size.

Depending on the bulk and quantity of goods he is bringing to the city he will have between 50 and 100 mules. He has between twenty and thirty guards with which to protect his caravan whilst on the move and in the area of Eldarad.

Mathar does not hurry to Eldarad but trades extensively with the Immaryl to the west of the city and spends a variable number of days at the Ferry Village before moving on to Eldarad.

He will not have much in the way of coinage or treasure on the journey to Eldarad, but will be carrying a variable amount, depending on the success of the trip, on the return journey.

When at Eldarad he erects a picket fence around his camp, this light, physical barrier is backed up by a 3 point Warding. He usually remains in the

region for a season. He and his brother always spend time with Ashani Stormwalker, their sister; and if the guard needs supplementing they usually draw guards from the followers of the Storm God.

He is primarily interested in magic items, and other treasure. His trade items are usually salted meat, cloth and clothing, tools, pots and pans, tinder boxes, and armour and weapons (usually brings enough armour to outfit a hundred men but only ten percent of this is metal, which serves to keep the price inflated).

Item Availability

Barter Class 1 65%.

Personalities

Mathar Shafe is a middle aged man of some wealth, he has traded amongst the Nathri for many years and comes to Eldarad as often as he can arrange to essay the perilous journey, usually but once a year. He is a harsh man, and greedy, but as honest as he may be in his dealings.

Kal Shafe is Mathar's brother, and a formidable warrior. He is the leader of the guards.

Mathar Shafe: 38 year old male, Initiate of Trade God.

STR	11	Move 3	R Leg	5/4	___
CON	10	Hit Points 12	L Leg	5/4	___
SIZ	13	Fatigue 21 - 18 = 3	Abdomen	5/4	___
INT	13	Magic Points 10	Chest	5/5	___
POW	10	DEX SR 3	R Arm	5/3	___
DEX	11		L Arm	5/3	___
APP	15		Head	5/4	___

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	7	76	1D8 + 1	24	10
Target Shield	—	—	—	47	12
Dagger	8	43	1D4 + 2	14	6

Spells: (spirit 32%) Protection 2, Heal 3. (divine 82%) Dismiss Magic, Divination, Extension, Find Enemy, Warding 3.

Skills: Throw 70, Fast Talk 98, Orate 80, Speak Natric 80, Speak Trade-tongue 57, Evaluate 97, First Aid 36, Human Lore 98, Read/Write Natric 72, Devise 56, Search 51, Ceremony 32.

Magic Item: Broadsword has Bladesharp 5 and Spirit Screen 3 matrices.

Treasure: gold torque and a dozen silver finger rings.

Notes: Mathar wears a suit of full ringmail.

Kal Shafe: 34 year old male, Initiate of Storm God.

STR	17	Move 3	R Leg	7/6	___
CON	14	Hit Points 16	L Leg	7/6	___
SIZ	18	Fatigue 31 - 31 = 0	Abdomen	7/6	___
INT	11	Magic Points 13 + 13	Chest	7/8	___
POW	13	= total 26	R Arm	7/5	___
DEX	13	DEX SR 3	L Arm	7/5	___
APP	11		Head	7/6	___

Weapon	SR	Attk%	Damage	Parr%	Pts
Great Axe	5	99	2D6 + 2 + 1D6	99	10
Comp. Bow	3/9	81	1D8 + 1	—	7
Dagger	7	42	1D4 + 2 + 1D6	14	6

Spells: (spirit 34%) Disruption, Strength 3. (divine 69%) Heal Wound, Extension, Lightning 3.

Skills: Throw 61, Animal Lore 44, first Aid 49, Conceal 41, Listen 87, Scan 87, Search 49, Track 48, Hide 21, Sneak 21, Ceremony 30.

Magic Item: Broadsword has Bladesharp 5 and Heal 4 matrices, and a Power Spirit Binding Enchantment (POW 13).

Treasure: gold torque and silver, spiral armband.

Notes: Kal wears full chainmail.

Average Guard.

STR	14	Move 3	R Leg	5/5	___
CON	13	Hit Points 15	L Leg	5/5	___
SIZ	17	Fatigue 27 - 20 = 7	Abdomen	5/5	___
INT	13	Magic Points 14	Chest	5/6	___
POW	14	DEX SR 3	R Arm	5/4	___
DEX	14		L Arm	5/4	___
APP	12		Head	5/5	___

Weapon	SR	Attk%	Damage	Parr%	Pts
2H Spear	5	60	1D10 + 1 + 1D4	52	10
Javelin	3/9	46	1D8 + 1D2	—	8

Spells: (spirit 50%) Bladesharp 2. (divine 80%) 2 points of either Shield or Lightning.

Skills: Throw 38, Orate 15, First Aid 27, Read/Write Natric 10, World Lore 22, Conceal 26, Listen 53, Scan 53, Search 39, Track 26, Hide 10, Sneak 10, Ceremony 28.

Treasure: broad silver bracelet.

Notes: all the guards wear ringmail and carry two javelins.

The Wilderness

Eldarad is surrounded by a large wilderness area, inhabited by large numbers of both sentient beings and monsters: if the Gamemaster desires to lead the Characters into the wilderness, frequently he or she will need to create stats as necessary. Aside from the run-of-the-mill monsters, the following unique monsters and individuals may be encountered.

NHAREECHI EAGLE

The Nhareechi eagle is one of the largest known predatory birds. Its feathers are bright red, black, and white. The feathers scintillate in the sun. They are fiercely territorial and will attack any creature invading their air space, or approaching their eyrie. They are sacred to the Immari, who believe that the spirits of their ancestors are reborn in these birds.

Characteristics	Average	
STR	2D3	3-4
CON	2D6	7
SIZ	1D6	3-4
INT	03	03
POW	2D6	07
DEX	3D6 + 12	22-23

Hit Location		Missile/Melee		Points
Body		01-20		0/5
Weapon	SR	Attk%	Damage	
Claw	7	50 + 3	1D4	
Bite	10	40 + 3	1D4	

Skills: Dodge 80 + 4, Scan 100-11, Search 100-11.

Armour: none.

CHAOS BIRD

A black feathered swan with toothed beak. Has fixed INT. When attacking from flight the bird will attack with both claws at once, followed by beak attack three SR later. After this initial attack it will have landed; then it will flap around obscenely, attacking only with beak on SR 4.

STR	28	Move 2/5 flying
CON	208	Hit Points 31
SIZ	42	Fatigue 48 = 48
INT	07	Magic Points
POW	12	DEX SR 1
DEX	27	
APP	01	



The Hag of the Barrows

Chaotic Features: stench overpowering; make CON x3 or less on D00 or lose consciousness.

Hideous; make POW x3 on D00 or be demoralized (as per spirit magic).

Hit Location	Melee	Missile	Points
R Leg	01-03	01-02	4/11
L Leg	04-06	03-04	4/11
Abdomen	07-08	05-07	4/11
Chest	09-11	08-13	4/15
Tail	12	14	4/11
R Wing	13-14	15-16	4/9
L Wing	15-16	17-18	4/9
Head	17-20	19-20	4/11
Weapon	SR	Att%	Damage
Claw	4	69	1D6 + 3D6
Bite	7	79	1D10 + 3D6

Hag

STR	28	Move 3/3 flying	R Leg	0/4
CON	12	Hit Points 12	L Leg	0/4
SIZ	12	Fatigue 40 = 40	Abdomen	0/4
INT	20	Magic Points 29	Chest	0/5
POW	29	DEX SR 3	R Arm	0/3
DEX	13		L Arm	0/3
APP	04		Head	0/4

Weapon	SR	Att%	Damage
Claw	8	68	1D6 + 1D6

Spells: (spirit 145%) Bludgeon 4, Demoralize, Repair 2. (sorcery) Damage Resistance 43, Drain 49, Hinder 39, Holdfast 56.

Skills: Hide 72, Intensity 56.

9 Cubic meter Shade (STR 42, POW 36, HP 34, Move 6)

The Hag

1. Outside the Hag's Barrow.

First Glance: The barrow is bare stone save for the roof which is overgrown with wild grasses. The only entrance is a large rock rolled into place before the doorway. To move the rock a STR of 45 must be overcome. After a Devise roll a lever may be set up, this will half the STR of the rock.

Denizens: the Hag will begin to form as soon as the light enters the Barrow.

2. The Antechamber.

First Glance: The room is cluttered with objects: a chair, a table, and several broken jars which have been piled to one side of the room.

Closer Looks: There are three chests containing mouldy clothing, wooden platters and eating utensils, bronze candlesticks and other household items.

Denizens: the Hag will cause a large shade to form as soon as the large rock covering the doorway is removed.

3. The Burial Chamber.

First Glance: This chamber is empty save for a large, stone crypt.

Denizens: The Hag will attack as soon as the Chamber is entered. She will have cast as much spirit magic or sorcery as time allows.

4. The Treasure Chamber.

First Glance: Two medium sized chests rest on the ground.

Treasure: **Chest One:** a crimson cloak of fine leather, Barter Class 7; a fine chain hauberk; a bastard sword with the blade broken in two, holds Bladesharp 3 and Truesword matrices, the hilt holds a dozen small gemstones. **Chest Two:** contains the remains of three dozen books, unfortunately all save one have suffered the ravages of time, this book is a work on swordplay and will act in place of a tutor on the subject of the Rapier, both attack and parry may be increased to 75% through study of this work.

Horsemasters

Haqual and Mari met in Eldarad, both had been there some years. Mari had lost her husband and had lived at the ferry village for almost a year when she met Haqual, who had returned from the wilderness a scarred, but wiser man. They decided to leave the dangers of the city for the dangers of the wilderness, and homestead. They scratched dirt for a couple of years before encountering a herd of wild horses which they managed, with some time and effort to capture. This was the kernel of their current herd. They now trade with the Nomads, who know them and almost always pass their cabin to and from Eldarad. The nomad caravans almost always need horses, horseflesh being the centre of their culture they would trade even if they had sufficient horses for their immediate needs.

Haqual and Mari are cautious but basically friendly people.

As they are not in the region of the city they will accept any item of barter Class 4 for a single average riding horse.

There is a guard dog which is always near the cabin, it will bark wildly at any strangers approach. The log cabin is also protected by a Warding 2.

Their cabin holds only the bare minimum of equipment, cooking utensils, bed, etc., in addition to the rope, and other gear required to break horses. They each have a riding mount and nomad saddles. There will always be 2D6+6 horses in the coral with a 50% chance that they are broken to the saddle, otherwise they will be wild.

There is a fresh grave near the cabin, with a marker bearing the name Nikki. This is, in fact, a false grave and holds the treasure they have accumulated in trade. This amounts to 1D10 items of treasure from barter Classes 3-5.

Haqual must regularly return to the city and the temple of the Storm God to fulfill his duties to the cult.

Haqual: 31 year old male, initiate of Storm God.

STR	08	Move 3	R Leg	1/5	___
CON	11	Hit Points 13	L Leg	1/5	___
SIZ	14	Fatigue 19 - 18 = 1	Abdomen	6/5	___
INT	13	Magic Points 13	Chest	6/6	___
POW	13	DEX SR 3	R Arm	2/4	___
DEX	15		L Arm	2/4	___
APP	10		Head	3/5	___

Weapon	SR	Attk%	Damage	Parr%	Pts
IHS spear	7	64	1D8 + 1	25	10
Target Shield	—	—	—	57	12
Comp. Bow	3/9	80	1D8 + 1	—	7

Spells: (spirit 47%) Bladesharp, 2, Detect Enemies, Disruption.

Skills: Climb 72, Ride 98, Orate 26, Animal Lore 88, First Aid 29, Plant Lore 40, Read/Write Natric 19, Listen 63, Scan 95, Search 47, Ceremony 46.

Notes: Haqual does not usually wear armour, though his weapons are always close to hand. When need arises he will don his scale hauberik, hard leather vambraces, soft leather greaves, and cuirbouilli helm.

Mari: 26 year old female, initiate of Trade God.

STR	08	Move 3	R Leg	2/4	___
CON	12	Hit Points 11	L Leg	2/4	___
SIZ	10	Fatigue 20 - 7 = 13	Abdomen	2/4	___
INT	14	Magic Points 10	Chest	2/5	___
POW	10	DEX SR 2	R Arm	2/3	___
DEX	16		L Arm	2/3	___
APP	16		Head	2/4	___

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	6	45	1D6 + 1	41	10
Dagger	7	35	1D4 + 2	20	6

Spells: (spirit 43%) Mindspeech 1, Mobility 2, (divine 93%) Heal Wound 1, Warding 2.

Skills: Throw 52, Ride 32, Fast Talk 56, Orate 56, Speak Natric 69, Speak Tradetongue 40, Bargain 34, Evaluate 64, First Aid 25, Human Lore 53, Read/Write Natric 26, Search 41, Ceremony 34.

Notes: Mari does not usually wear armour, though her weapons are always close to hand. When need arises she will don her hard leather armour.

Gratitude: war trained dog, gift of Nomads.

STR	14	Move 7
CON	14	Hit Points 14
SIZ	14	Fatigue 28 = 28
INT	05	DEX SR 3
POW	10	
DEX	15	

Hit Location	Melee	Missile	Points
RH Leg	01-02	01-02	2/4
LH Leg	03-04	03-04	2/4
Hind Q	05-07	05-09	2/6
Fore Q	08-10	10-14	2/6
RF Leg	11-13	15-16	2/4
LF Leg	14-16	17-18	2/4
Head	17-20	19-20	2/5

Weapon	SR	Attk%	Damage
Bite	09	78	1D8

Skills: Dodge 48, Listen 57, Track 87.

Cabins

All cabins in the wilderness are essentially the same, following the same basic pattern (see cabin map) with variations and the occasional absence of elements. Any element shown on the Cabin map but not present in the description of any one cabin does not exist there.

Cabins are built by anyone who expects to spend a good deal of their lives in the wilderness, prospectors, trappers, dirt farmers, herders, and crofters. Sometimes a cabin will be occupied by a single individual, more often by a couple or a large family.

With the trapper and prospector examples the cabin will be deserted for long periods of time, giving a 50% chance that it will be uninhabited when discovered. Uninhabited cabins follow certain conventions; a fire is always laid in the grate in case the discoverer is suffering from the effects of exposure, the door is never locked (partly due to the fact that locks are expensive and such people can rarely afford them) or bared. There will always be some food available, even if it is hanging, salted, or smoked meat in the winter store.

The cabin of the horsemasters Haqual and Mari not handled in the text under Horsemasters, but their cabin will follow the same basic design, having locations 1 to 5; where the cabin of Lance, the prospector would have only locations 1 and 2.

Trapper's Cabin (one man 25-35 years old).

This cabin is built in a small wood, near a shallow slow flowing stream.

1. The cabin has a dirt floor, but there are half a dozen wooden platforms raised a half meter from the floor; these platforms are stacked with furs. The number of furs will vary from season to season but there will never be less than a dozen and rarely more than a hundred. The fireplace is wide enough to house a spit for roasting meat on and a stack of two dozen logs lies next to the fireplace.

A single wooden framed cot stands against one wall. An axe and a saw hang on nails on one wall and a rough table is cluttered with a wooden bowl, a ceramic jug, and a dozen unwashed wooden platters. The cabin is otherwise bare.

Outside the cabin the usual stack of a hundred or more logs leans against the cabin wall. There are frames hung on the other long wall of the cabin which may have fresh hides stretched over them.

2. The winter store is a pit in the ground covered by a roof of logs, which is in turn covered with layers of branches topped off by a layers of fresh pine branches. There is nothing here at the moment, but next to the store is a small smoke house and a side of smoked meat is here.

Prospector's Cabin (one man 25-35 years old).

This cabin is built in a small valley in hill country, a small copse and a natural spring will be nearby.

1. The cabin has a dirt floor and is suffering from neglect. The shutters will have warped and will be almost impossible to open. The fireplace is not wide enough to house a spit and there is a roasting pit with a large spit set up outside the cabin, both the fireplace and the roasting pit have large boxes containing a dozen logs.

An axe hangs on one wall and a large headed hammer leans against the wall next to the door. A rough table holds a wooden bowl, a leather bucket, and two sharp knives. The remains of many meals are in evidence on the floor around the table and

some small woodland animal has burrowed its way into the cabin to take advantage of this food source and has built a nest in one corner of the room.

Outside the cabin there is a large sluice and a big tub of water. Nearby there is evidence of a great many pulverized rocks.

2. The winter store will either be bare or, in autumn, contain three sacks of flour and a half dozen sides of smoked beef. There will also be a small sack of salt.

Herder/Crofter's Cabin (family of two adults; possibly one adult child. There will be one or two sheep dogs). This cabin is built in a horseshoe shaped gully with a small wood at the open end. There is a cave, in the rocky wall of the gully to the rear of the cabin, which contains a pool of rain water which is pure and clean.

1. This cabin is obviously crowded, there are five wooden framed beds and a carved child's crib. The larger cot and the crib are in one corner of the single room, hanging from one wall is a large curtain which can be hung from the rafters, shutting off this area to gain some privacy. A large chest at the end of this bed contains clothes, primarily woolen; there are knitting needles and large bundles of wool. Nearby stands a basic spinning wheel and other tools associated with the craft.

A table stands against one wall beneath a shuttered window. The table holds a wooden basin, beneath it are buckets. There is also a chest which holds platters and eating utensils.

There is a spit in the grate and a large stone on which may be baked unleavened bread.

Hanging on the wall there is a wood axe and saw, beneath it is a chest containing a chisels, shears and other tools.

Against the wall, near the door, lean a crook and two long spears. In this corner of the room nearest these there may also be a dozen fleeces in bales.

2. The winter store contains two sacks of flour, and a sack of grain. There are also small sacks or roots, such as potatoes, and apples.

Hanging from the roof is a side of lamb.

3. A large sheep pen will hold three dozen sheep at night, but will otherwise be empty.

4/5. There is a 25% chance of a small ploughed field and a 60% chance of one or two graves, probably child sized.

Mahab'Vana

Mahab'vana is an Immariil Shaman. Her village was destroyed by chaos beings. She escaped and wandered the wilderness becoming progressively strange as her perceptions of reality altered. She is a hermit, living in the remnants of a looted barrow. She is a recluse and her sanity is not in question: there is in fact little semblance of sanity left to question. She is dirty, her hair is matted, her teeth rotten. She is, in short, a mad hag; wild eyed and raving.

If her privacy is invaded she may or may not unleash her full magical might against the offenders; depending on her mood.

The Looted Barrow

This barrow is a large hill with a circle made up of a dozen standing stones as a crown. There is an oak tree at the centre of the hill. The oak is hollow and leads down to location 1.

1. **First Glance:** rough hewn cavern with a large stone sarcophagus somewhat off centre of the room. A large set of double doors, ornately carved butt rotting away gently, stand in one wall.

Close Looks: there are four corpses scattered around the floor, a careful examination will reveal them as destroyed zombies. A stairway of cut earth with rough stones leads to location 2.

Traps: the first person whose clad feet touch the floor or this room will trigger the spell laid by Mahab'vana. He or she will be subject to simultaneous Demoralize, Glue 4 (targeted at feet). The second person who enters the room will be subject to simultaneous Disruptions (4) and Ignite on one random piece of clothing.

2. **First Glance:** a small room carved from the earth. The earth of the walls has been compacted and dried. There is a fire pit in the middle of the floor and the room will be smoky even if there is no fire going.

Closer Looks: there is nothing here of worth. A barrel of dried apples, and a greased leather sack of smoked meat constitutes Mahab'vana's stores. There is a small leather bucket of fresh water. A pile of bear hides, and rabbit skins sown together, lies on the floor near the fire.

Search: hand holds have been carved into the hard earth wall; these lead to Mahab'vana's bolt hole: a hole in the ceiling which leads out onto the side of the hill, this is concealed with a piece of damp sack cloth covered by a thin layer of earth in which grass is growing.

Mahab'vana will have escaped by this route as soon as she was alerted by the commotion which will doubtless arise from the spells in location 1 being activated.

Mahab'vana: 78 year old female, Shaman.

STR	04	Move 2 (arthritis)	R Leg	0/2	—
CON	02	Hit Points 5	L Leg	0/2	—
SIZ	08	Fatigue 6 - 3 = 3	Abdomen	0/2	—
INT	17	Magic Points 15	Chest	0/3	—
POW	15	DEX SR 4	R Arm	0/2	—
DEX	04		L Arm	0/2	—
APP	04		Head	0/2	—

Weapon	SR	Attk%	Damage	Parr%	Pts
2HS Spear	9	48	1D8 + 1 - 1D4	48	8
Knife	10	48	1D3 - 1D4	—	4

Spells: (spirit 72%) Befuddle (2), Bladesharp 9, Coordination 6, (known by Fetch) Darkwall (2), Demoralize, Detect Enemy, Detect magic, Control Salamander, Control Shade, Dispel magic 6, (in mind of Intellect Spirit 1) Disruption, Dullblade 5, Endurance 3, Fanaticism, Farsee 2, (in mind of Intellect Spirit 2) Heal 7.

Skills: Throw 97, Sing 94, Animal Lore 112, First Aid 120, Human Lore 91, Plant Lore 104, World Lore 112, Listen 98, Scan 106, Track 70, Sneak 44, Ceremony 119, Enchant 91, Summon 114.

Magic Item: scars on Mahab'vana's body hold the following:

Bound Creatures: small Salamander (2 Cubic Meters, STR 05, POW 04, HP 15, Move 3); medium Salamander (4 Cubic Meters, STR 11, POW 20, HP 26, Move 3); Large Salamander (9 Cubic Meters, STR 36, POW 33, HP 56, Move 3); Medium Shade, (3 Cubic Meters, STR 13, POW 10, HP 08, Move 6); Large Shade (10 Cubic Meters, STR 39, POW 47, HP 31, Move 6); Large Gnome (10 Cubic Meters, STR 104, POW 35, HP 125, Move 1, Damage Bonus 10D6); Hellion (DIZ 1, INT 10, HP 21, Move 20, Magic Points 21); Magic Spirit ((Divine 00%) Ressurect); and matrices: control Gnome, Control Hellion, Mobility 5, Protection 6, Repair 3, Slow 5, Salamander Binding Enchantment, Shade Binding Enchantment, Gnome Binding Enchantment, Hellion Binding Enchantment.

Fetch: INT 14 POW 53. Controls 2 Intellect Spirits (INT 12 POW 03, INT 07 POW 12); 2 Power Spirits (POW 16, POW 10); and 2 powerful Magic Spirits, one Carries Divine Spells (divine 100%) Turn Blow, Shield of Darkness 3, Attract Attention; the other carries (divine 100%) Create Fissure 6.

Outlaws

There are several groups of bandits, reavers and other who prey upon the unwary traveller. The group outlined below make their semi-permanent camp in a small wood in the Barrow Hills, and prey upon those who come to the hills in search of Barrows to loot. They come to the city, perhaps twice in a year, to trade. On these occasions they, naturally enough for a "city" like Eldarad, go about their business without fear of the non-existent authorities. They may occasionally spend some time in the Lost Quarter of the city if word has reached them of a particularly successful group of adventurers which has returned to the city. In this instance they will not be the only ones attempting to give the loot a better home.

There are three gang members who are almost certain to be present when these outlaws are encountered. As they use up members at a fairly rapid rate, they are always on the look out for new recruits. A typical recruit appears below. There will always be a dozen or such associated with the group at any one time, though they may not all be present when the group is encountered.

If the Gamemaster wishes he can add a Troll, a thief from the thieves plaza, and/or a Bravo from the city (none of these should be personalities of those sections). To make up numbers Average Gang Members from the city may be used.

Note: Marann, Harrab, and Indareel each carries a full adventurers backpack (Gamemasters Book page 29) when on the move. If encountered on the move add 14 to their ENC and adjust their stats accordingly.

Marann Atheir is the leader of the band of outlaws: leadership is determined simply, at any time by a fight to the death. Marann has lead, with fair success for almost a full year. His idea of fun is to put out the eyes of a victim and follow, laughing all the while, for a few hours as he or she blunders about the wood.

Marann Atheir: 29 year old male.

STR	13	Move 3	R Leg	6/4	—
CON	13	Hit Points 12	L Leg	6/4	—
SIZ	10	Fatigue 26 - 19 = 7	Abdomen	6/4	—
INT	13	Magic Points 14	Chest	6/5	—
POW	14	DEX SR 3	R Arm	6/3	—
DEX	15		L Arm	6/3	—
APP	06		Head	6/4	—

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	53	1D6 + 1	18	10
Dagger	8	39	1D4 + 2	40	6
Comp. Bow	3/9	51	1D8 + 1	—	—

Spells: (spirit 51%) Heal 2, Shimmer 2, Bladesharp 3. (divine 00% Excommunicated from Grain Goddess Cult).

Skills: Climb 36, Jump 36, Throw 60, Fast Talk 48, Orate 28, Speak Armanian 63, Speak Tradetongue 23, Evaluate 58, First Aid 27, Human Lore 48, Read/Write Armanian 23, World Lore 12, Conceal 19, Devise 43, Scan 40, Search 50, Track 24, Hide 19, Sneak 23, Ceremony 29.

Magic Item: large gold fertility rune on chain holds matrices for Heal Body, Regrow Limb, Restore health (CON), Restore Health (STR). This item was stolen from the body of a priestess of the Grain Goddess murdered by Marann. A large reward (discretion of Gamemaster but 25,000 Lara is about right) will be forthcoming if returned to the right temple (designated by the Gamemaster, any city in the Empire). News of Marann's death would also be welcome.

Treasure: will have 2D10 items from barter class 3 in the form of rings, gems, and jewellery.

Harrab: 26 year old male, Marann's second.

STR	10	Move 3	R Leg	0/5	—
CON	14	Hit Points 15	L Leg	0/5	—
SIZ	15	Fatigue 24 - 5 = 19	Abdomen	4/5	—
INT	13	Magic Points 11	Chest	4/6	—
POW	11	DEX SR 2	R Arm	4/4	—
DEX	16		L Arm	4/4	—
APP	10		Head	0/5	—

Weapon	SR	Attk%	Damage	Parr%	Pts
Rapier	4	67	1D6 + 1 + 1D4	26	10

Spells: (spirit 50%) Heal 3.

Sorcery: matrix in sword 06.

Skills: Dodge 50, Throw 48, Talk 31, Orate 47, Sing 69, Speak Armanian 51, Human Lore 52, Read/Write Armanian 14, Conceal 47, Devise 25, Sleight 58, Ceremony 23.

Magic Item: Rapier is not a true rapier but a slim rapier-like sword of an ancient style. It has a black blade with dark blue swirling patterns running its length. It holds a matrix for an obscure sorcery spell. When cast the spell will effect any body part struck by the blade so long as the weapon does damage to the location and the intensity of the spell overcomes the magic points of the target. The spell will wither the effected body part, killing the target if head, abdomen, or chest is the effected area. A withered limb is reduced to zero hit points but no general hit point damage is done by the spell. A withered limb cannot be healed, but it might be amputated and then Regrow Limb or regenerate used to restore it.

Treasure: three broad silver finger rings.

Indareel: 20 year old male, initiate of Storm God.

STR	15	Move 3	R Leg	2/4	___
CON	06	Hit Points 10	L Leg	2/4	___
SIZ	13	Fatigue 21 - 9 = 12	Abdomen	2/4	___
INT	15	Magic Points 11	Chest	2/5	___
POW	11	DEX SR 3	R Arm	2/3	___
DEX	13		L Arm	2/3	___
APP	10		Head	2/4	___

Weapon	SR	Attk%	Damage	Parr%	Pts
Great Axe	6	46	2D6 + 2 + 1D4	38	10
Comp. Bow	3/9	46	1D8 + 1	___	7
Dagger	8	31	1D4 + 2 + 1D4	18	6

Spells: (spirit 46%) Protection 1. (divine 91%) Shield 1.

Skills: Ride 18, Orate 16, Animal Lore 20, First Aid 25, Read/Write Halic 10, Conceal 26, Listen 44, Scan 44, Search 34, Hide 14, Sneak 14, Ceremony 23.

Magic Item: iron ring on shaft of axe holds Bladesharp 3 matrix.

Treasure: gold spiral arm band.

Typical Recruit

STR	13	Move 3	R Leg	2/4	___
CON	10	Hit Points 11	L Leg	2/4	___
SIZ	12	Fatigue 23 - 7 = 16	Abdomen	2/4	___
INT	16	Magic Points 10	Chest	2/5	___
POW	10	DEX SR 4	R Arm	2/3	___
DEX	08		L Arm	2/3	___
APP	10		Head	2/4	___

Weapon	SR	Attk%	Damage	Parr%	Pts
1HL Spear	7	43	1D10 + 1 + 1D4	35	10
Dagger	9	27	1D4 + 2 + 1D4	13	6

Spells: (spirit 43%) Light, Repair 1, Bladesharp 1.

Skills: Boat 28, Climb 50, Swim 37, Throw 35, Sing 17, First Aid 28, Animal Lore 29, Plant Lore 23, World Lore 29, Devise 123 Scan 49, Ceremony 16.

Treasure: small pouch contains 31 small topaz. Wears three gold earrings in right ear.

Prospector

Lance has spent the last six years trekking around the wilderness searching for signs of gold, silver or gemstones. He has not been very successful, finding occasional small seams and making enough to continue the search.

He is an experienced man, and quite reasonable in his dealings with others. He is unlikely to have any wealth on him and can afford to be fairly open in his dealings. He has had some problems with outlaws in the past but can usually tell their intent a mile off (he will say its experience but this ability has more to do with a detect enemies spell).

He has a cabin somewhere in the wilderness, and this may be encountered separately.

Lance: 34 year old prospector and miner, initiate of Trade God of the Empire.

STR	11	Move 3	R Leg	0/5	___
CON	16	Hit Points 13	L Leg	0/5	___
SIZ	09	Fatigue 27 - 18 = 9	Abdomen	0/5	___
INT	13	Magic Points 14	Chest	0/6	___
POW	14	DEX SR 2	R Arm	0/4	___
DEX	16		L Arm	0/4	___
APP	07		Head	0/5	___

Weapon	SR	Attk%	Damage	Parr%	Pts
2HS Spear	7	54	1D8 + 1	52	15
Dagger	8	44	1D4 + 2	23	6
Fist	8	73	1D3	31	3

Spells: (spirit 52%) Glue 3, Mobility 1. (divine 100%) Create Market, Create Great Market, Path Watch.

Skills: Throw 71, Fast Talk 46, Orate 27, Speak Armanian 57, Bargain 46, Craft Mine Stone 98, Craft Pan for Gold 70, Evaluate 84, Mineral Lore 46, Read/Write Armanian 22, Conceal 34, Devise 97, Scan 52, Search 71, Ceremony 34.

Magic Item: Bludgeon 3 matrix on chunky gold finger ring.

Notes: carries a heavy pack, with a spade, tarpaulin, waterskin, 30m fibre rope, hand axe, hammer, bandages, cooking gear, blanket, a phial of weak (POT 2) acid.

Satyr

There is probably only one Satyr in the wilderness. He will usually avoid people, men at least. He wonders the wilds for much of the time and is a storehouse of knowledge, if one can keep his mind on the subject he will relate stories about his travels. However, his mind is apt to wonder to subjects more dear to his carnal little heart. The favour of a female party member is probably the bargaining chip a party might have in extracting information from him. In return he will give 1D3 accurate pieces of information, directions to a tomb chosen by the Gamemaster, or accurate information on wilderness locations.

Kilkalaz the Satyr

STR	27	Move 5	R Leg	3/5	___
CON	20	Hit Points 15	L Leg	3/5	___
SIZ	09	Fatigue 47 = 47	Abdomen	3/5	___
INT	16	Magic Points 17	Chest	1/6	___
POW	17	DEX SR 2	R Arm	1/4	___
DEX	19		L Arm	1/4	___
APP	09		Head	3/5	___

Weapon	SR	Attk%	Damage	Parr%	Pts
Butt	8	60	1D6 + 1D6	___	___
Club	7	45	1D10 + 1D6	40	4
Thrown Rock	2/7	45	1D4 + 1D6	___	___

Spells: (spirit 85%) Fanaticism, Demoralize, Second Sight, Extinguish, Healing, Shimmer, Sleep.

Skills: Hide 53, Sneak 78, Play Pipes 99, Dance 95.

Notes: does not carry a club, will improvise with rocks if necessary.

Shurni Beastmaster

Shurni Beastmaster lives in the wilderness, wandering where she will, creating a temporary home wherever she pleases and moving on a week or a year later. She is known to the Immaryl of many hearths and villages, and is well liked and honoured by them as she does not wear the feathers of the Nhareechi Eagle but has one of the sacred birds as friend and constant companion.

The beasts listed below will always be near her, and there may be as many as ten other friendly beasts in the vicinity also.

Shurni was apprentice to Sasorlim for a short time, her first attempt at summoning a Spell Spirit resulted in her learning the rare spell Befriend Beast. She soon left the service of Sasorlim, on good terms, to make her own place in the world. This she has done. She is fairly friendly to strangers, knowing she is well protected by her friends. She is a vegetarian and will strongly disapprove of meat eaters, demanding, at least, that they not eat meat in her presence.

Shurni Beastmaster: 33 year old female, apprentice sorceress.

STR	10	Move 3	R Leg	0/4	_____
CON	13	Hit Points 11	L Leg	0/4	_____
SIZ	09	Fatigue 23 - 2 = 21	Abdomen	0/4	_____
INT	18	Magic Points 13	Chest	0/5	_____
POW	13	DEX SR 2	R Arm	0/3	_____
DEX	16		L Arm	0/3	_____
APP	14		Head	0/4	_____

Weapon	SR	Attk%	Damage	Par%	Pts
Dagger	8	56	1D4 + 2	22	6

Spells: (sorcery) Summon Spell Spirit, Dominate Spell Spirit 39, Befriend Beast 34, Treat Wounds 31, Damage resistance 28, Spell Resistance 21.

Skills: Dodge 48, Throw 47, Fast Talk 29, Orate 38, Sing 26, Speak Armanian 78, Speak Tradetongue 24, Speak Maril 24, Craft Cook 42, Craft Silver 21, Evaluate 37, Human Lore 49, Plant Lore 43, Read/Write Armanian 53, Read/Write Tradetongue 20, World Lore 49, Devise 58, Listen 47, Scan 47, Search 62, Track 27, Hide 23, Sneak 26, Ceremony 28, Summon 38, Duration 30, Intensity 41, Multispell 22.

Notes: Shurni owns nothing except her knife.

Grumble: Black Bear

STR	35	Move 7
CON	12	Hit Points 19
SIZ	26	Fatigue 47 = 47
INT	05	Magic Points 13
POW	13	DEX SR 3
DEX	13	

Hit Location	Melee	Missile	Points
RH Leg	01-02	01-02	3/6
LH Leg	03-04	03-04	3/6
Hind Q	05-07	05-09	3/9
Fore Q	08-10	10-14	3/9
RF Leg	11-13	15-16	3/6
LF Leg	14-16	17-18	3/6
Head	17-20	19-20	3/7

Weapon	SR	Attk%	Damage
Bite	9	38	1D10 + 3D6
Claw	6	53	1D6 + 3D6

Skills: Climb 33, Listen 39, Track 34, Scan 24.

Brighteyes: Wolf

STR	10	Move 7
CON	13	Hit Points 13
SIZ	13	Fatigue 23 = 23
INT	05	Magic Points 7
POW	07	DEX SR 1
DEX	20	

Hit Location	Melee	Missile	Points
RH Leg	01-02	01-02	2/4
LH Leg	03-04	03-04	2/4
Hind Q	05-07	05-09	2/6
Fore Q	08-10	10-14	2/6
RF Leg	11-13	15-16	2/4
LF Leg	14-16	17-18	2/4
Head	17-20	19-20	2/5

Weapon	SR	Attk%	Damage
Bite	6	40	1D8

Skills: Dodge 42, Track 90.

Firwing: Nhareechi Eagle

STR	05	Move 1/12 flying
CON	11	Hit Points 8
SIZ	05	Fatigue 16 = 16
INT	03	Magic Points 7
POW	07	DEX SR 1
DEX	22	

Hit Location	Missile/Melee	Points
Body	01-20	0/8

Weapon	SR	Attk%	Damage
Claw	7	57	1D4
Bite	10	42	1D4

Skills: Dodge 98, Scan 97, Search 98.

The "Dragon" of Dragon Mountain

There is only one Wyrms in the region, and this is Gizalareen'd'athranamar. Its lair is a high cave on Dragon Mountain. Climbing Dragon Mountain will take a full 24 hours. Characters should make one Climb roll per hour. A failed Climb roll will result in a fall unless the adventurer makes a DEX X3 roll. If adventurers are roped together the climbers on either side of the falling character must pit their combined STR against his size to save him. If the STR of either character attempting the rescue is overcome, he also falls.

A falling Character may attempt a POW X5 in order to determine how far he falls, if he succeeds the chart below is consulted, if he fails he falls out of sight and dies.

D00	Distance	Average Falling Damage
01-05	3 meters	10-11
05-10	6 meters	20-21
11-20	12 meters	41-42
21 +	24 + meters	forget it, you're dead

Gizalareen'd'athranamar's Lair

The lair is simply a large unadorned cavern where Gizalareen'd'athranamar spends much of its time sleeping near its treasure. The treasure is heaped by Gizalareen'd'athranamar's head and consists of 37,000 Lara in loose coins (the characters still have to climb down and doing so whilst carrying this much coinage is likely to kill someone — putting it all in sacks and throwing it off the mountain is not going to help as it would be very difficult to find afterwards assuming the bags don't split and spread the coins over a few hundred square yards of territory); 1000 assorted gemstones totalling 1475 carats (the best of which is a 100 carat diamond); any 100 weapons, Shields, and pieces of armour which the Gamemaster chooses (not all of these will be in good repair).

In addition roll D20, 2D3 times (increase this roll by one per character killed in the process of gaining the treasure to a maximum of 12) to reveal what special treasures may be found. Any D20 roll over 12 is discounted and subtracted from the total number of rolls available.

Gizalareen'd'athranamar: ancient Wyrms Mage.

STR	78	Move 2/5
CON	28	Hit Points 93
SIZ	83	Fatigue 106 = 106
INT	18	Magic Points 54
POW	27	(through tapping)
DEX	05	+ POW spirits 114 + Slave 36
		(through tapping) = total 204
		DEX SR 4

Hit Location	Melee	Missile	Points
Tail	01-04	01-03	(20)38/31
Abdomen	05-08	04-08	(20)39/31
Chest	09-12	09-14	(20)39/38
R Wing	13-14	15-16	(20)47/24
L Wing	15-16	17-18	(20)42/24
Head	17-20	19-20	(20)48/31

Gizalareen'd'athranamar has cast 10 points of strengthening Enchantment direct to his HP, and 10 points of Armoring Enchantment to each Location; also has Intensity 20 Damage Resistance and Spell Resistance cast on self at all times.

Weapon	SR	Attk%	Damage
Bite	7	167	1D10 + 9D6
Tail Lash	7	148	10D6

Skills: Listen 113, Scan 143, Ceremony 98, Enchant 110, Summon 174, Duration 134, Intensity 124, Multispell 98, Range 89.

Sorcery Spells: (in mind of intellect spirits) Cast Back 99, Holdfast 78, Mystic Vision 134, Neutralize Magic 92, Regenerate 99, Sight Projection 90, Spell Resistance 99, Skin of Life 97, Smother 82, Treat Wounds 132.

Magic: over the centuries Gizalareen'd'athranamar has placed many matrices upon his own hide (his familiar performs the task of inscribing the Runes upon his hide): Magic Point Matrix Enchantment, Spell Matrix Enchantment, Armouring Enchantment, Dominate Salamander, Dominate Intellect Spirit, Summon Power Spirit, Dominate Power Spirit, Spirit, Dominate Hellion, Salamander Binding Enchantment Strengthening Enchantment, Summon Salamander, Summon Intellect Spirit, Summon Hellion, Salamander Binding Enchantment, Intellect Spirit Binding Enchantment, Hellion Binding Enchantment, Power Spirit Binding Enchantment, Create Familiar STR, CON, SIZ, INT, POW, DEX, APP, Tap APP, Tap SIZ. Binding Enchantments for 6 Salamanders, 2 Hellions, 2 Intellect Spirits (INT's 10, 08); 5 Power Spirits (POW's 19, 11, 13, 42, 29); and a Magic Spirit (divine 100%) Resurrect.

9 Cubic Meter Salamanders (STR 33, POW 31, HP 81, Move 3; STR 30, POW 32, HP 64, Move 3; STR 34, POW 31, HP 65, Move 3; STR 29, POW 30, HP 70, Move 3).

10 Cubic Meter Salamander (STR 41, POW 39, HP 72, Move 3).

19 Cubic Meter Salamander (STR 70, POW 67, HP 131, Move 3).

Hellions

1.	2.
SIZ 1 ____ Magic Points 16 ____	SIZ 1 ____ Magic Points 33 ____
INT 16 ____ Move 20	INT 38 ____ Move 20
HP 22 ____	HP 46 ____
Location D20 Points	Location D20 Points
Body 01-20 22/22 ____	Body 01-20 48/48 ____

Slave — Gizalareen'd'athranamar created his familiar by Tapping a victim's APP until he died, then he forced a Hellion into the corpse, making it his familiar.

Slave often wanders the wilderness alone, gathering news for his master, and may be encountered individually at the Gamemaster's option. His nature is not readily apparent.

STR 16(27) ____ Move 3	R Leg (20)7/7 ____
CON 16(26) ____ Hit Points 20 ____	L Leg (20)8/7 ____
SIZ 15 ____ Fatigue 53 - 6 = 47 ____	Abdomen (20)9/7 ____
INT 20 ____ Magic Points 36	Chest (20)9/9 ____
POW 18 ____ (through tapping) ____	R Arm (20)7/6 ____
DEX 17(27) ____ DEX SR 1	L Arm (20)8/6 ____
Free INT 20	Head (20)8/7 ____

Permanent Intensity 10 Enhance STR, CON, DEX, and Damage Resistance. All locations have been treated with Strengthening Enchantment.

Weapon	SR	Attk%	Damage	Parr%	Pts
Greatsword	2	52	2D8 + 10 + 2D6	36	12 ____

Permanent Damage Boosting 10 on Sword.

Sorcery Spells: Damage Boosting 59, Damage Resistance 62, Spell Resistance 45, Enhance STR 67, Enhance CON 59, Enhance DEX 62.

Magic Skills: Ceremony 61, Intensity 53, Duration 59.

Skills: Craft Inscribe 39.

Magic Item: matrices on sword; Duration 10 Damage Resistance, Damage Boosting, Spell Resistance, Enhance STR, Enhance CON, Enhance DEX, Fly.

Treasure: Carries 57 Lara. Ransom negotiable (5,000 Lara).

1. **Tankard of Brews:** this is a Troll item which fills with any brew desired at a cost of 1 Magic Point, when the brew is named in Darktongue and the tankard is spat into by the spell caster; this includes magic potions, poisons and antidotes with a POT equal to 1 per three magic points expended during the spell casting. B.C.6.

2. An ornately engraved gold torque. B.C.7.

3. An arrow which has a Binding Enchantment for a Passion Spirit (Pain) which will engage in spirit combat an individual wounded by the arrow (currently contains Passion Spirit with a POW of 13). B.C.6.

4. An iron Bastard Sword with a Fireblade matrix (as Fireblade but 4D6 damage), and a Power Spirit Binding Enchantment, though there is no Power Spirit in the matrix at this time. If used against a member of a Cult associated with the Fire or creatures associated with Fire this weapon will always do a maximum of 1D6 damage. (B.C.9)

5. Crimson leather cloak with a Protection 6 matrix. B.C.9.

6. A soft leather greave with 9 Armour Points. B.C.4.

7. Glace sphere the size of a human head, ENC 2; if the spell caster stares into this sphere when casting any Spirit Magic Detect Spell the effect of the spell is doubled; that is double range and duration. B.C.5.

8. Elaborately carved and bejewelled chalice. B.C.6.

9. Quartz finger ring holds Binding Enchantment for a Gnome, currently holds a 5 meter Gnome. B.C.6.

10. Small engraved silver whistle. This item, when blown, will summon a horse to the location of the item. The horse will be the best beast in a 10km radius and will arrive in 1D10 hours. The beast will be perfectly friendly to the possessor of the whistle. B.C.6.

11. Slim silver headband (fits SIZ 9) which, when worn, enhances the wearers POW by 6 for the purpose of overcoming a targets Magic Points. B.C.7.

12. Doe skin glove with matrix for STR 10. B.C.9.

The Immaril Lands

Immaril tribesman are still populous in their homeland, mostly in the north and the west, and will be encountered frequently. They are willing to trade what they have for metal weapons; if they have a good kill they will offer the hospitality of their hearth whilst making it clear that some gift is expected in return.

Treasure and magic items recovered from looted tombs will be in the hands of shamans, master hunters, elders and chiefs, and their women. They will

be quite happy to trade gold and silver, gems and jewellery, for metal spear heads and arrows at a rate of one item to twenty arrows or five spearheads. Magic items will be traded at a much higher value; item for item, or 100 arrows or 25 spearheads per point of matrix.

Adventurers caught looting tombs will be dealt with harshly; if they are not killed on the spot, they are staked out for the elements to judge them.

This section includes a discussion of the Immaryl cults and information on one of the most unusual and interesting Immaryl villages, Snake Brother village.

D20 Immaryl Encounters

- 01-07 1D10 Hunters (some female)
- 08-09 1D10 + 4 Female and Children (gathering roots/berries)
- 10-12 Encampment of family group (3D10 individuals)
- 13-15 1D10 Hunters, plus Master Hunter (some female)
- 16-17 2D10 Hunters on mission (hunting Chaos or tomb looters).
- 18-19 Village: 2D100 individuals, master hunter, shaman, elders and chief.
- 20 1 Hunter (at time of great hunt)

Spirit Cults of the Immaryl

Snake Brother

This spirit can be contacted anywhere in the Serpent Hills. There is a permanent temple at the village called Snake Brother. The ritual of summoning includes a human sacrifice. When properly worshipped, this spirit can teach the spell Bite.

Shaman can also learn Command Stoorworm from the Spirit.

Bite 1 Point

Touch, Temporal, Stackable, Reusable

This spell causes the target's canines to develop into fangs which do 1D6 damage and inject a poison equal in POT to 1D6 per point of spell used. The poison will take effect at the end of the fifth round after being injected; the speed with which the poison takes effect is reduced by one round per point of the spell cast, to a maximum swiftness of effect of one round, i.e. the end of the round it was injected on.

Green Man

This spirit can be contacted anywhere in the Great Spirit forest. When properly worshipped this spirit teaches Repair Forest. Shamans can also sacrifice for the one use spell Bring Green Man.

Replenish Forest 3 points

Ranged, Instant, nonstackable, Reusable

This spell transforms an individual into a tree. This takes 10 melee rounds, beginning with the feet which sprout roots which plunge themselves into the earth. The individual will be fully conscious of what is happening to him until his head is effected; at this point he will enter a dream which will last for as long as he holds the tree shape. This spell can

be Dismissed, and will take 10 melee rounds to reverse itself. In order for this spell to take effect the targets magic points must be overcome by the caster.

Bring Green Man 5 points

Ritual Summon Spell, nonstackable, one-use

This spell can only be sacrificed for once and thus may only be used once. The spell will bring the Green Man to the summoner, the Green Man will stay for no more than one full day aiding the summoner as he sees fit.

The Green Man

Characteristics		Average			
STR	2D10 + 30	41	Move 6		
CON	1D6 + 18	21-22	Hit points 32 _____		
SIZ	2D10 + 30	41	Fatigue 63 _____		
INT	2D6 + 12	19-20			
POW	6D6	21			
DEX	3D6 + 3	13-14			
APP	3D6	10-11			
Hit Location		Melee	Missile	Points	
R Leg		01-04	01-03	10/11 _____	
L Leg		05-08	04-06	10/11 _____	
Abdomen		09-11	07-10	10/11 _____	
Chest		12	11-15	10/14 _____	
R Arm		13-15	16-17	10/9 _____	
L Arm		16-18	18-19	10/9 _____	
Head		19-20	20	10/11 _____	
Weapon	SR	Attk%	Damage	Parr%	Pts
R Fist	6	80 + 19	1D6 + *4D6	80-22	13 _____
L Fist	9	80 + 19	1D6 + 4D6	80-22	13 _____

Skills: Agility - 22, Dodge 80; Communication + 17; Knowledge + 10, Plant Lore 50; Manipulation + 19; Perception + 22; Stealth - 38.

Armour: 10 point skin.

Magic: will have INT worth of Spirit Magic.

SAMPLE IMMARIL

Master Hunter

STR 14	Move 3	R Leg	0/4
CON 12	Hit Points 12	L Leg	0/4
SIZ 11	Fatigue 26 - 8 = 18	Abdomen	1/4
INT 13	Magic Points 10	Chest	1/5
POW 10	DEX SR 2	R Arm	0/3
DEX 16		L Arm	0/3
APP 10		Head	0/4

Weapon	SR	Attk%	Damage	Parr%	Pts
1HS Spear	6	66	1D8 + 1 + 1D4	32	10
Target	—	—		47	12
Self Bow	2/7	81	1D6 + 1	27	5
Knife	7	41	1D3 + 1 + 1D4	22	4

Spells: (spirit 38%) Speedart, Peaceful Cut, Mobility 2, Heal 2.

Skills: Throw 77, Animal Lore 42, Craft Leather 28, Craft Stone 28, Plant Lore 42, Listen 74, Track 54, Hide 60, Sneak 75.

Notes: leather skirts and jerkin are both clothing and armour. Usually carry only ten arrows.

Good Hunter

STR 11	Move 3	R Leg	0/4		
CON 13	Hit Points 12	L Leg	0/4		
SIZ 11	Fatigue 24 - 8 = 16	Abdomen	1/4		
INT 10	Magic Points 13	Chest	1/5		
POW 13	DEX SR 2	R Arm	0/3		
DEX 17		L Arm	0/3		
APP 12		Head	0/4		
Weapon	SR	Attk%	Damage	Parr%	Pts
1HS Spear	6	53	1D8 + 1	32	10
Target	—	—	—	42	12
Self Bow	2/7	63	1D6 + 1	27	5
Knife	7	43	1D3 + 1	22	4

Spells: (spirit 53%) Speedart, Peaceful Cut, Mobility 1.

Skills: Throw 62, Animal Lore 25, Craft Leather 20, Craft Stone 20, Plant Lore 25, Listen 59, Track 39, Hide 43, Sneak 53.

Average Native Hunter

STR 13	Move 3	R Leg	0/4	
CON 10	Hit Points 11	L Leg	0/4	
SIZ 12	Fatigue 23 - 5 = 18	Abdomen	1/4	
INT 10	Magic Points 10	Chest	1/5	
POW 10	DEX SR 3	R Arm	0/3	
DEX 12		L Arm	0/3	
APP 10		Head	0/4	
Weapon	SR	Attk%	Damage	Parr% Pts
2HS Spear	7	39	1D8 + 1 + 1D4	32 10
Self Bow	3/9	44	1D6 + 1	— 5
Knife	8	24	1D3 + 1 + 1D4	17 4

Spells: (spirit 45%) Disruption, Heal 1, Speedart.

Skills: Throw 42, Animal Lore 15, Craft Leather 15, Craft Stone 15, Plant Lore 15, Listen 40, Track 40, Hide 25, Sneak 30.

Snake Brother Village

The village called Snake Brother is one of the few permanent settlements of the Immari, nestled in the jaws of the Serpent Hills and centred upon a temple dedicated to the worship of the spirit of the serpent.

Unlike the rest of the Immari the culture of this village is male-dominated.

There are three political camps here; the Shaman and his assistants, the Chief backed by the Master Hunters, and the Elders who hold the balance of power. It is traditional that when the current Shaman has the upper hand he gathers the tribes of the Serpent Hills and makes war upon the Immari of the Great Spirit Forest. The Chief, most often caring more for the welfare of his people, avoids war where possible. The population of the village reflects the current state of affairs; still recovering from the last set of hostilities the village is under the control of the Chief.

Total Population 224: of these 155 are adults, 72 of whom are men, comprising 54 families. There is one chief, and one shaman; 7 Elders, 13 Master hunters, 3 Assistant Shamans, and 50 hunter/warriors.

Personalities

Urakarnake: the current Shaman of the tribe is a small minded, petty individual who gives favor to those who back him in council.

Urakarnake: 36 year old male, Shaman.

STR 09	Move 3	R Leg	11/4	
CON 10	Hit Points 11	L Leg	11/4	
SIZ 11	Fatigue 19 - 6 = 13	Abdomen	11/4	
INT 13	Magic Points 19 + Fetch 26	Chest	11/5	
POW 19	+ Power Spirits 31 =	R Arm	11/3	
DEX 14	total 76	L Arm	11/3	
APP 12	DEX SR 3	Head	11/4	
Weapon	SR	Attk%	Damage	Parr% Pts
Club	7	62	1D6	27 6
Target Shield	—	—	—	487 12

Spells: (81%): Befuddle (2), Bludgeon 6, Countermagic 5; (known by Fetch) Darkwall (2), Demoralize (2), Disruption, Strength 3 (gives D6 damage bonus, adds 5% to Manipulation and Agility skills, including Weapon Skills), Repair 3; (in mind of Intellect Spirits) Glamour 5, Heal 5, Mobility 4, Shimmer 4, Slow 3; (in matrices) Summon Spell Spirit, Summon Power Spirit, Summon Demon, Control Spell Spirit, Control Power Spirit, Control Demon, Spell Spirit Binding Enchantment, Power Spirit Binding Enchantment, Demon Binding Enchantment.

Divine Spells (94%): Bit X6.

Skills: Throw 68, Sing 46, Animal Lore 71, First Aid 81, Human Lore 45, Plant Lore 55, World Lore 71, Listen 70, Scan 70, Track 54, Sneak 20, Ceremony 66, Enchant 56, Summon 71.

Fetch: INT 11 POW 26. Control 4 Intellect Spirits (INT 5 POW 5, INT 5 POW 6, INT 8 POW 8, INT 3 POW 7).

Magic Item: 10 matrices on mummified fingers worn as necklace; three Power Spirits bound into mummified heads worn at waist (POW's 9, 12, 10); Demon bound into black robes gives cloth Armour Points equal to Demons power (POW 11), damage done to the cloth is subtracted from the POW of the Demon until it is destroyed.

Treasure: necklace of 39 pieces of amber (702 carats).

Notes: Demon is unique, Binding Enchantment in robes will hold only this demon type.

Ogaramerran: the current Chief is the youngest in the oral history of the tribe but he was a popular choice and is much approved of by the Master Hunters and the Elders. He is a level headed man who will strive to keep his tribe from war; if he dared he would lead his people away from the Spirit Hills and the worship of the Serpent.

Ogaramerran: 27 year old male, Great Hunter/Chief.

STR 13	Move 3	R Leg	0/6	
CON 16	Hit Points 16	L Leg	0/6	
SIZ 16	Fatigue 29 - 8 = 21	Abdomen	7/6	
INT 12	Magic Points 12	Chest	13/8	
POW 12	DEX SR 3	R Arm	0/5	
DEX 14		L Arm	0/5	
APP 12		Head	0/6	

Weapon	SR	Attk%	Damage	Parr%	Pts
1HS Spear	6	67	1D8 + 1 + 1D4	33	10
Target	—	—	—	57	12
Self Bow	3/9	79	1D6 + 1	—	5
Knife	7	39	1D3 + 1 + 1D4	—	4

Spirit Spells (52%): Speedart, Peaceful Cut, Mobility 2, Heal 5, Countermagic 2.

Divine Spells (92%): Bite X4.

Skills: Throw 78, Animal Lore 41, Craft Leather 29, Craft Stone 29, Plant Lore 41, Listen 78, Scan 78, Track 56, Hide 61, Sneak 77.

Magic Item: Spear of Bone and holds matrices for Bladesharp 5, Dispel Magic 6, Spirit Screen 4, and Armouring Enchantment.

Treasure: 391 silver coins in a spectacular head-dress.

Notes: leather armour has been treated with Armouring Enchantment.

Village Locations

The village is surrounded on three sides by hills; on each hill there is a permanent camp where look-outs are always stationed. Usually there are only two guards per post, but in times of tension there may be as many as five.

The Guardian, a huge Stoorworm under the control of Urakarnake, patrols the area around the village at night and anything it encounters is fare game. During the day the Guardian rests at the holy ground.

1. Chief and Master Hunters

This is the centre of the village, not only does the Chief's Hall stand here, but also those of the Master Hunters, the Unmarried males, and the Meeting Hut of the Elders of the village. All these buildings face onto a central square where ceremonies and meetings are held.

Within the Chief's hut there is a treasure recovered from those who loot tombs equal to 1D10 items from Barter Classes 3 through 6.

2. Shaman and Assistants

The Shaman and his assistants traditionally live a little apart from the village, nearer the holy ground and the spirit world than the village and the mundane world.

3. Serpent's Mouth holy ground.

The holy ground is a large pit like cave entrance which is believed to be the atrophied mouth of the Serpent, which may be made to grow with human sacrifices. Above the pit there are a dozen standing stones, when a holy day is near those prisoners available will be tied to these stones ready to be sacrificed as part of the worship ceremony.

During the day the Guardian will be here, resting in a cave which is within the Serpent's Mouth. That share of treasure recovered from those who loot tombs which is taken by the Shamans is hidden here: the total is equal to 1D10 items of treasure from Barter Classes 1 through 7.

The Guardian

STR	67	Move 3
CON	29	Hit Points 48
SIZ	66	Fatigue 96 = 96
INT	09	Magic Points 16
POW	16	DEX SR 3
DEX	10	

Weapon	SR	Attk%	Damage
Bite	6	89	1D10 + 7D6
Breath	1	100	POT 16 poison gas

Hit Location	Melee and Missile	Points
Tail	01-06	10/16
Body	07-14	10/20
Head	15-20	10/16

The Tombs of Eldarad

Since one of the essential sources of plunder in this supplement are the tombs of the City Dwellers, the following section treats various unusual or sample tombs in detail. The Gamemaster is encouraged to create variations on these themes. The City Dwellers had many methods of tomb design and protection.

AVERAGE TOMB OF PLATEAU OF TOMBS

This tomb is fairly typical of the kind of tomb which may be found whilst searching the Plateau of Tombs; the Plateau may be located by following the directions given on the map known as Old Faithful, or by simple observation (see the Gamemaster Book).

1. This ledge will be from 5 to 30 meters from the ground and will require a successful Scan roll to discover. The shelf is 9 meters wide and 6 meters deep. *From the vantage point of the ledge the wall is strikingly obvious, though from a distance it is invisible, both through the angle from which it would be viewed and by the fact that it was finished with a compound of ground rock and mud in order to camouflage it.*

The wall has 12 Armour Points and will take some time to break through.

2. The wall leads into a long, narrow corridor which is strikingly cool. Nine meters along the corridor the characters encounter the trap, which is in two parts. First, the weight of a character of SIZ 8 or more will trigger the release of a stone hammer, which will swing from the ceiling and strike the character in a missile location with 10 added to the D20 roll; damage will be equal to 3D6 and will certainly result in a loss of balance unless a DEX×2 roll is made.

There is a 50% chance of this trap being triggered by any character walking over the mechanism. When a character feels the rock move beneath him, as it will when he steps upon the mechanism, he may attempt to Dodge at -20%, there may be further negative modifiers if the light source is poor.

(The pit trap below may be triggered by a character who has not triggered the previous element of the trap if no Search roll is made. Such a character may attempt a DEX×3 to avoid falling when the pit opens under him.)

When struck the character will stagger, or fall, forwards onto a thin wooden framework camouflaged in the same manner as the wall encountered earlier. This covers a pit, and will collapse under the weight of anyone larger than SIZ 8. The pit is simply a natural shaft utilized as a pit; the character will fall 3 meters onto a ledge, taking 1D6 damage to a random location. If she makes a successful Jump roll he will fall no further, if not he strikes the angled ledge and falls a further 1D6 meters to a second ledge. Every time a jump roll is failed he will fall a further 1D6 meters, and may well fall to his death. A character who dies, or becomes unconscious when striking a ledge falls no further.

3. The tunnel opens out into a cavern roughly nine by ten meters. A single niche has been carved from the opposite wall. Within the niche lies the remains of a body bound in white cloth. The body is remarkably well preserved due to the coolth and low humidity of the cavern.

At the side of the corpse is a hawthorn staff bound in silver at both tips (B.C.2), and at its feet is a small chest of dark wood inlaid with ivory (B.C.3) with a simple lock. The key is on a silver chain (B.C.2) about the corpses neck. Within the chest there are 108 silver coins, 96 of these are blank, and only 12 are minted. The minted coins may be recognised as being from early mintings of the empire and are worth from 6 to 9 times their normal value to a Knowledge Temple or other collector of antiquities.

TROLL TOMB

A map may lead to this site: the map will make reference to the magical stone which when lifted revealed a hole where no light would be made

(presumably the makers of the map decided not to risk entering).

1. The boulder sits in the centre of a clearing, in a wood or copse which may be located anywhere in the Wilderness. A character making a Scan roll may notice some faded runic markings on the surface of the boulder, the darkness rune is prevalent. Use of Second Sight will reveal the boulder as a Binding Matrix, and may reveal that it is for a darkness Elemental of some nature.

The boulder has a SIZ of 55, and when moved will release the darkness Elemental and instruct it to fill the shaft and area below. It will take one melee round for the Darkness Elemental to fill the tomb, after that time no light will penetrate its darkness. The Elemental has a POW of 30 but has no Hit Points and therefore may not be damaged.

The shaft is of rough hewn rock and falls 5 meters to a false floor (marked A on the map). When anyone with a SIZ of 16 (or any two characters of SIZ 8) place their weight upon the floor it will collapse. The false floor is a light wooden framework covered in earth and supported by a number of thin rods of wood inserted into bore holes in the side of the shaft, these will break sheer. The result is a 6 meter fall.

Note that this trap cannot be discovered by Search as the characters can see nothing (even characters with night vision will be unable to see normally).

2. This chamber is roughly six meters square and contains a large stone sarcophagus slightly offset from the centre of the room. The lid of the sarcophagus is SIZ 36. Within the sarcophagus is a mummy (this is not animated).

The mummy is clothed in fine cloth, at its side is a heavy mace which contains a Bludgeon 1 matrix. On one wrist is a lead band which contains a flawed Disruption matrix (when used it does 2D3 points of damage to target and caster alike). There are also 1392 lead coins (worthless) contained in a small chest.

The false wall may be detected by a normal Search roll in the right place (banging the walls and listening for an echo). The wall has 12 Armour Points.

The corridor beyond runs for 11 meters before coming to an end in a trap identical to that found at location 1 (marked A on the map). The fall, this time, is 3 meters into water.

3. When the characters enter this area a 9 meter shade is summoned and will attack as many characters as it can at once. As it is already dark this will probably go unnoticed by the characters until they are first attacked. The Shade will only attack characters in locations 3 and 4. As the characters are in darkness and, initially, in water they will be at a serious disadvantage: minus 75% due to being

unable to see their foe, and minus 20% whilst in the water. A character may only attack, whilst in water, if he treads water for that round (a swim roll is still required).

The cavern is small, and only one or two rounds of swimming will bring a character to the edge of the cavern (he will of course be swimming in a random direction). Once the side of the cavern is gained the character can cling to the wall with one hand and fight with the other, and will then lose the -20% deficit for fighting in water.

A complete circle of the cavern will bring the characters to the tunnel leading to location 4. The flow of water into and out of the cavern is under water and the current is not strong.

9 Meter Shade (STR 28, POW 31 HP 27, Move 6).

4. This room is 12 meters square and contains six troll Zombies. The characters will again have -75% to weapons skills due to the dark.

The walls of the room are covered in frescos depicting the heroic exploits of the Troll Death Lord Hugurak O'chagar, a renowned (to trolls at least) chaos fighter of times past.

The false wall may be detected by a normal Search roll in the right place. The wall has 12 Armour Points.

The corridor to location 5 is 12 meters long.

Sample Troll Zombie

STR	28	Move 2	R Leg	4/7	___
CON	18	Hit Points 20	L Leg	4/7	___
SIZ	22	Fatigue 46 - 16 = 30	Abdomen	4/7	___
INT	06	Magic Points 5	Chest	4/9	___
DEX	10	DEX SR 3	R Arm	4/6	___
APP	05		L Arm	4/6	___
			Head	4/7	___

Weapon	SR	Attk%	Damage	Parr%	Pts
Maul	4	50	2D8 + 2D6	25	10

Notes: these Zombies are wearing Bezaunted armour, removing this armour from zombies in the dark will be a long (30 seconds per point of ENC), grisly, ugly, frustrating and generally unpleasant business. Negotiating armour back through the tunnels and shafts may be hazardous.

5. This room is similar to location 2, only this is the genuine burial chamber. The entire room is protected by a Warding 4 which will do 4D3 points of damage to anyone entering the chamber. A sarcophagus stands in the centre of the room, and the lid, again, has a SIZ of 36. The first person to touch the Sarcophagus will be struck by the Divine spell Fear.

Within the sarcophagus is a mummy (not animated) and the following treasure. A heavy mace with a Bludgeon 6 matrix (user condition: must be a troll); a lead ginger ring with a 78 carat jade stone (B.C.4); in a belt pouch there are 5 sling stones, each holds the same matrix, and will pass through 1D3 points of protective magic per point of damage subtracted from rolled damage (the number of points allocated to passing through magic must be stated before the damage is rolled); a silver circlet which contains a Binding Enchantment (not empty) for a Shade; a

broken bastard sword with a Truesword matrix; in a large chest at the feet of the mummy there are 3119 lead coins (worthless), 1293 silver coins of various mintings, 39 one ounce silver ingots, 22 two ounce gold ingots, and 64 gold coins of various mintings.

Tomb Hidden Beneath Shrine

This tomb may be found on the outskirts of Eldarad or anywhere in the wilderness.

Outside

The shrine is one of a dozen ruins in a hundred square meter area, the other ruins are undistinguished but the shrine stands out as the only structure still intact. It is finished in white marble.

Lion Golem/Guardian

STR 46 _____ Move 2
SIZ 26 _____ Hit Points n/a _____
DEX 10 _____ Magic Points 10 _____
DEX SR 3

Weapon	SR	Attk%	Damage
Claw	6	96	1D8 + 3D6
Bite	9	96	1D10 + 3D6

Hit Location	Melee	Missile	Points
RH Leg	01-02	01-02	22/0 _____
LH Leg	03-04	03-04	22/0 _____
Hind Q	05-07	05-09	27/0 _____
Fore Q	08-10	10-14	27/0 _____
RF Leg	11-13	15-16	22/0 _____
LF Leg	14-16	17-18	22/0 _____
Head	17-20	19-20	24/0 _____

1. The shrine is simply a stone platform, the room of which is supported by pillars. Seven narrow steps lead to the platform: on each side of the steps there is a stone lion, covered in moss and stained by lichens, as is much of the rest of the shrine.

In the centre of the shrine is a simple marble alter.

The shrine is still sanctified and when the sanctified area is entered the two lion statues will begin to animate, taking one round to do so, after which they will slowly climb the stairs and attack any who remain in the shrine.

There are some twenty steps descending 9 meters to a corridor. The corridor continues for 4 meters before the pit (marked as A on the map) is encountered. The pit is quite obvious and has a ledge along one side. The pit is 5 meters long and almost as wide as the corridor. The only way across is by the ledge. The ledge narrows progressively and DEX rolls at $\times 5$, $\times 4$, and $\times 3$ must be made to negotiate its length. Any who fail a DEX roll may make a Jump roll to grab the ledge as they fall into the pit, if they fail they will fall 16 meters taking 5D6 damage to a random location.

2. This room is 8 meters square and quite plain; its most striking feature is a throne set before the far wall in which sits an armoured figure. As the room is entered the characters will be effected by a Ward-

ing 3 and the armoured figure will rise to its feet and move to meet them. It will clash its sword against its shield and the Fireblade spell in the sword and the protection spell in the shield will both be cast.

If the throne is moved fractionally away from the wall a concealed entrance in the wall will be revealed.

Skeleton

STR 26 _____	Move 3	R Leg 8/1 _____
SIZ 18 _____	DEX SR 2	L Leg 8/1 _____
DEX 32 _____		Abdomen 8/1 _____
		Chest 8/1 _____
		R Arm 8/1 _____
		L Arm 8/1 _____
		Head 8/1 _____

Weapon	SR	Attk%	Damage	Parr%	Pts
Scimitar	5	160	1D6 + 1 + 2D6	160	10 _____
Target Shield		160	1D6 + 2D6	160	12 _____
Dodge 160					

Magic Items: the scimitar holds a Fireblade matrix and a Binding Enchantment for a Power Spirit (POW 11). The shield contains a Protection 5 matrix and a Binding Enchantment for a Power Spirit (POW 8). Each Power Spirit is linked to its respective spell, both spells are cast when the sword is beat against the shield, this is the only way they may be cast. The Power Spirits magic points cannot be utilized for any other purpose than casting these spells.

3. In this corridor there are three sarcophagi set in deep niches in the wall.

The first has a lid SIZ 15. The tomb contains the corpse of a women (determined by the mode of dress); around her neck is a five string necklace of 137 gems strung on silver thread. None of the gems is higher than 3 carats and the thread is worth only B.C.1.

The second has a lid SIZ 20. The tomb contains a man wearing a chain hauberk (SIZ 13) which is well oiled and in good condition. At his waist is a pearl handled dagger which holds a Binding Enchantment for a Power Spirit (B.C.7).

The third has a lid SIZ 12. This tomb contains a male child wearing a chain hauberk (SIZ 8) which is well oiled and in good condition. At his hip is a pearl handled dagger (B.C.2).

4. This corridor is much the same as at 3 but there are only two sarcophagi here.

The first has a lid SIZ 16. This tomb contains the corpse of a woman. She wears a gold finger ring with a single 38 carat pearl, this is one of two such magical rings. When worn they allow permanent mindspeech between the two people wearing them; they also transmit emotions (B.C.7 for the pair).

The second has a lid SIZ 21. This tomb contains the corpse of a man. He wears a chain hauberk (SIZ 14) which is well oiled and in good condition. At his waist is a pearl handled dagger which contains a Binding Enchantment for a Intellect Spirit (B.C.7). On a gold chain at his throat is a 124 carats, which contains matrices for Second Sight and Spirit Screen 5. On one finger is the twin of the ring found in the previous tomb, the pearl on this ring is 37 carats.

5. This room is enchanted with five Disruption matrices linked to Power Spirits bound into the walls (POW's 9, 13, 11, 12, 14). The disruptions will randomly fire at anyone in the room until the respective Power Spirit runs out of magic Points. The Power spirits cannot use their magic points for any other purpose then fuelling the disruptions. At the entrance of the room there is a Dispel Magic 5 matrix linked, again to a Power Spirit (POW 15) which will strike the first 3 people to enter the room, intending to take down any protective magic that may be operating.

The walls of this room are covered in a fresco which is the history of the people who lived here, outlined only briefly below as it is unlikely that the characters will be acutely interested whilst being hit by multiple disruptions.

There are a dozen large chests in the room which contain the remains of rich clothing, luxury soaps, incense, ritual garb, a gold chalice (B.C.4), and an amphora of wine: of these items only the chalice retains any worth.

The sarcophagus in this room has a lid SIZ 17. The tomb contains the body of a man clothed in a robe of gold thread (B.C.5); by his right side is a staff with a large ruby carved into the shape of a dragon at its head. The staff contains a matrix which allows the casting of a Spirit Magic spell duplicating the effects of the Divine spell Lightning for a cost of ten magic points, up to 5 simultaneous castings are possible (for a cost of 50 magic points). Around the body's neck is a torque which has three divine spells (effectively one use as the cults rituals will not be available to regain their use) which are linked into a single casting (see below). A silver finger ring holds the following matrices: Detect Enemies, Detect Gold, Detect Magic.

The fresco has many stages, the most interesting are first a long sea voyage in four ships, in the head ship is a man garbed in golden cloth. This is followed by a hazardous river journey in which some lives are lost to what is obviously a Walktapus.

The next sequence is of the city of Eldarad gleaming in the distance, gold and white, with many high towers and spires. The city is visible only in the distance, in the foreground a small palace is being built, within an elegant walled compound (the city may be closer if this scenario is being used on the outskirts of Eldarad, it will be seen that Eldarad had no walls).

The next sequence is the building of the shrine and the first worship service. In the crowd, in a place of honour, is a man in purple robes (close scrutiny will indicate a facial similarity with the Immaril people). This is followed with scenes of wealth, large harvests, and fat children.

The last sequence begins with a single ill man, his skin is pale and pasty, he is buried outside the

walls. The sequence indicates a large number of people catching the same illness and dying. Then the nobility begin to die, these are distinguished by being larger in stature in the fresco than those of lower cast, also, at their hips they carry a badge of nobility, a pearl handled dagger. Those of noble birth are buried beneath the shrine in ceremonial processions. Then the lord in the golden robes dies of the illness and, he too is buried. A second body is taken into the tomb with the lord, that of a man wearing plate armour.

The last sequence shows the people dying in large numbers. The survivors bid farewell to the tomb and its guardians and leave.

The Torque

The three spells in the torque, when cast, will transform the caster in the following fashion (note: if the lion statues still wait without they will not attack anyone in the company of a character who has cast these spells upon himself).

Lion's Head 2 Points

Touch, Temporal, nonstackable, Reusable

This spell turns the targets head into that of a lion. He gains a Bite attack of 50% plus his attack modifier, doing 1D10 damage plus his damage bonus. This Bite attack can be used in addition to normal attacks and parries, though it must be used 3 strike ranks apart from any other attacks. The chance to hit can be increased by experience.

Strength of the Lion 2 Points

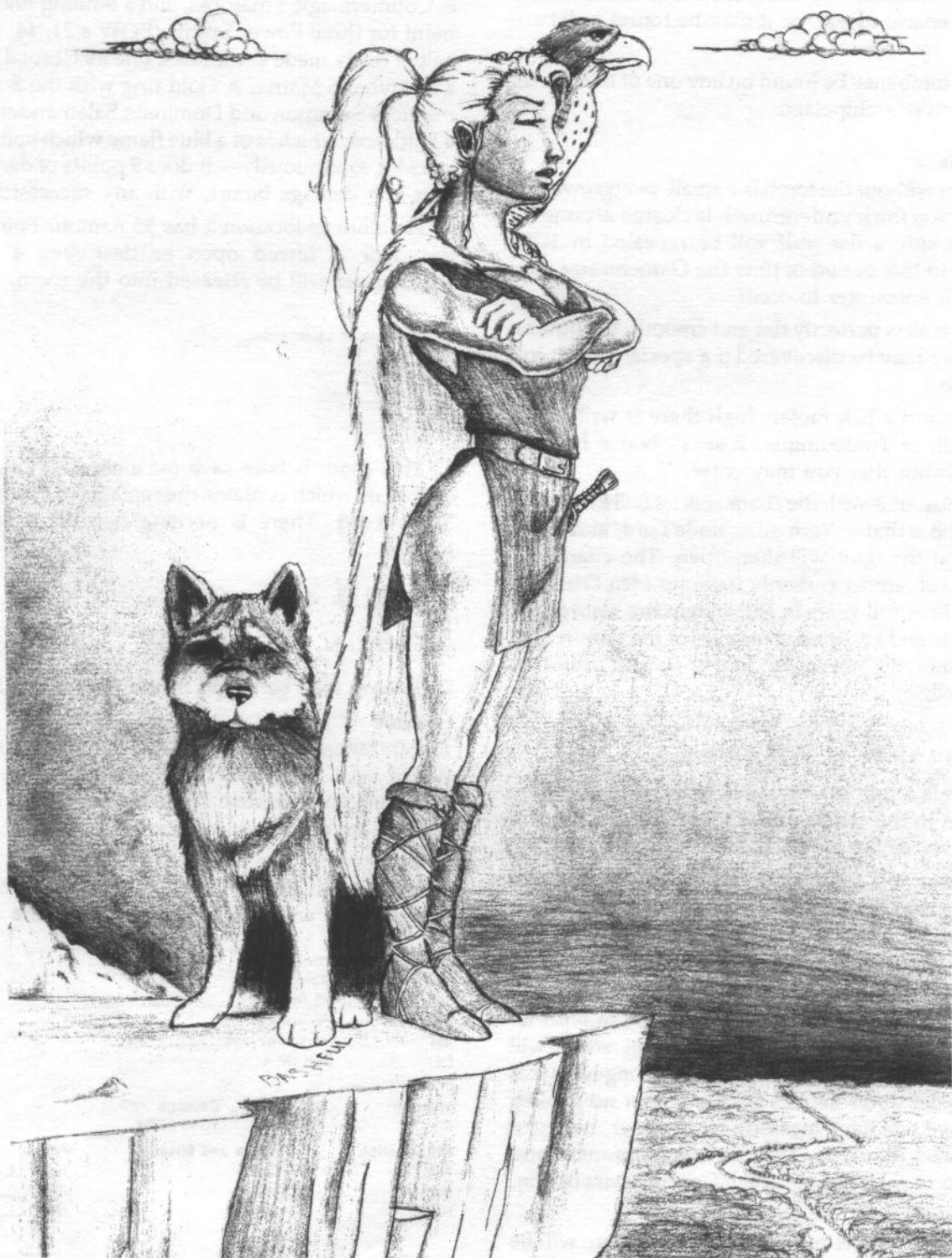
Touch, Duration Till Collapse, nonstackable, Reusable.

This spell swells the target's sinews and muscles. His current Strength triples and he loses 1D6 fatigue each round of the spells duration. When his CON $\times 5$ roll is reduced to 0 through fatigue loss, the spell ends and the berserk collapses.

Keenclaw 3 Points

Touch, Temporal, nonstackable, Reusable

Both the targets hands become lion's paws, doing 1D8 damage plus his damage bonus. His chance to hit with his paws is equal to his normal fist attack. He can attack with both claws in one round, 3 strike ranks apart. The claws are clumsy and cannot hold weapons or tools.



Shurni Beastmaster

Tomb of Yarmadier Trade Lord

The characters may come to this tomb in the company of Thessen who believes he knows its location (see Scenario Ideas), or it may be found independently, by chance.

The tomb may be found on any one of the islands of the river archipelago.

Outside

From without the tomb is a small, overgrown hillock. If the thick undergrowth is cleared around its eastern side a flat wall will be revealed in 1D20 hours. In this period of time the Gamemaster may wish an encounter to occur.

The wall is perfectly flat and smooth, the outline of a door may be discovered if a special Search roll is made.

Two and a half meters high there is writing on the wall, in Tradetongue. It says "Name he who rests within that you may enter."

If Thessen is with the characters he will know that the tomb is that of Yarmadier trade Lord, and name him and the door will then open. The characters alone will almost certainly have no idea (Thessen spent three full years in research in the histories of the trade and knowledge temples of the Empire, the characters do not have access to this fount of knowledge.

The secret door has 55 Armour Points and will be very difficult to break through.

1. This is rough hewn cavern with a 1 meter stone column in the centre of the room. On the column is a silver circlet which is the circlet of tongues.

Beyond is a flat wall on which, two and a half meters from the floor are written, in Tradetongue, the words: "beyond is the last resting place of Yarmadier, disturb him not for that which you seek lies here."

If the Circlet is taken from the column with no item placed there in trade the Babel effect will operate on the person so doing (assuming he places the Circlet upon his head); this is that no spoken language will have meaning for the user, not even verbalised thoughts. The effect is permanent and the user may go insane, at the Gamemasters option, as a result.

Anyone who is not a Trade God initiate will be subject to the Babel effect.

If the item is traded to an initiate of the Trade God the new owner will receive the full benefits of the Circlet, and will be able to understand any spoken word whilst he is wearing the Circlet.

If the Circlet is removed and an item placed upon the column in trade (if the item is of value — 10,000 Lara or more) a secret door which is otherwise only

detectable by a critical Search roll, opens in the floor beside the plinth. The item, of course, disappears as a sacrifice to the Trade God. Within the small two meter square chamber revealed beneath the secret door is a Staff with 18 Armour Points and Bludgeon 6, Countermagic 5 matrices, and a Binding Enchantment for three Power Spirits (POW's 21, 14, 11); a belt of finely made silver links, one inch broad, with a Shimmer 6 Matrix. A Gold ring with the Sorcery matrices Summon and Dominate Salamander; and a Battle axe which is of a blue flame which spits and crackles continuously — it does 9 points of damage, plus any damage bonus, with any successful hit.

The door to location 2 has 55 Armour Points. If the door is forced open or destroyed a huge Salamander will be released into the room.

30 cubic meter salamander.

STR 112 _____
POW 109 _____
HP 273 _____
Move 3

2. This room is bare save for a simple stone sarcophagus which contains the remains of Yarmadier Trade Lord. There is nothing here of worth or interest.

Tomb of Snake Brother Shaman

This tomb may be found in the Serpent Hills.

Outside

The entrance to this tomb is a rocky outcrop, in the side of a hill, which has been carved into the shape of the head of a serpent. The eyes and mouth of the serpent are entrances to a cave.

1. The cave in the head of the serpent is bare, roughly hewn rock. Within is the Zombie Stoorworm which will attack any who enter the cave.

Zombie Stoorworm

STR 65 _____ Move 2
CON 30 _____ Hit Points 39 _____
SIZ 48 _____ Fatigue 95 = 95 _____
INT 05 _____ Magic Points 8 _____
DEX 04 _____ DEX SR 4
APP 01 _____

Weapon	SR	Attk%	Damage	
Bite	7	20	1D10 + 7D4	
Hit Location		Melee and Missile		Points
Tail		01-06		10/32 _____
Body		07-14		10/39 _____
Head		15-20		10/32 _____

2. The corridor is 180 meters long and 5 meters wide. Any who enter this area will be attacked by Ghosts which will not break off the attack until or unless the intruders leave the tomb.

There are twelve Ghosts here.

3. The pool in this bare, stone cavern is 3 meters deep and there is an exit 2 meters below the water leading to 4., the underwater tunnel.

4. The tunnel is 50 meters long and from 1 to 2 meters in diameter. The tunnel is completely filled with water and anyone traversing it will effectively begin to asphyxiate as soon as they enter the tunnel; assuming they make progress on each round they will have to make a CON \times 1 roll on the last round in the tunnel, and on the following round in order to surface at location 5.

Whilst in the tunnel characters may either Swim through the water or pull themselves along the side of the tunnel, making; in the latter case use the rules for Climbing. Adventurers will make headway at 1 meter per 5 Strike Ranks unless they choose to increase their rate of progression by subtracting percentiles from their Climb roll.

They will have the added problem of being attacked by a Hellion after the third round of swimming.

Hellion

STR 01 ____ Move 20
INT 16 ____ Hit Points 19 ____
Magic Points 19 ____

Hit Location D20 Points
Body 01-20 19/19

5. The tunnel surfaces into a circular pool at one end of a large cavern. Surrounding the pool are six Skeletons which will attack the intruders as they try to pull themselves from the water.

At the far end of the tunnel is a small niche in which lies the body of a man wrapped in a white shroud.

Beside the body lies a long spear with Multi-missile 4, and Bladesharp 4 matrices. Around its neck is a one ounce gold nugget on a leather thong which contains a Power Spirit (POW 17). On its left wrist is a bronze bracelet which holds a matrix for Strength 7. Bundled into a pillow beneath its head is a blue leather cloak which holds a Dispel Magic 6 matrix. In a second clay pot there are one hundred and fifty small pieces of amber totalling 1300 carats.

Six Skeletons

1	2	3	4	5	6
STR 15 ____	STR 14 ____	STR 16 ____	STR 15 ____	STR 22 ____	STR 15 ____
SIZ 14 ____	SIZ 13 ____	SIZ 16 ____	SIZ 15 ____	SIZ 24 ____	SIZ 14 ____
DEX 12 ____	DEX 15 ____	DEX 12 ____	DEX 18 ____	DEX 14 ____	DEX 12 ____

Move 3

Weapon	SR	Attk%	Damage	Parr %	Pts
1. Scimitar	7	60	1D6 + 2 + 1D4	60	8 ____
Buckler	—	—	—	60	6 ____
Dodge 60					
2. Scimitar	7	75	1D6 + 2 + 1D4	75	7 ____
Target	—	—	—	75	7 ____
Dodge 75					
3. 2HS Spear	6	60	1D8 + 1 + 1D4	60	7 ____
Dodge 60					
4. Scythe	5	90	1D6 + 1D4	90	6 ____
Dodge 60					
5. Great Axe	4	70	2D6 + 2D6	70	9 ____
Dodge 70					
6. Scimitar	7	60	1D6 + 2 + 1D4	60	8 ____
H Mace	10	60	1D10 + 1D4	60	8 ____
Dodge 60					

Melee	Missile		1	2	3	4	5	6
01-04	01-03	R Leg	5/1	7/1	7/1	7/1	2/1	7/1
05-08	04-06	L Leg	5/1	7/1	6/1	7/1	2/1	7/1
09-11	07-10	Abdomen	6/1	6/1	5/1	6/1	3/1	5/1
12	11-15	Chest	7/1	5/1	5/1	6/1	2/1	5/1
13-15	16-17	R Arm	5/1	6/1	5/1	6/1	2/1	5/1
16-18	18-19	L Arm	6/1	7/1	6/1	6/1	2/1	7/1
19-20	20	Head	6/1	8/1	7/1	1/1	2/1	3/1

Barrow

This barrow may be found anywhere but is most likely to be located in the Barrow Hills.

Outside

The barrow is bare stone save for the roof which is overgrown with wild grasses. The only entrance is a large rock rolled into place before the doorway. To move the rock a STR of 55 must be overcome. After a Devise roll a lever may be set up, this will half the STR of the rock.

Inscribed upon the rock is the following message in Spiritspeech: "Revere thy dead, disturb them not; this is the first law."

The Hellion in the Antichamber will begin to form as soon as the rock covering the entrance begins to move.

1. The Antichamber.

A heavy pre-rainstorm smell pervades the chamber along with the musk of stale air. The room is cluttered with objects: a chair, a table, the skeleton of a horse.

Floating amongst the clutter is a Hellion, it will attack the first person who entered the chamber.

There are seven chests containing mouldy clothing, wooden platters and eating utensils, bronze candlesticks and other household items. There are six chairs and a table, they will hold someone of SIZ 6 only. There are also the skeletons of three horses lying together.

The Wraith, in 3, will have been aroused by the noise of combat. It will await the players in 3.

2. The Burial Chamber.

This chamber is empty save for a large, stone crypt.

The room is protected by a Warding 3.

The Wraith will attack as soon as the Chamber is entered.

3. The Treasure Chamber.

Two medium sized chests rest on the ground.

Any entering the room will have to pass through the warding which covers only room 3.

Both chests are wax sealed and contain enough POT 10 poison gas to fill the chamber.

Chest One: a broken pot of thin ceramic; in a small box there are three carefully wrapped, hand sized, glass mirrors Barter Class 3; in a pouch, 32 small pearls totalling 384 carats; in a small box, a silver brooch in the shape of the Spirit Rune; in a

pouch 489 silver coins. Chest Two: A broken pot of thin ceramic; Seven close weave throw rugs of ancient design (these were not adequately preserved and are now worthless). They disintegrate on touch.

The Hellion

SIZ 1 ____ Move 20 Location D20 Points
INT 12 ____ Hit Points 19 ____ Body 01-20 19/19 ____
Magic Points 19 ____

Weapon SR Attk% Damage
Drain 1 Auto 1D10 fatigue per MP expended

The Wraith (INT)

CON 36 ____ Move 20 Location D20 Points
INT 14 ____ Magic Points 20 ____ Wraith 01-20 0/36 ____

Weapon SR Attk% Damage
Horror 1 MP vs INT 1D6

Appendix

The Tiger Heads

The Fyasharin, as the Tiger Heads call themselves, live in loosely knit primitive societies which are basically extended families. Their societies are volatile as competition for a mate is fierce due to the fact that the ratio of male to female births is 65/35. Nomadic males are common.

They are at home in semi-tropical or temperate climes. They undergo a rite of passage at age 15, when they are expelled from the village for a year to make their way as best they can.

Characteristics	Average	
STR 4D6 + 6	20	Move 3
CON 3D6 + 3	13-14	Hit points 14 ____
SIZ 2D6 + 6	13	Fatigue 34 ____
INT 2D6 + 6	13	
POW 3D6	10-11	
DEX 3D6 + 6	16-17	
APP 3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	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	12-15	16-17	2/4 ____
L Arm	16-18	18-19	2/4 ____
Head	19-20	20	2/5 ____

Weapon	SR	Attk%	Damage	Parr%	Pts
Bite	7	25+15	1D10 + 1D6	—	—
Claw	7	25+15	1D6 + 1D6	—	5 ____
Dagger	7	15+15	1D4 + 2 + 1D6	15+9	6 ____

Skills: Dodge 25 + 9, Jump 30 + 9.

Armour: 2 point skin.

Magic: spirit magic is available to Tiger Heads. Some may have access to Divine or Sorcery spells.

Creating a Tiger Head Adventurer

All but 2% of Tiger Heads receive the skills, magic, and experience of human Primitive Hunters (but have Claw Attack instead of Primary Weapon Attack and Fist Attack, Bite Attack instead of Missile Weapon Attack, and Climb ×1 and Jump ×2 instead of Throw).

The other 2% receive experience as Primitive Shamans (see Assistant Shaman Occupation).

The Scenarios

In this book we provide two detailed, ready-to-run scenarios and a host of suggestions for further adventures. Following are notes on managing adventures in Eldarad realistically.

Campaigning in Eldarad

In the section "Getting There" in the Gamemaster Book, it is assumed that Eldarad will be grafted onto an existing campaign. There is, of course, a second option, that of beginning a campaign in Eldarad, with fresh Characters. Even then it is suggested that the Referee not allow Players to generate Characters who were born and brought up in Eldarad: for one, they will be privy to background information on the realities of Eldarad which will rob them of much of the fun of learning about Eldarad in play. There is also a problem in the process of generating an Eldaradan, that is that the people of Eldarad do not conform to the normal societies as outlined in the RuneQuest rules. Eldaradans are neither Civilized nor Barbarian, no more than they are Nomadic or Primitive: they are, rather, an obscure mixing of all cultures, as people who abide in Eldarad are drawn from all cultures and thoroughly mixed thereafter.

The following Scenarios are designed to express a vision of normal play in Eldarad. The first is for beginning characters, fresh off the boat; the other is for slightly more experienced characters, who have recovered from the first shock of exposure to life in Eldarad. The second may follow the first immediately in play, or be used at a later date, as the Referee chooses; in either case slight adjustments may be required for the scenario to be utilized at optimum, depending on the circumstances of the individual campaign.

The Referee will doubtless notice that material rewards in these scenarios is low: this is intentional and should be used as an example of typical rewards gained in play. The harshness and difficulty in normal day-to-day living is intended to be a significant part of play. The characters should be required to make decisions on where they are going to sleep and what they are going to eat for every day which passes. For this to work well every day should be full to the brim making for a very compact campaign encompassing little game time. As time passes and the Characters gain wealth this pressure will doubtless ease: money and effort will be required for the Characters to secure a safe place to sleep (the location and development of a secure power base should be encouraged by the Referee) but this should take time and be somewhat less than easy. When Characters eventually have some measure of wealth and security the time density can ease to whichever level the Gamemaster and Players find comfortable.



Immaril Tribesman

Arriving In Eldarad

If beginning a campaign in Eldarad the Referee should start the action on the River using one or two encounters from River Travel Incidents, this will give the Characters a little time to become acquainted with their fellow travellers (see Inbound Personalities).

The Referee should allow the Characters a little time to use what little cash and property they may have to purchase some trade items before play begins.

As usual the ship will dock at the Trading Post. Doubtless they will choose to spend the night there, accepting the hospitality of Arell Canshun at the Longship Inn and using the opportunity to purchase information (see the Information chapter) from him and anyone else who might be available (if they arrive early enough in the day a market might occur before sunset, heralded by the arrival of their ship). The Characters will doubtless quickly learn about the Currency situation in Eldarad and may learn just exactly how much it is going to cost them to book passage out of Eldarad through Areth Coll and the Merchantmen who deal with him.

Focussing on the Artisans' Quarter

For the purposes of these scenarios it is necessary to focus in on a specific area of Eldarad. The Game-master may choose to settle the Characters in this area permanently, or may desire to focus in on another part of Eldarad, and develop his own residents and local situation.

The whole of the Artisans' Quarter will follow the same general pattern, as shown below. Each building is rolled for separately on the Encounters in the Artisans' Quarter chart at the beginning of that section. Rolls which indicate Quarry or Group or Individual are taken to mean a gap between buildings. In this way streets and blocks can be built up. Alternatively a Location Encounter may be utilised, placing the Clearwine Inn or any other establishment within the area being developed. Special locations which the Gamemaster desires for that area should be added after this process is finished (see 31 and 32 below). Areas where no buildings occur (A through D) tend to develop naturally from the process.

1. Habitable Ruins: these buildings are ruined but have a partial room which still provides shelter from the elements in one room. They are not inhabited as a general rule, but may provide shelter for beggars or other impoverished individuals for one or more nights.

2. Good Ruin: these are buildings where all the walls and the roof are more or less intact: doubtless the roof is less than completely water proof, but a little work would make such a building perfectly habitable. Again these buildings can be refuge for those with no better option.

3. Gutted Ruin: only the walls remain of these buildings, roof and any floors having collapsed.

4. Partial Ruins: only one or two walls remain of these buildings.

5. Total Ruins: of these buildings only the foundations remain.

The rest of the buildings in this area are Inhabited Good Ruins, that is Good Ruins which have been rebuilt, repaired, and made otherwise more habitable; some are New Buildings, that is buildings newly built by the builders of Irul Katarin with the rescued building materials of the Quarried area of the city.

Most of the buildings which might be considered as being shops (see below) are primarily workshops: they rarely display their wares as the passing trade in Eldarad is very low and petty artisans usually hawk their wares about the city, amongst the impromptu markets. This is not to say that customers will be turned away from the premises, merely that because of their nature workshops are hard to identify in most cases. Butchers, Bakers, etc. will have regular customers in their area to whom they will deliver. Maintaining this regular custom is of prime importance to any individual artisan and in times of hardship it is the markets which suffer first.

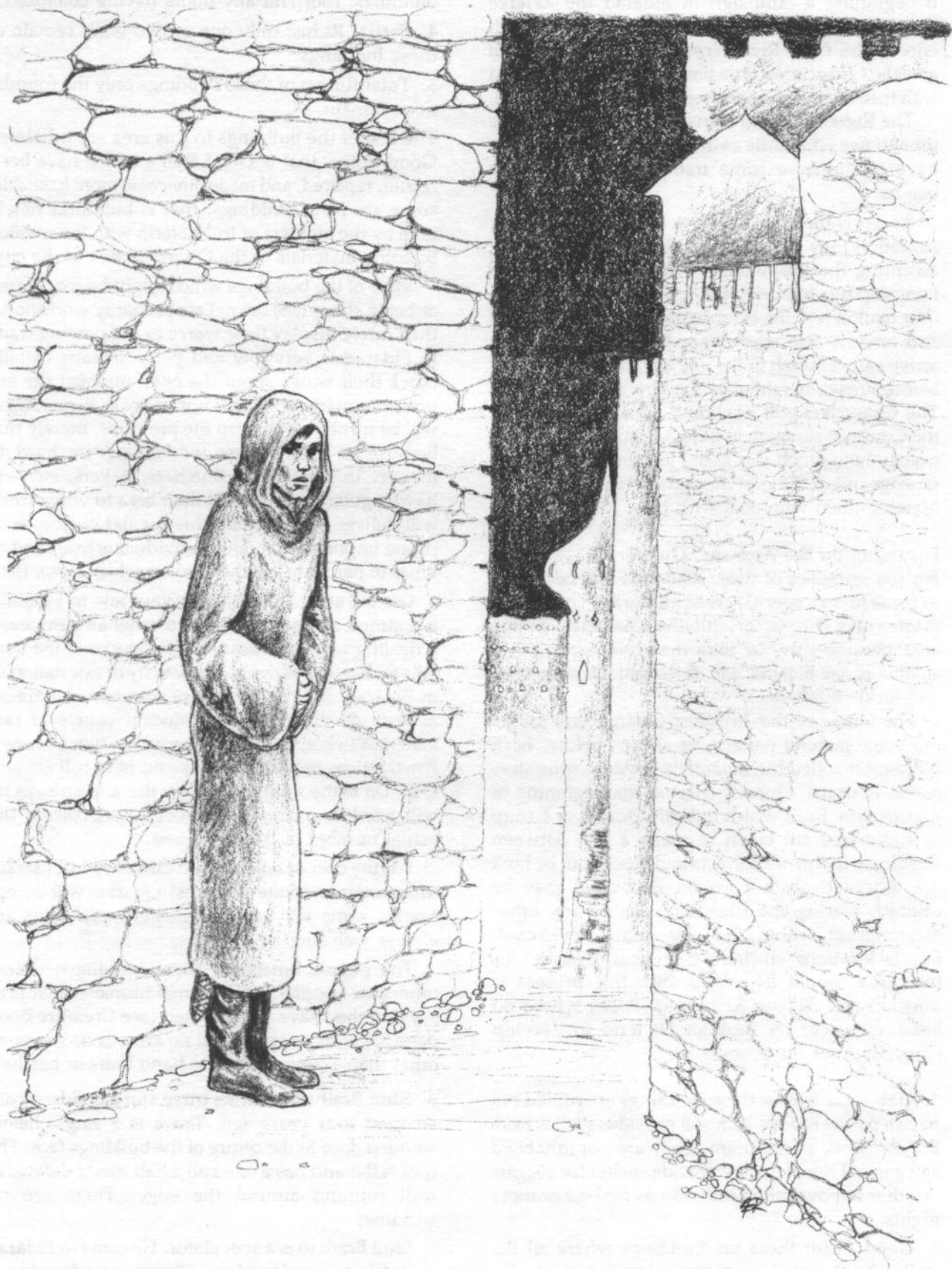
Off the shelf availability is very low in Eldarad, it is almost always necessary to order an item, even if dealing with an artisan whose speciality the item falls within: this is due to the scarcity of raw materials in Eldarad. Services are more common in Eldarad as they do not require a constant source of raw materials (whores and mercenaries are two a penny). For the time required to make an item roll D6 and D10, D6 is the number of days the artisan says he will need to make the item, D10 represents the actual number of days required.

For the cost of an item see Currency in Eldarad. Most artisans of the Artisans' Quarter will accept Marks, some will accept coinage, trade items are always welcome.

The people inhabiting these buildings, unless otherwise specified, are normal humans: that is to say that they have average stats (see Creature Book page 26) with no spells and no armour or weapons other than a conveniently to hand knife or hatchet.

6. Shul Brathan had this three story building constructed four years ago. There is a single heavy wooden door in the centre of the buildings face. The roof is flat and has a one and a half meter defensive wall running around the edge. There are no windows.

Shul Brathan is a speculator. He came to Eldarad a decade ago and made a killing as an adventurer: he was very lucky and discovered a very wealthy tomb only months after his arrival. Since then he had made large sums of money by buying anything and everything and holding on to it until he can get a good price. This kind of long term speculation



requires that he have a good deal of storage space, and this building is his warehouse. He employs five full time guards (armed with bows and short swords, wearing padded armour), but does not live here himself. The guards are selected to be suspicious and unfriendly.

The warehouse contains 1D100 x5 items from each of Barter Classes 1 through 5.

7-10. These four families work the allotments at A and sell the surplus, in season, at market. They have no storage techniques and so what they do not sell they use as swill to feed a small number of wild pigs which they own collectively; selling to Urak (see 23) when they can no longer feed them (retaining only a single sow — paying for her to be serviced — which they can manage to support even in lean times).

11. Lanuk Taral is a potter; he has located a source of clay and several times a season he and his family hire two guards from Parthim At and bring clay back to their workshop.

12. This building is occupied by a sell sword and his young family (first floor), and a competent housebreaker (second floor).

13. This house is occupied by an artist who specialises in making playing cards (first floor). He also decorates pottery and sometimes works with Lanuk Taral. He cannot gain materials for more ambitious work. The second floor is occupied by a pretty young man who entertains for a living.

14. Birne Ussal is a Currier, creating belts, scabbards, and cloths of dressed and coloured leather for those who can afford it. His wife is a seamstress and dress maker. They support a large family.

15. Sullo is a usurer, pawnbroker and small time merchant. He deals with those who do not wish to ply their items at market (thieves), those who do not wish to loose the item permanently (the poor), and those who believe that they will not get a better price at market (the stupid). He exchanges valid Marks for single items. He has not been in business very long, only since the introduction of the mark by such people as Borjahn and Marn Tussahl. He will deal in coin at a rate of two silver to the Mark (he exchanges one to one with Marn Tussahl to gain Marks).

As most people are wary of coinage his money lending activities are still at a low ebb, but he expects improvement in years to come.

He keeps a loaded crossbow under the counter and a spike outside the door (he pays a street urchin to search for a body and take the head once every two or three weeks). He will always have 1D00 items of Barter Class 1 (25%) through 4 stored here.

16. This building is well furnished but empty. The rent is paid up for three months but no one lives here.

17. Vasa's Wineshop. Vasa buys wine from the Trading Post, and occasionally from other inns and taverns (this is expensive but Vasa waters his wine sufficiently to make it cost-effective). This is a cheap dive. Vasa rents floor space to the impoverished and has three spare rooms and an attic which he also rents out occasionally.

18. This family keep sheep penned in the ruined building at the back of their house. They run them free range at C. They sell primarily to Urak (see 23).

19. Old Irnal lives here. He is a sheep shearer. This is a real skill and one can make a right pigs ear of fleece if one does not know what one is doing. Old Irnal treats shearing like a religious ceremony and allows no one to watch; with this method he has managed to keep a dozen rearers in ignorance of the skill and makes a living off of that ignorance.

20. Residence of Jablog Cutter. Jablog purchases cloth wherever he may and accepts commissions to create made to measure clothing. He is very skillful and consequently makes a very good living.

(For more about Jablog see "The Gray Plague" below).

21. Kalin Maril lives here. He takes in fleeces from several sheep rearers in the Artisans' Quarter as he is one of the few people who owns a spinning wheel. He also possesses a simple loom with which he produces a tweed like cloth for cloaks and other garments which are much in demand in the winter months. He also has rudimentary knowledge of dyes and most of his cloth is green, blue, brown, or yellow.

22. Fanril is a Baker. He purchases wheat from the Trading Post and the ferry village, he owns a Quern and grinds his own flour in small batches. He uses simple stone ovens and generally makes only ten dozen loaves a day, sold locally to regular customers. Most bakers in Eldarad cut their flour with grit and other less savory substances. Fanril does not.

23. Urak is a butcher. He buys live animals, slaughters, and dresses meat from several people in the local area. He sells leather from the carcasses to Birne Ussal. He makes a good living and supports a large family.

24. This house is occupied by a team of four cut-purses. They get by.

25. A Pimp rents this property. He protects five girls.

26. Erril Mastéal is a fishmonger. He owns a small barrow with which he transports his fish to whatever market may be found. He buys catches of fish from men who live in shacks on the banks of the River and carry the days catch to him as a group. He will also buy from independents, but these are infrequent as men who attempt the journey to and from the river on a regular basis rarely survive for long. He also makes nets and will sell to people intending to take up the trade of fisherman.

27. This building is occupied by an old couple. Both make wicker baskets and sell them at market.

28. This building is occupied by a Boxmaker. He spends half his time taking young trees from area C. He has made a saw pit and transports planks back to his workshop. He has a wife, and a young son who is learning the trade.

29. Ornal Sammit raises chickens. These are free range on the waste area D. There are a certain number of losses, but he finds these acceptable. His wife peddles fresh eggs at market, and Ornal hosts cock fights.

30. This property is occupied by Kentu Cobbler. He makes made to measure boots and shoes, using leather from Urak Butcher. Birne Ussal supplies pigments.

31. This is the residence of Mistarnil Em. With wealth gained through tomb robbing Mistarnil set himself up as a Landlord in the Artisans' Quarter. He takes rent and offers protection and retribution to his tenants. He maintains a number of fighting men for this purpose, they reside in barracks within his place of residence.

Buildings from which he collects rents include 12-16, 18, 19, 24-30. There are many of his ilk in Eldarad, each collecting rent from a dozen or more buildings. For some this is a simple protection racket, but Mistarnil is more honest: he pays for buildings to be rebuilt and expects to collect a rent, he also provides a modicum of safety to his tenants and this is much in demand.

32. The Spearman reside here. Jushal Onduse came to Eldarad some three decades ago with dreams of power. Being a Magus he at once secured a building and began to accept students. From these he recruited with dedication, hiring a weapons master (the first he encountered was facile with the two Handed Spear) and having them instructed in arms. He planned to build an army, conquer Eldarad and become its King. He dreamed of a Legion of Spearman well versed in Sorcery as the nucleus of his army.

Alas it was not to be as he died at the hands of a Salamander he summoned but failed to dominate.

As a Sorcerer he Tapped freely, and taught his Spearman to do the same. Since his death the Spearman have followed Kul Majok, and have become mercenaries. They also practice kidnapping for ransom and for victims to Tap.

A. This area of waste ground has been cleared and turned into allotments.

B. This area of waste ground consists of foundations, rubble and bushes. There may be an occasional tree.

C. This area is a Park which has gone wild since the city was deserted in ancient times.

D. This is a smaller area of waste ground, such as

B where free range chickens may be found. In the middle of this area is a depression where the ground has subsided, this hole in the ground leads into the sewer system (location 1. on the map Below the Artisans' Quarter (see The Gray Plague).

There is an entrance into the sewer system here (see The Sewer for details).

Note: the sewer system is no longer operable due to lack of maintenance. The streets of Eldarad are open sewers in the main.

The Gray Plague

The Withered Oak

Within the market square of the Trading Post stands a withered oak which is used for messages (see the Gamemaster Book for details). Occasionally the Oak is used by employers to recruit people for various tasks, usually mundane. The Characters attention can be drawn to the Oak on the day they arrive, if a market occurs, by the crowd of people seeking gainful employment; or the next day by one or more of the people who travelled with them (see Inbound personalities) investigating the messages through idle curiosity or real interest depending on who is doing the reading. If none of the Characters can read then one of the Inbound Personalities will read aloud free, or Orren Durel will charge a coin (B.C.1) for the same service.

Aside from the usual messages (see Information chapter) there is only one which may be of interest to adventurers seeking employment.

Killers needed to protect established businesses, payment negotiable, see Jablog Cutter, off Escort Road, Artisans' Quarter.

Arriving in the Artisans' Quarter

The Artisans' Quarter is not difficult to find, an earth road leads from the Trading Post right to it. But the edge of the Artisans' Quarter is extensively ruins: as soon as Characters hit this area the Referee should begin rolls on the chart Encounter in the Artisans' Quarter at the beginning of that Section. It will take 20 minutes (four rolls) to locate the relevant stretch of Escort Road. Vasa's Wineshop is easily the most obvious place to ask for directions to Jablog's residence. It is a fine warm day and there are men seated at the tables (planks resting on empty barrels) outside, and much rowdy activity within. The Characters may choose to take rooms here, if they can afford it. Vasa will not be inquisitive to their business, only disgruntled if they do not buy a drink. He will give directions anyway, however: "Up that road there, at the crossroads he's on the left corner!", shouting over the din.

The shutters of Jablog's house are thrown wide and from within can be heard the sound of scissors cutting, a slow measured sound. This will cease the moment the Characters knock and Jablog will come

to the door, calling a query about who is there from the other side. As soon as the Characters make their purpose known he will fling open the door and usher them into a large room where there is much cloth, a single large table on which Jablog was cutting cloth, and a wooden tailors dummy.

Jablog is a middle aged man of average height; he is thin and beginning to go gray at the temples. His nose is bulbous and his eyebrows thick and dark. His voice is deep and he speaks slowly, with pauses every half dozen words.

It's Like This

Four days ago a man . . . called here. He was a . . . tall, dark haired man who wrapped . . . himself in a dark cloak showing . . . only black boots and his face . . . to the world though the . . . day was warm. He looked kind . . . of bulky under his cloak, and . . . I guess that he was . . . wearing armour under it

He said "Rent's due . . . in five days."

I said "I . . . don't pay no rent, I brought . . . from Mistarnil Em."

He says "I . . . know, now you got a Landlord . . . again: rents due in . . . five days."

I said to him, "You . . . clear off, I'm paying no . . . rent to no one!"

He . . . just laughs and says, "You'll . . . pay all right, one way . . . or another. Better for you if you . . . pay early. Twenty marks." Then . . . he walks off, "See you in . . . five days," he calls over his shoulder.

Character's Questions and Jablog's Answers

C: "Which way did he go?"

J: "Round the corner." (he points west)

C: "Did he see anyone else?"

J: "Aye; Kalin, he weaves cloth; Fanril, he's . . . a baker; and Urak, he's the . . . butcher hereabouts."

C: "Who is Mistarnil Em?"

J: "He be the Landlord, lives up . . . Mistarnil Avenue, he fixes . . . places then rents 'um."

C: "Do any of the others pay rent?"

J: "That they don't; they all brought . . . from Mistarnil, like me. That's . . . why he's trying to move . . . in. Mistarnil won't protect us . . . now."

C: "Could Mistarnil be behind it?"

J: "Wasn't Mistarnil's rent collector. If . . . he wanted to make us pay . . . he'd just do it. Who's to stop . . . him?"

C: "When is he due back to collect?"

J: "Tomorrow."

C: "What do you want us to do?"

J: "I thought you might . . . scare him off . . . or something."

From here on in the Characters will have to haggle over specifics: make a plan and negotiate how much they are to be paid. For just frightening the man off once Jablog will offer a contract he has not used. That is a marker from Fanril for one loaf a day for twenty days (Jablog does not have twenty Marks but knows that he would be able to pay in some item of barter, he has a simple silver ring in mind. This is standard practice in Eldarad).

If the characters offer to solve the whole problem for all four men: following the man when he collects the rent (Jablog and the rest will have to pay and will consider this to be part of their payment to the Characters regainable by them as part of the job) and clearing out whoever is responsible the payment will be more.

The maximum the four men will go to is forty Marks each, totalling one hundred and sixty marks. The Characters will be offered any eight of the following goods (two from each person involved): Five Blankets (×2), 15m rope, Winter cloak (doeskin), Cloak (heavy tweed like cloth), knife (×4), spear, silver ring, food contract (meat or bread each day for one week), 20 Marks (there are a total of 39 Marks between the four men, mostly of Clearwine and Parthim At origin).

It is assumed here that the characters will not be interested in 20 candles, 20 bundles of firewood, 20 torches or other multiples of B.C.1 items which might be available.

Eldarad At Night

This will be the Characters' first night in Eldarad, no matter where they stay they are in for a few shocks and surprises. Jablog will let them sleep on his floor for nothing, after being persuaded; or the characters might take rooms at Vasa's Wineshop, at normal prices in advance (people are short of trust in Eldarad).

During the night all the Characters will wake several times; disturbed in their sleep by night noises normal to Eldarad. Three screams (one a woman's, one a warning, the third a death cry); sounds of fighting accompanied by much shouting and cursing right under their window (this will go on for several rounds and no one seems disposed to do anything, assuming anyone else is awakened); distant shouts for the Watch suddenly cut off; sounds of running feet which come within forty yards or so and fade (three or four people, being chased or chasing). If the characters try to investigate any of these the Gamemaster will have to play it by ear: the Encounters in the Artisans' Quarter chart (night) may be useful — the Watch will only arrive on any scene if rolled for as an encounter on this table.

The Racketeer's Return

If the Characters strike a deal they will doubtless wait in Jablog's house, or stake out the street, for the return of the racketeer. Sure enough, just before midday the man returns, dark cloak, black boots, just as described and easy to spot. Characters who make a Scan will note that he is carrying a weapon beneath the cloak.

If the Characters confront the man he will back off fast, "give me a break . . . , a man's got to make a living . . . ". He will appear to take threats very much to heart and will swear to leave off Jablog and the others: he will appear sincere. He will run if things look ugly (if chased he will run until out of sight and Conceal himself (see Liem's stats for his Conceal chance)). The Characters will doubtless notice that anyone seeing anything will suddenly turn and walk away, or, if brave, stand and watch with calm disinterest.

If threatened and allowed to leave, but followed, he will soon become aware of his tail and will make efforts to lose the Characters. He knows the Artisans' Quarter well and will doubtless lose them.

If the Characters simply threaten Liem successfully and either let him go or lose him go to The Plague.

If they follow Liem successfully go to The Hideout.

The Hideout

The Hideout exists below area B (see map A Section of the Artisans' Quarter: off Escort Road). The area is full of rubble, low walls, piles of refuse, and thick bushes, all of which provide ample cover for Liem as he approaches the Hideout from the north. As he approaches the Warehouse of Shul Brathan he will begin to use the cover extensively, and will become difficult to see (Scan subtracting Liem's Conceal percentage if he makes his roll). Assuming the Characters are keeping sufficient distance in following him not to be seen Liem will be lost to sight. The Characters will have a general idea of where he disappeared and may Search that area.

There they will find the ruins of a large and once impressive building: perhaps a palace of some sort, or the home of a wealthy merchant of old. There are several features of this building which can still be distinguished, the foundations giving shape to the rooms which once made up the building.

1. A large room with portions of a ruined mosaic which once constituted the floor of the room; the floor was supported by hundreds of short, stumpy pillars and the gap beneath the floor is now clearly visible. At one end of the room the gap beneath the floor would have opened into a small room which is half sunk in the ground.

2. A large room with a paved floor and a dozen broken pillars in two lines, which march down the

centre of the room. Many of the pave stones are broken and the room is crawling with undergrowth.

3. In what was obviously a courtyard there is an arched niche in the wall. The bottom of this niche is a hole which leads down into darkness. (This was a well, and leads to the cistern (8.)). The well can be determined to be Magical with the appropriate spell. If the Matrix is activated the Cistern room (8.) will be instantly filled with hundreds of thousands of gallons of water. This will have predictable results: i.e. all the Racketeers drown (as the hideout is suddenly flooded with thousands of gallons of roiling water) except the guttersnipe who will have made it into the sewer system by now and who will be far enough away to survive to complete his mission.)

4. Concealed by a large bush there is a spiral stair which leads into the Hideout.

In the time which it takes for the Characters to find the spiral stair Liem will have instructed the guttersnipe to go and "tell the mad old man to do it." The snipe will hurry through the sewer to where the old man is (see location 2 Beneath the Artisans' Quarter). An hour later the Gray Plague will emerge onto the streets (see the Gray Plague), unless the characters explore the sewer, find the old man, and stop him summoning the Plague.

1. The spiral stair winds down through two complete turns before opening into a corridor.

2. This is Yull's room; he is a large and chubby individual who is not to bright. He sleeps much of the time and does little in the way of work. He is like a big sleepy bear who is only dangerous if irritated. When the Characters pass, or enter, the room he will open one eye. If he fails an INT $\times 2$ roll he will close it and go back to sleep, assuming that the blurred images he saw were friends.

Yull has three blankets, the cloths he stands up in, his weapons, the shattered remains of a jade statue of a woman (B.C.2), an ivory comb, and 4 Marks all in the same pouch.

3. Ptanig and Lugg sleep here. Ptanig is a cool calculating individual, he will size up any situation in a glance and then act with a fierce determination to save his own neck. Lugg is a romantic fool, but he is lucky: in fact have him make a luck roll right now. If he succeeds he is in the entrance to the sewer taking a leak.

Ptanig and Lugg have two blankets each. There is a skin of watered wine here. There is also a backpack with 10 meters of rope and a grappling hook (the hook is pitted with old rust and will fail half way up a climbed surface any time the using individual fails a luck roll; roll to be made each time the grapple is used), a set of thieves tools, a knife, a small silver box (B.C.2) containing two ounces of salt, and two small pots.

- 4 and 5. Three men share each of these rooms. They



The Gray Plague Strikes

are basic thugs and own no more than they stand up in (the Average Gang Member is reproduced here for the Gamemaster's convenience). They have only their cloths and sleep wrapped in their patched and ragged cloaks.

6. This room is two steps down and the floor is covered in green scum which floats on an inch of water.

7. This room is two steps up and Liem and Kazzun sleep here. Kazzun is an ugly man. His face looks as though every bone in it has been broken repeatedly; this is not more than the truth as Kazzun used to make a living by punching people until they fell down. He is not particularly bright.

In a leather sack there is enough food to feed three people for a week. There are also two small pots and one larger stewing pot. Each has two blankets. Kazzun has six Marks and a single gold coin, the most he ever made in a fight. Liem has a gold finger ring with a 13 carat topaz (B.C.3, or 4 if feeling generous).

8. This is the cistern of the ancient well: it was filled regularly by utilising a matrix (see above) which instantly transported several hundred thousand gallons of water from the river to the cistern. Now the well serves as a chimney at night when the racketeers cook. The chamber is very large and is full of echos. The guttersnipe usually sleeps here (he will not be found however, see above).

9 and 10. Empty.

11. The stone work of the wall from ten has been pulled down in a great ragged hole and the intervening earth is represented only by a thin layer of sediment covering the floor of this room. The earthen walls of the corridor from 10 are very smooth.

(The Trolls planned to build a temple here at one time and were in the process of pulling down walls to expand the living space when some fool activated the well matrix and the whole place was flooded: the Trolls considered the place to be strategically unsound and moved on).

12. This is an entrance to the sewer system (see the map Beneath the Artisans' Quarter). The sewer is quite dry as 99% of the system ceased to function a thousand years ago. There is a good deal of dry earth on the floor of the round tunnel beyond this entrance; the reason for which is given above.

Liem: 19 year old male, leader of the Racketeers, ex-employee of Mistarnil Em.

STR 10 ____ Move 3
CON 10 ____ Hit Points 12 ____
SIZ 13 ____ Fatigue 20 - 6 = 14 ____
INT 12 ____ Magic Points 12 ____
POW 12 ____ DEX SR 4
DEX 05 ____
APP 10 ____

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	2/3 ____
L Arm	16-18	18-19	2/3 ____
Head	19-20	20	0/4 ____

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	8	48	1D6 + 1	—	10 ____
Buckler	—	—	—	36	8 ____
Dagger	9	16	1D4 + 2	—	6 ____
Javelin	4	30	1D8	—	8 ____

Spirit Magic (54%): Bladessharp 2, Protection 1.

Magic Skills: Ceremony 10%.

Skills: Throw 30%, First Aid 20%, Speak Tradetongue 19%, World Lore 15%, Conceal 14%, Listen 36%, Scan 40%, Search 36%, Track 12%, Hide 04%, Sneak 04%.

Notes: Liem does not possess a javelin. He wears thickly padded armour over chest and arms and soft leather on his legs and abdomen.

Yull: 17 year old male.

STR 17 ____ Move 3
CON 18 ____ Hit Points 18 ____
SIZ 18 ____ Fatigue 35 - 4 = 31 ____
INT 10 ____ Magic Points 14 ____
POW 14 ____ DEX SR 4
DEX 09 ____
APP 15 ____

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	Attk%	Damage	Parr%	Pts
Work Maul	7	15	2D6 + 2 + 1D6	7	12 ____
Dagger	8	20	1D4 + 2 + 1D6	—	6 ____
Fist	8	32	1D3 + 1D6	—	3 ____

Skills: Throw 32%, Fast Talk 14%, Speak Tradetongue 36%, Craft Cooper 20%, Craft Carpenter 16%, Evaluate 13%, Human Lore 09%, Conceal 10%, Devise 18%, Scan 33%, Search 35%.

Notes: Yull was born and brought up in Eldarad, so his native tongue is Tradetongue. He wears no armour. If he fails to hit with his Maul and is hurt himself he will abandon it and strike out with both fists instead.

Ptanig: 20 year old male.

STR 13 ____ Move 3
CON 14 ____ Hit Points 15 ____
SIZ 16 ____ Fatigue 27 - 12 = 15 ____
INT 13 ____ Magic Points 10 ____
POW 10 ____ DEX SR 4
DEX 06 ____
APP 14 ____

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	5/5 ____
Chest	12	11-15	5/6 ____
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	Parr%	Pts
Tulwar	7	36	1D8 + 1D4	7	10 ____
Buckler	—	—	—	37	8 ____
Self Bow	4	26	1D6 + 1	—	5 ____
Dagger	8	36	1D4 + 2 + 1D4	7	6 ____

Spirit Magic (38%): Heal 1.

Divine Magic (88%): Dismiss Magic.

Magic Skills: Ceremony 05%.

Skills: Ride 34%, Throw 34%, Orate 11%, First Aid 23%, Humore Lore 23%, Read/Armanian 08%, Conceal 11%, Devise 11%, Listen 40%, Scan 40%, Hide 08%

Notes: Ptanig was a citizen by conquest of the Armavair Empire and an irregular in their army, 'til he slew his commander whom he hated and fled to exile in Eldarad. He wears a Ringmail hauberk and leather elsewhere. He still wears the blue cloak which distinguished his cavalry troop though it is faded and stained. He has 20 arrows for his bow.

Lugg: 19 year old male.

STR 17 ____ Move 3
CON 09 ____ Hit Points 9 ____
SIZ 09 ____ Fatigue 26 - 2 = 24 ____
INT 18 ____ Magic Points 16 ____
POW 16 ____ DEX SR 2
DEX 18 ____
APP 12 ____

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	1/4 ____
R Arm	13-15	16-17	1/3 ____
L Arm	16-18	18-19	0/3 ____
Head	19-20	20	0/3 ____

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	53	1D6 + 1 + 1D4	38	6 ____
Dagger	8	39	1D4 + 2 + 1D4	28	6 ____

Spirit Magic (78%): Befuddle, Mobility 1.

Skills: Climb 72%, Throw 53%, First Talk 25%, Evaluate 25%, Humor Lore 21%, Conceal 37%, Sleight 37%, Hide 25 33%, Sneak 21%.

Notes: Lugg is a native of Eldarad, and so speaks Tradetongue. His parents were killed when he was a youth and he took to theft to survive, eventually latching on to a master thief and becoming his apprentice. His master picked a fight with a man in a bar, but the man had some money and called for assistance and a bravo stepped in and killed him in a knife fight.

Kazzun: 33 year old male, ex prize fighter.

STR 16 ____ Move 3
CON 14 ____ Hit Points 16 ____
SIZ 17 ____ Fatigue 30 = 30 ____
INT 06 ____ Magic Points 6 ____
POW 06 ____ DEX SR 2
DEX 17 ____
APP 06 ____

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	Attk%	Damage	Parr%	Pts
Singlestick	5	70	1D6 + 1D6	58	4 ____
R Fist	6	99	1D3 + 1D6	86	8 ____
L Fist	9	88	1D3 + 1D6	90	3 ____
Head Butt	6	64	1D4 + 1D6	—	—
Dodge 79					

Skills: Throw 41%, Amental Lore 09%, First Aid 66%, Devise 21%.

Six Thugs (Average Gang Members)

STR 11 ____ Move 3
CON 10 ____ Hit Points 12 ____
SIZ 13 ____ Fatigue 21 - 1 = 20 ____
INT 13 ____ Magic Points 10 ____
POW 10 ____ DEX SR 3
DEX 11 ____
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	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	Parr%	Pts
Club or	7	30	1D6	24	4 ____
Dagger	8	20	1D4 + 2	14	6 ____

The Sewer

The sewer is made up of tunnels which are a little under two meters high; at irregular intervals smaller side tunnels feed into the main way, but these are not represented on the map. There are also larger ways, big enough to have a walkway running along the edge of the tunnel, but there are none in this area. The ways marked on the map are quite dry, the system has not been operable for some centuries, much of it is in ruin, some is blocked by rubble.

Successful Track rolls will allow the Characters to follow the guttersnipe to the Mad Old Man at location 2 if attempted at a point on the route from the Hideout to the Sewer location 2. No tracks are visible unless looked for.

The sewer is overrun with rats. These are, in the main, passive, and will keep away from the Characters light source.

1. At this point the tunnel roof has collapsed and a way to the surface has developed through decades of weathering. The hole in the earth comes into the open in area D.

2. The Mad Old Man resides here. Once this was an operating junction box receiving sewage from several small pipes and discharging via the larger pipe. The box also acted to drain flood water during heavy rains and the ladder leads to a thoroughly blocked drain-cum-manhole.

Now the whole system has failed. The chamber is dry and has been used as a breeding area by the rats which infest the sewer. There are rats here as well as the old man (The Mad Old Man and the rats don't seem to mind each others company), but the most striking feature of the chamber is the bones. Hundreds of thousands of rat bones have been heaped as high as they can go against one wall (about chest high on a medium sized person). Collected by the demented old man over the decades this is the Binding for the Rodent Spirit which he commands. Through this spirit the Mad Old Man can summon and control a hoard of rats.

Liem encountered the old man only a week or so ago and they came to an agreement. That is Liem, after learning of the Mad Old Man's ability said, "Will you summon the rats and set them on the people above if I command it?" and the Mad Old Man cackled and said "Yes, yes!"

There are no stats for the Mad Old Man as there is no possibility he will enter combat, or be effective if he does so. He has no magic save for his ability to summon and control the Rat Spirit. If he is intercepted before summoning the Rat Spirit and giving it its instructions he will do whatever he is told to (if the spirit is in the process of summoning the hoard it can be ordered to stop by the Mad Old Man). The Mad Old Man has no will of his own, but is dominated by whoever gives instructions to him. If he is given conflicting instructions (there is

a chance this might happen if the guttersnipe is here) he will become catatonic for D10 rounds.

3. This is the Hideout (see *The Hideout*, above).

The Gray Plague

There are several circumstances under which the Plague may be summoned. If the Characters threatened Liem and simply waited for events to follow, or lost Liem and returned to the area, then the Plague will occur an hour or so later, and they will be caught up in it. If, however, they assume the job is done and return to the Wineshop they will be beyond the area initially effected by the Plague. An hour or so later there will be the sound of shouts and screams, this will go on for two rounds before anything happens (by now the Characters may have learned to ignore screams in Eldarad); then Jablog will stagger into the establishment shouting "Them, Them!" He will be covered in minor wounds. The spreading Plague will reach the Wineshop (location 17) two rounds after Jablog arrives.

The Characters may well see the rats boiling out of the sewers at locations B and D, and any other, smaller openings the Gamemaster may wish to introduce.

If they investigate the sewer when the plague has subsided they may well encounter the Mad Old Mad and then the Hideout. There is a possibility they will become lost in the sewer system and encounter other situations. Doubtless there are creatures who hate the light who have taken advantage of the existence of the sewers.

If the Characters followed Liem and dealt with the Racketeers but did not investigate the Sewer the Gray Plague will appear on schedule; the Mad Old Man will have to be dealt with at a later date.

The Plague

The Gray Plague should be treated as a variant of the Insect Swarm (see the Creature Book page 26), with bites replacing stings and damage to Hit Points replacing venom damage. Each bite is 1 point of damage, and each individual will be effected by 6D6 bites per round. The Characters average armour point value subtracts from each die rolled (total the armour for all locations and divide by seven, rounding normally). Protective Magic subtracts 1 point per die per point of spell.

Any Characters bitten will also be exposed to a random disease.

The Plague consists of hundreds of thousands of rats and fighting them individually is a waste of time: it is assumed that a character attempting to slay rats will kill a number equal to his best weapon percentage divided by twenty per round.

The Plague, once started, will last for one day. The Control of the Rodent spirit is far from complete and the rats will gradually disperse through the city streets as the day progresses. Each round the Plague

will spread by one building length in all directions from its initial position (as marked on the map A Section of the Artisans' Quarter). Every five rounds the number of die rolled to determine the damage done to an individual is reduced by one. In twenty five rounds the rats will have spread themselves too thinly to be a danger to humans though they will still be noticeably thick on the streets through a large section of the Artisans' Quarter.

Power Play

Background Information

Mistarnil Em (location 31, A Section of the Artisans' Quarter) has long been aware that his own fighting men are second rate, and that the so-called Spear-men under Kul Majok (location 32 A Section of the Artisans' Quarter) are far superior in every way. If he were to control them he could patrol a much larger area and bring such a degree of security to a two or three block area that people would flood into the buildings and allow him to charge rent for their security, regardless of who built the buildings occupied. With this in mind he made an approach Kul Majok; that he would hire all of Kul's men for an indefinite period. He planned, of course, to do away with Kul as soon as the Spearmen were used to taking orders from him. Kul however has no intention of letting his power over the Spearmen be usurped. He decided that he needed a hostage to ensure that any further negotiations be on his terms. With this in mind he summoned Jasheem and gave him a map and a sob story to give to recent arrivals to Eldarad (the Characters), who would likely not know of the appearance of Mistarnil's daughter: nor would be likely to know that though pretty Emma is an idiot and cannot speak, nor understand human talk.

This way Kul cannot lose: if the plan succeeds the Characters bring the girl to Jasheem and thus into his power. If the Characters are caught and killed, likely they will slay a few of Mistarnil's guards and make him vulnerable to attack should this prove necessary.

Jasheem The Knife Grinder

Jasheem is a simple Knife Grinder who wheels his grindstone around the Artisans' Quarter and sells his skill at sharpening weapons and tools. Once he was a warrior who sold instead his talent at using weapons on other people; that is, until his thigh was shattered in a combat and left to heal naturally. He walks with a heavy limp and, over the years, has lost much of his skill at arms. He is a grim old man who is dedicated to one thing only, his survival.

When he was contacted by Kul Majok he accepted the deal readily; partly to make some wealth, but mainly to avoid making an enemy of Kul who would not take refusal of his offer well.

Kul Majok instructed Jasheem to find a specific

group of fighting men (the Characters) and plead for their aid; giving them the story and offering a map to a tomb as prize. Why Kul wishes this Jasheem neither knows nor cares. A really safe place to sleep for a season and food to eat are more than enough to still his curiosity.

Jasheem's Story

Having located the Characters, Jasheem will wait until they visit an Inn and have had a drink or two, then he will hang a dumb and grief-stricken look on his face and make his approach, limping more heavily than he really has to and attempting to look as pathetic as possible. He will grab a chair in passing and sit with the Characters, placing the back of the chair between his belly and them. A warriors' habit, and easily recognised as such.

"I hear you helped some local people in a just cause?" He will begin. "I heard the story, I heard that they paid you what they could afford and no more." Whether the Characters agree with this or not he will continue. "Now I need aid; strong young arms and sharp wits, and I can pay but little." If the Characters seem willing to hear him he will relax a little and buy a skin of wine to share (paying for the wine with a cheap belt knife).

"You have heard of Mistarnil Em, the Landlord? Aye, well from some you will have heard that he is a good man. That from those who are his tenants and who he protects as best he can with the men he commands. But there is no law but the blade in Eldarad and what a man with power wants he is apt to take. So this one, this Ulanid, who is one of Mistarnil's men, wanted my daughter Elise, and when she refused him he took her: just came when I was not there, came with his men and took her away. I'm an old man, my leg is stiff and my sword arm is heavy with age. Now I know that Mistarnil's keep is walled and there are perhaps twenty men who guard it: but they are poorly armoured and lightly armed and none of them are great fighting men; I tell you that as one who is a judge of such, no three would match one of you, and with stealth and skill little fighting would be needed."

For payment Jasheem has only one item of worth to offer. This is a map which shows the site of a large Barrow near the border between the Forst of Chaos and the Barrow Hills (see Jasheem's Map); the Barrow shown is there but was looted long since. Jasheem will tell the Characters a little about the map, the rough location of the Barrow, and that he got it from a "stiffy" that he stumbled over almost a year ago. He'll say he's been trying to find a buyer for it ever since, and has had to kill two people who thought they could force him to give it up.

"Still, there's luck for now I need it, if you'll accept my map as payment; if you'll sneak into Mistarnil's Keep and bring my daughter home safe."

He will give a description of Elise, if asked, as a tall girl with green eyes and red hair, a real beauty (in fact this is a good description of Mistarnil's own daughter Emma).

If asked where she might be held prisoner he'll answer that Ulanid, as one of Mistarnil's lieutenants, has a room in the big house. Elise will probably also be there.

If asked where he lives he will say it is a three story building opposite the Clearwine Inn with green painted shutters (he does indeed have rooms here for the next three days).

Rescuing Elise/Kidnapping Emma

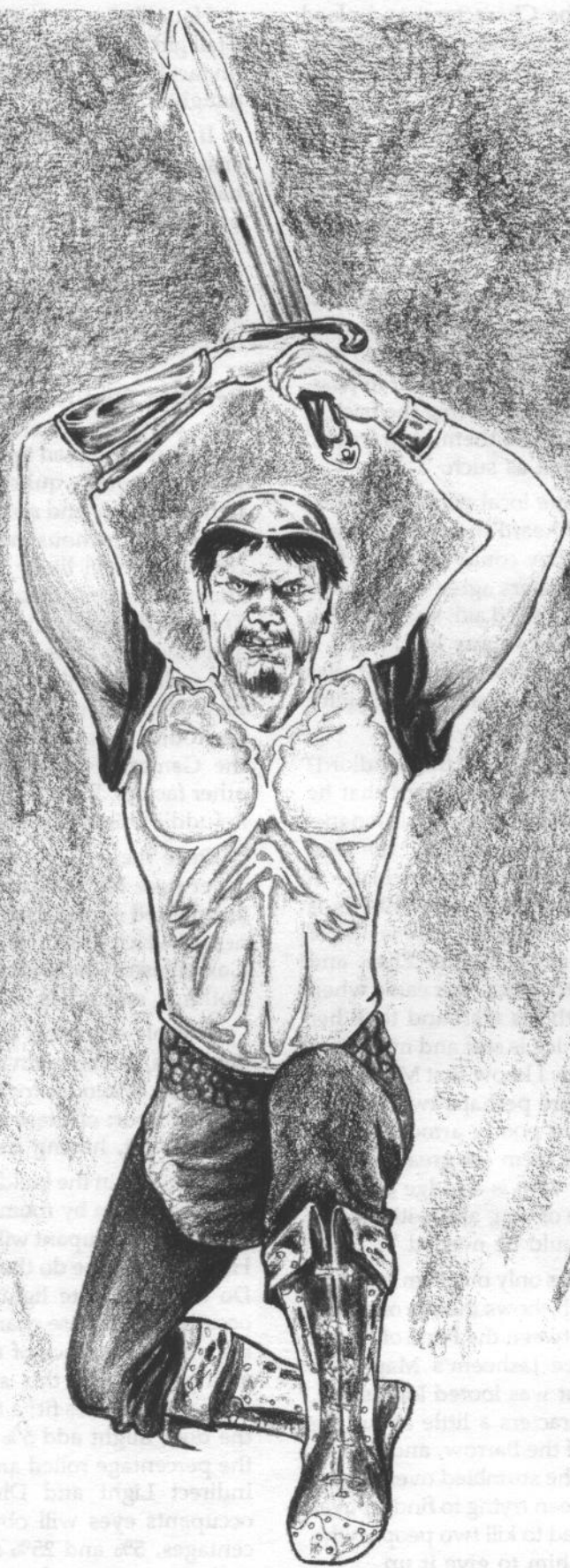
The defences of Mistarnil's Keep are fairly mundane, designed to discourage casual attack. The guards, though quite numerous, have no great fighting ability and no significant magical strength. The rest of the household, some of whom are quite competent will likely be asleep if the Characters attempt to rescue Elise at night, which seems likely. The guards are evenly distributed around the Keep and it will not be easy to climb the walls unnoticed. The walls are well lit, and the guards should be permitted to make regular Scan and Listen checks; once per round should be adequate; with any modifiers the Gamesmaster deems fit due to weather and other factors. If the Characters have the Spirit spell Befuddle this will greatly facilitate their task.

Once the courtyard is penetrated there is little cover save natural areas of darkness and shadow (as marked on the map of the Keep), the effectiveness of which should be determined by the individual Gamesmaster depending on weather, Characters clothing, and other factors.

Possible entrances to the main building include windows, which seem impractical if the Characters are going to avoid exposure; the main door and the kitchen door: of these two the kitchen entrance is the best bet, having a single simple lock.

Once within the building the Characters will have to search room by room: each room entered which contains an occupant will involve an element of risk. How much noise do the Characters make entering? Do they generate light so that they can see the occupant? The base chance of an occupant awakening on the entrance of the Characters is POW \times 2 as a percentage; this should be modified as the Gamesmaster sees fit: a failed sneak when opening the door might add 5% or the difference between the percentage rolled and that needed for success. Indirect Light and Direct Light falling on the occupants eyes will obviously add different percentages, 5% and 25% seems reasonable.

Any occupant who awakens will be fuddled for a short time, giving the Characters a chance to act: the delay in the occupant reaction will be a number of seconds equal to the difference between the occupants INT and 20.



Mistarnil Em

Once Elise is discovered and the Characters are preparing to move out further difficulties might become apparent. Have all the Characters entered the building? What have the guards been doing in the mean time, assuming they still live? Has one of the Lieutenants awakened to make his rounds? If the Characters are discovered on the way out things could become ugly.

An alternative to stealth would be to hire a whole bunch of fighting men and storm the Keep. The risk here is that Elise might be killed in the confusion. This risk should be pointed out to gung-ho Characters.

The Keep of Mistarnil Em

The population of the Keep totals thirty nine individuals. Of these twenty are fighting men and reside in the Barracks (2), Mistarnil Em has also attracted the loyalty of four good fighting men who reside in the house, as do his servants (nine men and women). The others are Mistarnil Em himself, and his family; that is his wife, his adult son and daughter and three younger children.

The Keep is guarded by conventional means; there are two shifts of guards during the night who patrol the well lit walls. The guards are distributed around the Keep; three hold the flat roof of the house, two patrol the flat roofed barracks, two stand at the gate, and three walk the south wall. The four lieutenants take a turn around the Keep during the night, taking it in turns so that they each get three full nights sleep in four.

1. Courtyard and Walls

The cobbled courtyard holds little of interest. There is a well and stairs leading to the north and south walls, which are nearly three meters high; there are no crenellations, merely a one meter wall to provide cover.

2. Barracks

Location 2 is the common room or hall of the Barrack building. Rooms a. through h. are sleeping chambers for the fighting men. Each holds two or three men; weapons, armor, cloths, and what few personal possessions the men have are stored in boxes beneath the beds.

3. Hall

This is the main hall of the building where meals are taken and Mistarnil receives guests. A large ingle nook dominates the north wall. This is where most of Mistarnil Em's day to day business is conducted.

The doors to the Courtyard are barred and bolted at night.

4. Private Room

This is where Mistarnil Em conducts private business, it is also a place where noble guests can withdraw from the frequently rowdy hall (fights between the tables are not uncommon) when the seclusion of the ingle nook proves insufficient.

5. Kitchen

Mistarnil's cook rules this area with a rod of iron: she is a large fierce woman and all the servants are in awe of her.

A locked door leads to the courtyard. The lock subtracts 10% from the Devise skill of any Characters attempting to pick it, keys may be found on a hook above the door: the lieutenants use this door to exit the building at night and do the rounds.

A narrow stair leads down to a large cellar where enough food is stored to feed fifty people for a week. There are also a hundred and twelve bottles of wine (six are of good vintage), and half a dozen kegs of ale.

6. Drawing Room

Though fairly well appointed this room sees little use. It was originally intended as a place where the lady guests could withdraw from the rowdy hall but Mistarnil's wife Imelza prefers the main hall and the company of the men. The room only sees use when female guests of a delicate disposition are present.

7. Bed Chambers

These are the servants rooms. No stats are provided for the servants. If they become involved in any fighting rather than simply hiding, treat them as average gang members with daggers and no armour: they will usually fall to the first blow.

8. Bed Chambers

These are bed chambers for the servants of guests, or guests depending on the numbers staying. Usually they are used as storage rooms for the most part and are filled to overflowing with cloth, clothing, bed frames, mattresses, bed rolls, blankets, shoes and boots, and all manner of household goods.

9. Master Apartment

This is a private living room for Mistarnil, Imelza and their children. It is the warmest room in the house, a large fireplace stands against the north wall, and a large window provides good light (small diamond panes of glass held together with lead strips, B.C.4).

There are two broad, friendly couches and three stuffed leather chairs. A large patterned carpet (B.C.3) covers most of the floor leaving only a strip of bare board around the edge.

10. Bed Chamber

The bed chamber of Mistarnil and Imelza.

11a. Mistarnil's Study

The door to this room is locked, there are two locks, each subtract 50% from a Characters devise skill for purposes of picking them. Mistarnil has one key, Imelza the other.

This room is dominated by a large desk which holds Mistarnil's accounts, a small cash box (D100×3 M and D100 Lara). Dozens of maps cover the walls, no two are in the same hand; the largest of these is the map (A Section of the Artisans'

Quarter) showing the nearby buildings. Those which pay rent to Mistarnil are marked in red ink. The Kondil Yaradan's Sketch map of Eldarad is also here, along with a dozen maps of Eldarad and the surrounding area. There will be a dozen maps indicating found Tombs or the location of rumoured tombs.

11b. Treasury

This door has two locks both subtract 50% from a Characters devise skill for purposes of picking them. Mistarnil has one key, Imelza the other.

Anyone touching this door will be struck by a Sever Spirit backed by 32 Magic Points (this matrix cost Mistarnil an arm and a leg). Linked to this spell is a Binding holding a Demon: the Demon will appear one round later and will Howl in a manner reminiscent of a Ghoul (no magical effect), it will engage the Characters with the highest power in Spirit Combat vs INT. Each round the Magic Points stripped from the Characters will be done in damage to his Hit points. The Demon is incapable of possession.

This room contains goods gained in trade of significant worth mostly items of the Barter Class heading, currency bars of iron and bronze, silks, spices, salt and coinage. There will also be weapons, armour, and a certain amount of jewellery and gems. The total should be equal to 1D10 items of Barter Classes four through nine.

12. Guest Apartment

Very similar to location 9. There are no guests at present so this room is occupied by Ulanid.

13a-13c. Guest Chambers

Less well appointed versions of location 9; as there are no guests these three rooms are occupied respectively by Kurnasska, Armireth, and Davek.

14. Bedroom One

This is the room of Mastaril, the eldest son of Mistarnil and Imelza. He is eleven. Mastaril is an adventurous lad who often prowls around the house at night. He has a dagger which he should not have and will have a go at using it if he stumbles across people who are obviously intruders (no stats should prove necessary, Mastaril has only a 15% attack chance).

15. Bedroom Two

This is the room of the eldest daughter, Emma. She is fifteen years old and a rare beauty. She is also deaf and dumb. She has no language and has become very withdrawn over the years. She has become used to being taken by the hand and lead out of the way, and there is a fair chance that she will simply go with the characters if they seem to expect it.

16. Bedroom Three

This is the toddlers' room. There are three children ranging in age from four to seven years.

Mistarnil Em: 37 year old male, initiate of Storm God.

STR	11	Move	3
CON	11	Hit Points	14
SIZ	16	Fatigue	22 - 32 = -(10)
INT	15	Magic Points	16
POW	16	DEX SR	4
DEX	10		
APP	09		

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

Weapon	SR	Attk%	Damage	Parr%	Pts
2H Bastard Sword	6	69	1D10 + 1 + 1D4	58	12
Dagger	7	38	1D4 + 2 + 1D4	10	6
Javelin	3/9	45	1D8	—	8
Dodge	55%				

Spirit Magic (51%): Strength 4 (increases damage bonus to 1D6 and adds 5% to weapon skills), Bladesharp 2, Protection 2, [held in matrices] Shimmer 5, Heal 3, Vigour 4 (increases total HP by 4 and HP per location by 1, adds 8 points to fatigue and 4% to perception skills), Befuddle.

Divine Magic (71%): Heal Body, Spirit Block Lightning 3.

Magic Skills: Ceremony 44%, Enchant 42%.

Skills: Throw 55%, Fast Talk 37%, Orate 39%, Sing 27%, Speak Halic 52%, Speak Tradetongue 52%, Evaluate 40%, First Air 59%, Human Lore 25%, Plant Lore 24%, Read/Write Tradetongue 37%, Conceal 45%, Devise 16%, Sleight 26%, Play lap harp 21%, Listen 65%, Scan 65%, Search 41%, Track 28%, Hide 04%, Sneak 04%. Magic Item: gold dragon clasp with topaz eyes (B.C.3) (8 carat topaz) hold shimmer matrix, 10 carat ruby set in plain silver ring (B.C.3) holds Heal Matrix. Large gold coin (B.C.1) holds Vigour Matrix.

Treasure: usually carries 1D10 x 5 Marks.

Notes: Mistarnil Em hardly ever wears armour but will take time to don his brigandine if there seems sufficient leeway; though this gives him a negative Fatigue this will be compensated for by application of the Vigour spell which he will always cast beforehand.

Imelza: 33 year old female.

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

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Scimitar LH	7	84	1D6 + 2	27	10
Scimitar RH*	10	62	1D6 + 1	76	10
Comp. Bow	3/9	74	1D8 + 1	—	7
Dagger	8	64	1D4 + 2	17	6
Dodge	50%				

*Imelza is left handed, her right hand scimitar is a shorter, heavier weapon with a sword breaker cross-piece.

Spirit Magic (79%): Protection 2, Fireblade, Befuddle.

Magic Skills: Ceremony 23%.

Skills: Ride 27%, Throw 48%, Fast Talk 42%, Orate 32%, Sing 52%, Speak Kursig 47%, Speak Tradetongue 33%, Speak Halic 27%, Animal Lore 14%, Evaluate 48%, First Air 59%, Human Lore 28%, Read/Write Tradetongue 28%, Conceal 18%, Listen 28%, Scan 52%, Search 46%.

Notes: Imelza has not used weapons for some years, other than in practice; she has abandoned the bow but might take it up if opportunity and time allow. She wears hard and soft leather armour in the Laharabad style.

Imelza is a Laharabad Nomad; she fled her people in her eighteenth year to avoid the attentions of the men of the tribe who were courting her relentlessly after the death of her husband. After some time she came to Eldarad, took employment as a mercenary with Mistarnil Em and married him a few months later.

Ulanid: 29 year old male, mercenary.

STR 15 ____ Move 3
CON 15 ____ Hit Points 14 + 5 = 19 ____
SIZ 12 ____ Fatigue 30 - 19 = 11 ____
INT 14 ____ Magic Points 10 ____
POW 10 ____ DEX SR 2
DEX 16 ____
APP 12 ____

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	6	94	1D8 + 1 + 1D4	32	10 ____
Target Shield	—	—	—	88	12 ____
Dagger	7	42	1D4 + 2 + 1D4	22	6 ____
Throwing Knife	2/7	36	1D4 + 1D2	—	4 ____

Spirit Magic (33%): Protection 3; [known by Edge] Heal 4, Bladessharp 4.

Magic Skills: Ceremony 14%, Enchant 14%.

Skills: Throw 66%, Animal Lore 37%, First Aid 42%, Conceal 66%, Listen 72%, Scan 72%, Search 44%, Track 38%, Hide 28%, Sneak 28%.

Magic Item: Broadsword contains Magic Spirit INT 09 POW 14.

Treasure: usually carries 3D10 Marks.

Notes: when fully armoured he wears a ringmail Byrine, coif and trews, with lamellar sleeves. He usually carries two throwing knives.

Kurnasska: 26 year old male Orc.

STR 26 ____ Move 3
CON 18 ____ Hit Points 14 ____
SIZ 10 ____ Fatigue 44 - 2 = 42 ____
INT 13 ____ Magic Points 10 ____
POW 10 ____ DEX SR 1
DEX 20 ____
APP 04 ____

Hit Location	Melee	Missile	Points
R Leg	01-04	01-03	1/7 ____
L Leg	05-08	04-06	1/7 ____
Abdomen	09-11	07-10	1/7 ____
Chest	12	11-15	1/9 ____
R Arm	13-15	16-17	0/6 ____
L Arm	16-18	18-19	0/6 ____
Head	19-20	20	0/7 ____

Weapon	SR	Attk%	Damage	Parr%	Pts
Club	5	65	1D6 + 1D6	40	4 ____
Fist	6	65	1D3 + 1D6	40	3 ____
Thrown Rock	1/5/9	66	1D3 + 1D3	—	—
Dodge	59%				

Skills: Throw 76%, Speak Orcish 33%, Speak Tradetongue 13%, Craft Leather 24%, Craft Stone 24%, Animal Lore 30%, Plant Lore 30%, Listen 65%, Scan 65%, Track 65%, Hide 53%, Sneak 64%.

Notes: Kurnasska's clan was the victim of inter-tribal warfare in his youth. He escaped the massacre of his village and survived in the wild, gradually drifting south from the Six Orc Mountains. Eventually he arrived in Eldarad. As a child he was the victim of a Pox like disease which did nothing to enhance his looks, but masked his origins as all who saw him took him for an extraordinary ugly human. He initially prayed upon the inhabitants of the Slums but then took work as a mercenary and was hired by Mistarnil Em some years ago. Since then his natural ferocity has allowed him to climb to his current status: having killed armed and armoured men with his bare hands, the ordinary fighting men hold him in awe. Mistarnil Em finds this useful.

Kurnasska wears soft leather trews and jerkin, leaving his head and massive arms bare.

Armireth: 42 year old male.

STR 08 ____ Move 3
CON 16 ____ Hit Points 13 ____
SIZ 12 ____ Fatigue 24 - 3 = 21 ____
INT 17 ____ Magic Points 14 ____
POW 14 ____ DEX SR 3
DEX 15 ____
APP 13 ____

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

Weapon	SR	Attk%	Damage	Parr%	Pts
Dagger	8	53	1D4 + 2	27	6 ____
Fist R/L	8	117	1D3	81	3/6 ____
Kick R/L	8	90	1D6	—	—
Dodge	104%				

Sorcery (Free INT 9): Venom 25%, Neutralize Magic 19%, Spell Resistance 20%, Haste 30%, Cast Back 29%, Mystic Vision 27%, Summon Salamander 24%, Dominate Salamander 22%.

Magic Skills: Ceremony 29%, Enchant 31%, Summon 24%.

Sorcery Skills: Intensify 31%.

Skills: Climb 132%, Jump 63%, Throw 90%, Human Lore 66%, Martial Arts 88%, Listen 91%, Scan 91%, Search 91%, Conceal 43%, Sleight 43%, Devise 43%, Hide 90%, Sneak 63%.

Notes: Armireth was born into a clan of assassins in an obscure area of the Armavair Empire; they were employed primarily by the nobility to eliminate opposition. Though exiled from his people for failing in a mission without accepting the honorable alternative (suicide) he still practices his arts. He wears no armour but each location has been treated with Strengthening Enchantment.

Davek: 27 year old male.

STR 11 ____ Move 3
CON 07 ____ Hit Points 10 ____
SIZ 12 ____ Fatigue 18 - 8 = 10 ____
INT 13 ____ Magic Points 10 ____
POW 10 ____ DEX SR 2
DEX 17 ____
APP 16 ____

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	2/5 ____
R Arm	13-15	16-17	1/3 ____
L Arm	16-18	18-19	1/3 ____
Head	19-20	20	0/4 ____

Weapon	SR	Attk%	Damage	Parr%	Pts
Rapier	6	92	1D6 + 1	31	8 ____
Main Gaucher	7	21	1D4 + 2	67	10 ____
Dagger	7	94	1D4 + 2	21	6 ____
Dodge	102%				

Spirit Magic (42%): Protection 3, Heal 2.

Skills: Climb 75%, Jump 44%, Throw 52%, Fast Talk 27%, Speak Tradetongue 36%, Evaluate 32%, Human Lore 24%, Conceal 40%, Devise 32%, Sleight 40%, Hide 39%, Sneak 31%.

Treasure: usually carries 3D10 Marks and 1D10 Lara.

Notes: Davek is a native of Eldarad, has been thief, bandit, bravo, and mercenary; now he is one of Mistarnil's lieutenants. He is in bad health and is often taken by coughing fits which last several seconds, he often frequents Shan San's dream house.

His armour consists of soft leather trews and sleeves, and a hard leather Byrnie.

Average Fighting Man of Mistarnil Em.

STR 13 ____ Move 3
CON 11 ____ Hit Points 12 ____
SIZ 13 ____ Fatigue 24 - 15 = 9 ____
INT 13 ____ Magic Points 10 ____
POW 10 ____ DEX SR 3
DEX 11 ____
APP 10 ____

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	Attk%	Damage	Parr%	Pts
Shortsword	7	51	1D6 + 1 + 1D4	25	10 ____
Buckler	—	—	—	—	8 ____
Javelin	3/9	51	1D8 + 1D2	45	8 ____

Spirit Magic (35%): Bladessharp 2.

Magic Skills: Ceremony 14%.

Skills: Ride 15%, Throw 35%, Orate 13%, First Aid 28%, Human Lore 23%, Read/Write Tradetongue 08%, Conceal 16%, Devise 16%, Listen 39%, Scan 39%, Hide 13%.

Notes: Wears Bezainted armour. Each carries two Javelins.

Success or Failure?

If the Characters fail in their task Jasheem will beg them to try again. If seen in the first attempt Mistarnil will react as detailed in Success Two below.

There are two basic successes.

One: the Characters gain ingress and egress to the Keep without being seen by anyone. Emma is taken to Jasheem and payment is made.

Two: the Characters succeed as above but are seen by someone at the Keep who survives.

If the Keep is stormed and the occupants slaughtered then Emma is of no further use to Kul Majok if she is handed over to him, through Jasheem, and she will simply become another slave to be Tapped and used as the Spearmen see fit. In the case of storming the Keep it is likely that there will be survivors who know that Elise is really Emma, and if one such is questioned the Characters will doubtless learn this. The Characters will have to decide what action to take next: revenge against Jasheem and through him the Spearmen?

One In this case the Characters will soon be contacted by Davek who will commission them to search for Emma, Mistarnil's Kidnapped daughter (the Characters reputation at work again!). A general reward will also be declared for anyone returning, or giving information leading to the return of Mistarnil's daughter. The reward, and the sum offered to the Characters will be equal to the worth of a horse (B.C.7) in goods selected by the recipient (eight items of B.C.4 no less!).

The Characters, of course, have a good idea where to begin their search and will doubtless accept the commission. If they immediately state that they know where Emma can be found, through Jasheem, the suspicions of Davek will be aroused! But for each hour they delay informing him there is an accumulative 5% chance that Jasheem, who is greedy, will give his information first.

If the Characters decide to first approach Jasheem they will find that he has already passed the girl on to Kul Majok. It will be a simple matter to force

Jasheem to reveal what he knows; though he will first attempt to sell the information he will give in to threats.

With the knowledge that Emma is held by the Spearmen the Characters have a basic decision to make: do they attempt to rescue her alone or give the information to Mistarnil and become part of whatever plan he devises?

Two: In this case there will be hell to pay, as the Characters are located and the building they occupy stormed by all the might Mistarnil can muster (himself, Imelza, his lieutenants, ten fighting men and a dozen mercenaries (mercenaries as average Watchman)).

Term of Employment and Plan of Attack

If the Characters decide to rescue Emma alone their task will be very difficult but any loot regained will be their own. If the Characters expend B.C.2 for information about the Spearmen they will learn that there are two great sorcerers there in addition to more than fifty armed and armoured warriors. The Characters will have to formulate their own plan, probably based on stealth rather than frontal attack.

If the Characters take their news to Mistarnil he will expect them to aid in the storming of the Spearmen's Keep. Payment will be the reward already agreed and a share of the loot: a share will be equal to one twenty sixth of fifty percent of loot recovered per Character.

Mistarnil's plan of attack is relatively simple. He will split his force into three groups: his own twenty men under the four lieutenants, the dozen mercenaries (mercenaries as in option 2 above) lead by himself and his wife, and the Characters. After the Courtyard is obtained (by Befuddling the guards, at which point Davek point will climb the wall and open the gate from the inside), the first group will select two buildings and splitting into two groups will stir the hornets' nest and retreat to hold the Courtyard, the second group will head directly for Kul Majok's room, the location of which is known to Mistarnil, in hopes of capturing him and using as hostage; at the same time the Characters will enter one building and begin a lightning search for Emma whilst fighting where necessary. The Characters should be given a second choice, after Mistarnil, as to which building they select to enter.

It will take the second group nine Melee Rounds to secure Kul and return to the Courtyard: weather Kul escapes by Teleporting, is killed or captured is the Gamemasters decision. Thanesh will doubtless escape unless he is encountered by the Characters.

For the Spearmen's response to any attack see the Spearman's Keep.

What the Characters do after they succeed in their part of the mission is their choice: return to the courtyard or seek out Mistarnil.

Kul Majok: 37 year old male.

STR 07(15) ____ Move 3
CON 10(18) ____ Hit Points 18 + 16 = 34 ____
SIZ 17 ____ Fatigue 33 - 5 = 28 ____
INT 16 ____ Magic Points 26 (through Tapping)
POW 13 ____ + 16 from Power Spirit = 42 ____
DEX 12(20) ____ DEX SR 1
APP 11 ____

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

Note: Kul has Damage Resistance 8 cast upon himself at all times.

Weapon	SR	Attk%	Damage	Parr%	Pts
2HL Spear	3	83	1D10 + 1	66	10 ____
Dagger	5	45	1D4 + 2	21	6 ____

Sorcery (Free INT 16): [Known by Intellect Spirits] Cast Back 38%, Venom 36%, Spirit Resistance 36%, Damage Boosting 35%, Hinder 34%, Damage Resistance 36%, Neutralize Magic 35%; [Held in Matrices] Tap STR 26%, Tap SIZ 19%, Tap POW 21%, Tap INT 21%, Smother 23%, Enhance DEX 27%, Enhance STR 20%, Enhance CON 21%; [in mind of Magic Spirit] Teleport 100%, Strengthening Enchantment 100%.

Magic Skills: Ceremony 36%, Enchant 51%.

Sorcery Skills: Intensify 54%, Duration 24%, Multispell 54%, Range 44%.

Skills: Throw 56%, Orate 39%, Sing 54%, Speak Tradetongue 19%, Craft Inscription 26%, First Aid 20%, World Lore 15%, Read/Write Tradetongue 66%, Conceal 29%, Devise 65%, Listen 43%, Scan 43%, Search 39%, Track 18%, Hide 12%, Sneak 12%

Magic Item: Silver ring of serpent holds Intellect spirit (INT 4 POW 10) Holds Cast Back, Venom, Spirit Boosting Damage Boosting; silver wrist band of serpent Intellect Spirit (INT 3 POW 9) holds Hinder, Damage Resistance, Neutralize magic; silver necklace of serpent hold the following matrices: Tap STR, Tap SIZ, Tap POW, Tap INT, Smother, Enhance, Enhance STR, Enhance CON; 34 Carat Ruby set in gold ring holds Magic Spirit INT 10 POW 15, Spells: Teleport, Strengthening Enchantment [all of these have a user Condition that they may only be used by Jushal Onduse or an Apprentice of Jushal Onduse]. Silver ear ring in shape of serpent holds Power Spirit POW 16.

Treasure: carries D00 x5 Marks.

Notes: Kul wears no armour and in any dangerous situation he will look to his magic for defence whilst others fight. If in real danger he will command the magic Spirit to cast Teleport. Kul casts his Enhance spells and Damage Resistance upon himself each morning, Tapping slaves to replenish his Magic points.

Thanesh: 45 year old male.

STR 14 ____ Move 3
CON 15(22) ____ Hit Points 16 ____
SIZ 10 ____ Fatigue 36 - 4 = 32 ____
INT 15 ____ Magic Points 32 (through Tapping)
POW 16 ____
DEX 07(14) ____ DEX SR 3
APP 15 ____

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

Note: Thanesh has Damage Resistance 7 cast upon himself at all times.

Weapon	SR	Attk%	Damage	Parr%	Pts
2HL Spear	4	59	1D10 + 1 + 1D4	57	10 ____

Sorcery (Free INT 15): [Known by Ghoul Familiar] Venom 79%, Cast Back 28%, Damage Boosting 27%, Spirit Resistance 29%, Hinder 26%, Damage Resistance 79%, Neutralize Magic 27%; Tap POW 29%, Smother 27%, Enhance DEX 26%, Enhance STR 27%, Enhance CON 29%; Palsy 27%, Teleport 28%, Homing Circle 24%, Regenerate 25%, Mystic Vision 23%; [Held in minds of Intellect Spirits] Summon Intellect Spirit 14%, Summon Power Spirit 16%, Create Familiar POW 18%, Create Familiar INT 19%, Summon Salamander 15%, Dominate Intellect Spirit 14%, Dominate Power Spirit 18%, Dominate Salamander 16%, Intellect Spirit

Binding Enchantment 17%, Power Spirit Binding Enchantment 16%, Salamander Binding Enchantment 15%.

Magic Skills: Ceremony 73%, Enchant 88%, Summon 38%.

Sorcery Skills: Intensify 77%, Duration 77%, Multispell 38%, Range 25%.

Skills: Climb 51%, Jump 36%, Throw 56%, Fast Talk 22%, Orate 72%, Sing 69%, Speak Tradetongue 70%, Craft Inscribed 43%, Evaluate 23%, Human Lore 20%, Read/Write Tradetongue 86%, World Lore 10%, Conceal 21%, Devise 72%, Sleight 21%, Scan 41%, Hide 13%, Sneak 13%

Magic Item: a gold ring with three 17 carat Sapphires. Each Sapphire holds a bound Intellect Spirit (INT 5 POW 11, INT 3 POW 8, INT 3 POW 13) which hold the following spells Summon Intellect Spirit, Summon Power Spirit, Create Familiar POW, Create Familiar INT, Summon Salamander, Dominate Intellect Spirit, Dominate Power Spirit, Dominate Salamander, Intellect Spirit Binding Enchantment, Power Spirit Binding Enchantment, Salamander Binding Enchantment. This item has a user condition that it may only be used by Jushal Onduse or an Apprentice of Jushal Onduse.

Notes: Thanesh wears no armour. Each morning he spends time casting Enhance Con 7 (duration 8) and Damage Resistance 7 (duration 8); he then replenishes his Magic Points with a handy slave.

Ghoul Familiar

STR 14 ____ Move 3
CON 11 ____ Hit Points 14 ____
SIZ 16 ____ Fatigue 25 - 6 = 19 ____
INT 17 ____ Magic Points 7 ____
POW 07 ____ DEX SR 2
DEX 17 ____
APP 04 ____

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	Parr%	Pts
Claw	6	41	1D6 + 1D4	28	3 ____
Bite	6	41	1D6 + 1D4 + venom	—	—
Howl	2	Auto	Demoralize	—	—

Sorcery (Free INT 00): [Available to Thanesh and the Ghoul] Venom 12%, Cast Back 12%, Damage Boosting 13%, Spirit Resistance 09%, Hinder 09%, Damage Resistance 14%, Neutralize Magic 13%, Tap POW 14%, Smother 14%, Enhance DEX 10%, Enhance STR 10%, Enhance CON 14%, Palsy 14%, Teleport 09%, Homing Circle 09%, Regenerate 14%, Mystic Vision 10%.

Magic Skills: Ceremony 13%.

Sorcery Skills: Intensify 13%, Duration 09%, Multispell 11%, Range 12%.

Notes: The Ghoul is unable to cast all its spells, Teleport for instance is utterly useless to it; and many of its spells are made ineffectual by its inability to manipulate them. Thanesh is planning to make Matrices, perhaps by tattooing them onto the Ghoul's skin, to rectify this situation, but is currently unable to do so. The Ghoul wears hard leather armour.

Average Spearman

STR 15 ____ Move 3
CON 14 ____ Hit Points 14 ____
SIZ 14 ____ Fatigue 29 - 9 = 20 ____
INT 11 ____ Magic Points 26 (through Tapping)
POW 13 ____
DEX 12 ____ DEX SR 3
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	6/5 ____
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	Attk%	Damage	Parr%	Pts
2HL Spear	6	53	1D10 + 1 + 1D4	36	10 ____

Sorcery (Free INT 6): Venom 31%, Damage Boosting 26%; Damage Resistance 28%, Treat Wounds 30%, Tap STR 30%.

Magic Skills: Ceremony 10%, Enchant 10%, Summon 10%.

Sorcery Skills: Intensify 20%, Duration 20%, Multispell 10%, Range 10%.
Skills: Throw 36%, Orate 29%, Sing 29%, Speak Tradetongue 44%, Craft Inscribe 21%, Read/Write Tradetongue 31%, World Lore 36%, Devise 33%.
Notes: wears the average mishmash of armour: hard leather trews, Bezainted Hauberk and coif, soft and hard leather sleeves.

Average Recruit

STR	12	Move 3
CON	11	Hit Points 13
SIZ	14	Fatigue 23 - 9 = 14
INT	11	Magic Points 10
POW	10	DEX SR 3
DEX	12	
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	6/5
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	Attk%	Damage	Parr%	Pts
2HL Spear	6	40	1D10 + 1 + 1D4	29	10

Sorcery (Free INT 5): Venom 14%, Damage Boosting 12%; Damage Resistance 15%, Treat Wounds 13%, Tap STR 11%.

Magic Skills: Ceremony 21%.

Sorcery Skills: Intensify 10%, Duration 10%, Multispell 10%.

Skills: Throw 29%, Orate 17%, Sing 17%, Speak Tradetongue 07%, Craft Inscribe 16%, Read/Write Tradetongue 16%, Devise 20%.

Notes: wears the average mishmash of armour: hard leather trews, Bezainted Hauberk and coif, soft and hard leather sleeves.

Spearmen's Keep

All four buildings are two stories high and flat roofed, they are roughly the same height. The wall which encloses the courtyard is two and a half meters high, but only as thick as a standard house wall. A wooden walkway runs around the inside of the wall half a meter below the lip of the wall. The walkway is accessible by ladders only. At night there are usually only two guards, who patrol the walls: they are not very vigilant and often stop at the gate to talk and rest.

All of the outer walls are Adobe and have 25 Armour Points. Inner walls are Wood and Plaster and have 15 Armour Points.

All four buildings were empty shells until they were renovated into apartment buildings perhaps as long as forty years ago: part of what now forms the wall was intended to be a fifth building, but Jushal Onduse put paid to that plan. Much of the interior of the buildings has been altered to accommodate a single, cooperative group inhabiting the buildings; it may be noted that it is now possible to walk from one building to any other without stepping outside.

Aside from Kul and Thanesh there are the Average Spearmen, those who have been taught by Jushal Onduse in his last year or so, and the Recruits, individuals who arrived since his death. The Spearmen have pretty much settled in but the rule with recruits is that they sleep where they can. There are factions and some friction amongst the Spearmen but they all obey Kul and Thanesh and will react to attack fairly coherently.

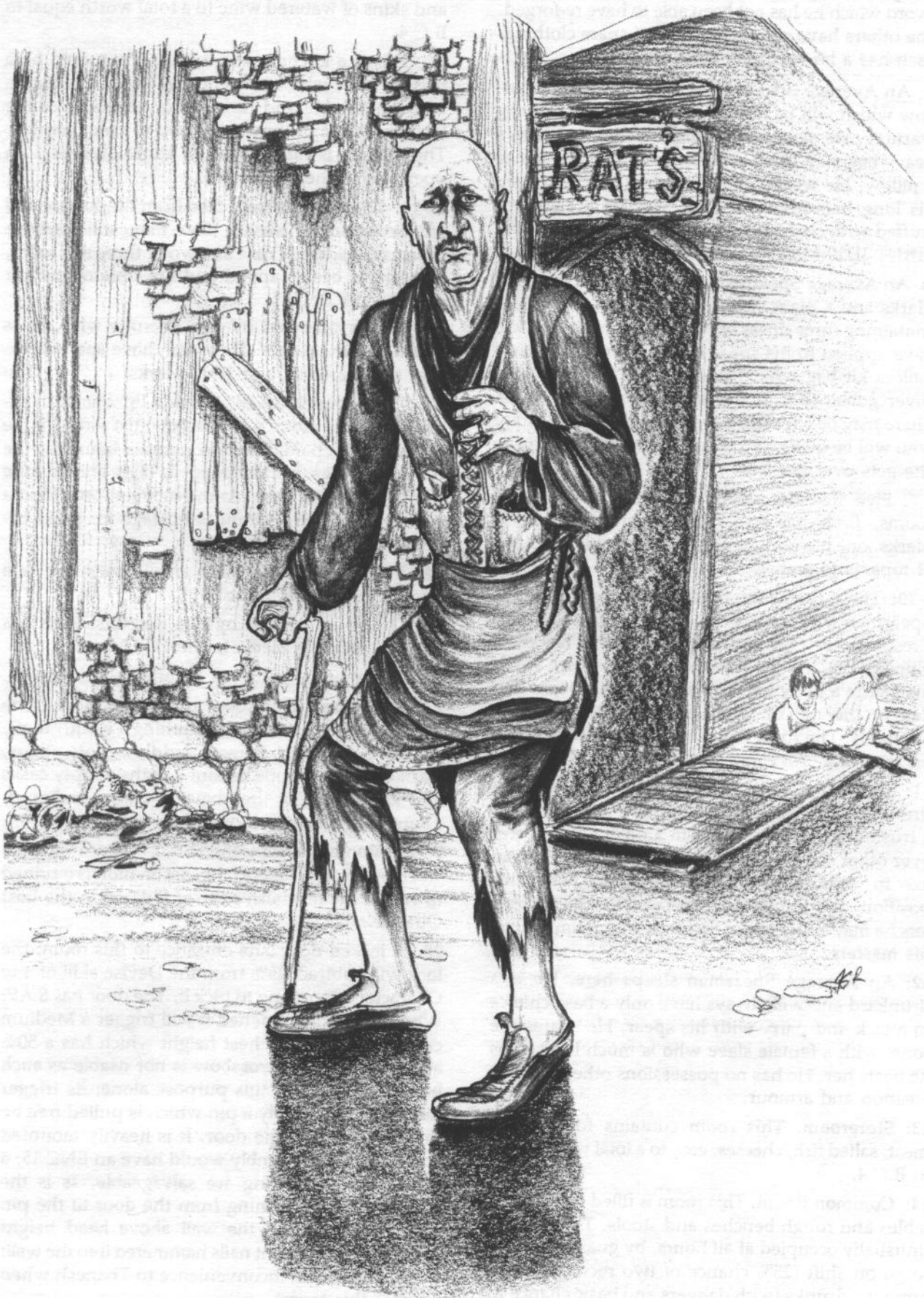
Fights are common enough amongst the Spearmen that there is only a 25% chance that anyone will come to investigate any fighting further than one room away. They will come armed but not armoured. If such a one sees what is occurring and shouts an alarm he will wake and alert people on the same floor 80%, and the floor above 40%. Those alerted will don armour at two Strike Ranks per ENC point of armour before moving to deal with the trouble. If one of the Spearmen moves through the buildings sounding the alarm he will alert one room for each two SR which pass, rooms alerted to the presence of intruders should be marked as this occurs and a notation of the number of SR which have passed since the Keep was breached placed with it. The Gamemaster must keep a note of the number of SR which have occurred (one round equalling 10 SR); in this manner he can be aware of the state of preparedness of the occupants of any individual room.

Groups of Spearmen who have had time to don all their armour will begin to cast defensive and offensive magic upon themselves and their weapons; or will move out to attempt to discover what is happening; searching for direction from Thanesh, Kul, or if they are Recruits from Average Spearmen. Those within the same building where fighting is occurring will move towards it.

A. These rooms are bare of furnishings: they have no fireplaces or other distinguishing features which would make them notable. They are used as access ways to other buildings or are simply unused as they are particularly cold or damp rooms. On the second floor they may be short of floorboards; these having been pulled up to make benches and beds, or for firewood: joists will still be in place and these and remaining floorboards should be positioned by the individual Gamemaster to provide walkways where rooms are obviously passages and as he sees fit in unused rooms. Stepping off of the walkway or joist will result in Characters feet going through the ceiling; giving him a -25% combat modifier: a DEX x5 should be made by each Character at the beginning of each round of combat occurring in such a room.

1: Average Spearman commands the five men at
2. He shares this room with his common law wife (treat as average human female: see page 26 Creature book), she has possession of a simple knife but no armour. Their possessions are in a large box which is also used as a low table; the area around this is scattered with cushions for seating. Within are 20 items of assorted clothing, a small vial of perfume, and some cheap dress jewellery. On the bed are silk sheets which have seen better days and three blankets. Both have belt pouches containing 2D10 Marks.

2: Five Recruits sleep here on pallets (mattresses stuffed with straw). One has a backpack with 15m



Jasheem the Knife Grinder

of rope, fishing line and hooks, and a broken short-sword which he has not been able to have re-forged. The others have simple bundles of spare clothing. Each has a blanket and 1D10 Marks.

3: An Average Spearman is here. He has a cross-bow which will be loaded and ready if he has any warning. He sleeps on a simple pallet and uses a heavy bearskin cloak as a blanket and a blanket as a pillow. He wears a silver circlet (B.C.2) to keep his long hair from his eyes. He has a backpack stuffed with clothing and a spare pair of boots. He carries 3D10 Marks and ten Lara.

4: An Average Spearman sleeps here. He has 2D10 Marks and a plain silver ring. He also has a flask containing three doses of POT 8 poison, this he will have applied to his spear if he has time. He has a Sailors kit bag which holds spare clothing and a silver goblet (B.C.2). He also has three blankets. There may be a female slave here, a non-combatant who will be overjoyed at his death; just as soon as she gets over her fear.

5-7: Five Recruits sleep in each of these three rooms. Each has two blankets and carry 1D10 Marks; one has a money belt which holds 15 Carats of topaz and amber.

8-10: These rooms are occupied by three Average Spearman who control the men in rooms 5, 6, and 7 respectively. One wears a tooled leather belt dyed blue (B.C.2) and a gold clasp (B.C.3) which holds his hair in a pony tail. The second has a bejeweled dagger the hilt of which contains 21 one carat Emeralds. The third has a matrix for Bladesharp 3 on his spear. All carry 3D10 Marks.

11: Storeroom. This contains a large stockpile of firewood. There are five woodman's axes here and a trusted slave (one who is in a position of power over other slaves) sleeps here. He may take up an axe in defence of the Spearman to better his position, or if things are going well for the Characters he may either flee or throw in with them against his masters.

12: An Average Spearman sleeps here. He is a drunkard and will always have only a base chance to attack and parry with his spear. He shares the room with a female slave who is much bruised as he beats her. He has no possessions other than his weapon and armour.

13: Storeroom. This room contains food; dried meat, salted fish, cheeses, etc., to a total worth equal to B.C.4.

14: Common Room. This room is filled with trestle tables and rough benches and stools. The room is unusually occupied at all hours, by guards waiting to go on shift (25% chance of two recruits in full armour), drunks (with daggers and basic chance to attack and parry), and men who have passed out and have been left to sleep it off (1D6 of these), and three slaves waiting tables.

15: Storeroom. This room contains barrels of ale and skins of watered wine to a total worth equal to B.C.4.

16: This is a kitchen where food is prepared by a trusted slave who knows how to cook. The slaves who serve table and he sleep on the floor of the kitchen. None of these are likely to enter combat. The kitchen is rather basic, a stone oven and an open fire for heating stews.

17-21: These rooms are locked from the outside and are occupied by slaves who may still harbour dreams of escape. There are two or three to a room, some have been Tapped and are thus clumsy or weak.

22: This is occupied by two Recruits who act as guards for the slaves. They each have spare clothing, two blankets, and 1D10 Marks.

23: This room is locked. It holds Prisoners, in expectation of ransom, who are potential slaves, if the ransom is not paid. The prisoners are bound by the hands and legs, but not gagged. They are fed little during their stay here. At the moment only Emma is here; and her position is hostage for good behaviour rather than ransom.

24: A single guard is here at all times. He is a Recruit from room 25 or 26.

25: This room is used by two Recruits. Each has spare clothing, a blanket, and D10 Marks.

26: This room is occupied by one Recruit (as 25).

27: Storeroom: This room is used to store trade items. Torches, candles, clothing, cloth, tools, saddle bags, two nomad saddles, pots, pans, blankets, 60m of rope in 15m lengths, empty casks and kegs: most of the above is crated or boxed. There is also a large stock of firewood.

28-29: Room of Thanesh.

Thanesh can Teleport: his destination is a ruined tower on the northern edge of Eldarad in the Lost Quarter.

28: A locked door bars entrance to this room: the lock will subtract 25% from the Devise skill of any Character attempting to pick it. The door has 8 AP. When the door is opened it will trigger a Medium crossbow aimed at chest height which has a 50% attack chance (the crossbow is not usable as such being designed for this purpose alone; its trigger mechanism is simply a pin which is pulled free by the movement of the door. It is heavily mounted and the whole assembly would have an ENC 15; a cross-piece and string are salvageable, as is the length of string running from the door to the pin which runs around the wall above head height through hooks of bent nails hammered into the wall: the trap is not an inconvenience to Thanesh when he uses this room).

This room is little used by Thanesh save when he has some ritual to perform: there are markings on the bare floor and walls which reflect prior use



Thanesh the Sorcerer

of the room for such purposes. Thanesh created his Ghoulish Familiar here though it is not present as he has little use for it as yet and thus allows it to run wild most of the time. It will take the Ghoulish 10 melee rounds to arrive once summoned. Thanesh will summon the Ghoulish as soon as he is aware that the Keep is under attack.

29: This is Thanesh's bed chamber and study. He spends most of his time here studying the half burned remains of his masters writings. Aside from the bed, the room is liberally scattered with cushions so that Thanesh can sit where he pleases. A large fire burns in the grate at all times. Thanesh will doubtless be found staring into it broodingly unless he has been alerted to the Characters presence. A long bench chest sits beneath the single window; within are Thanesh cloths, bed linen and other such gear. Within also is a small box containing the charred remains of the writings of Jushal Onduse. This amounts to sixty-two loose leaves and a single much-charred book. Leaning against it is a backpack containing all the gear normally found in a Travellers' Pack (Gamemasters book page 29) except the peasant clothing.

If the writings of Jushal Onduse are studied they will teach Intensity to 48%, Range to 22%, Ceremony to 39%, Enchant to 23%, Summon to 41%, Summon Salamander, Summon Intellect Spirit, Dominate Intellect Spirit, Intellect Spirit Binding Enchantment, Regenerate, and Magic Point Matrix Enchantment. There are also hundreds of other snippets of knowledge concerning many spells but none of these convey the full knowledge of the spell. The Gamemaster may choose to introduce other fragments which will fill in some of the gaps at a later date. Particularly frustrating to Thanesh is the abundance of references to Spell Matrix Enchantments that still doesn't add up to the full knowledge of the Ritual spell.

Thanesh is totally disinterested in material wealth and there is none here.

30: This room is occupied by five Recruits who are particularly loyal to Kul. Each has an item of Jewellery from B.C.2, and wear high quality clothing, they have three blankets each. Their armour is equal to that of an Average Spearman. They carry 3D10 Marks.

31: This room is occupied by an Average Spearman who controls the five Recruits at location 30. He is particularly loyal to Kul and will fight to the death to protect him. He wears a narrow gold bracelet which is a Matrix for Damage Boosting Intensity 5. He wears a Ringmail rather than Bezaunted Hauber. A large pattern carpet covers much of the floor. Beneath this is a loose floorboard under which is a pouch containing 38 Lara, 6 gold coins, and 38 Carats of Amber and Pearl. There will almost certainly be a female slave here.

32-33: The Rooms of Kul Majok

Kul can Teleport: his destination is a ruined tower on the northern edge of Eldarad in the Lost Quarter.

32: This is the Anti-chamber to Kul's room; there is a large high backed wooden chair against the south wall covered in a bearskin cloak. A large tapestry covers one wall depicting the battle of Sevassa where three hundred Broda Barbarians stood against five thousand elite troops of the Empire for four days (this is practically worthless in Eldarad save to someone like Paril Mas who might offer B.C.5). The room is otherwise bare. This is where Kul "Holds Court", settling disputes and negotiating for the hire of his people.

33: This is the sleeping chamber and workroom of Kul. There are usually three or four slaves here who will be either weak, clumsy or small due to Kul's relentless Tapping, having only D6 remaining of either STR, DEX, or SIZ. They are usually bound for Kul's convenience.

The room is sparsely furnished having only a bed and a large bench chest beneath the single window. The room is set up for one Ritual to be performed, a successful Enchantment will reveal this to be Strengthening Enchantment.

Within the chest are several pieces of armour amounting to that worn by a Spearman Recruit in two size ranges 11-15 and 16-20. There are also three sword weapons, short, broad and bastard; as well as six daggers and eighteen spearheads. In two pouches are 3D00 Marks and a like amount of Lara, there is also a pouch containing 84 Carats of Amber.

34: A single Average Spearman occupies this room. He has a chaotic feature gained through decent from a chaos worshipping ancestor: he appears to be invincible, taking no visible damage until he dies. He wears superior clothing, has a heavy fur cover instead of a blanket, 1D10 Marks, and has a half full bottle of Absinthe.

35: This room is used by two Recruits. Each carries D10 Marks and has a single blanket each.

Aftermath

Assuming that he survives both parts of the scenario, Mistarnil Em will desire the Spearman's Keep, taking it over he will renovate the buildings, turning the three back into the apartment blocks they originally were. If he is slain then Imelza will take his place; if both he and she are slain Mistarnil's lieutenants will disperse; Ulanid will take charge of the children, probably going to Borjahn's Hiring Hall to seek security and work.

If the Characters sacked Mistarnil's Keep in part one of the scenario and there were survivors who have not acted yet then they will have enemies to deal with at a later date. Similarly any surviving Spearman will be keen on revenge (only Thanesh, should he survive, is above such petty considera-

tions). However, in this case the Characters will have found free accommodation in one of the Keeps and a good deal of wealth; though protecting both in Eldarad will be far from easy. Prime real estate is in great demand; and there have always been men willing to kill for an honest profit. Neither Keep will be easily defended by a few men and a street gang might see the Characters as an easy mark if they attempt to do so, even a gang of Beggars might have a go if the way seems clear.

If Mistarnil remains unaware that the Characters kidnapped his daughter in the first instance they will have gained a friend with some influence.

Disposing of wealth, or turning it into easily transportable wealth is difficult in Eldarad. The Characters may find themselves in possession of enough armor to outfit a small army (and may choose to do so if they can arrange for upkeep) and when they have selected what they desire will have to dispose of the rest: individuals such as Parthim At, Paril Mas, Borjahn, and Ashari Stormwalker are obvious candidates to sell to. But bulk selling has its drawbacks on all markets: a Bezainted hauberk may well be equal in worth to a hundred Marks but a dozen such will put severe strain on the cash flow of someone like Borjahn. He, as will everyone else approached, will want to trade in kind for such a bulk purchase. Offering training, credit notes, tools, other weapons, almost anything but coin or Marks.

The simplest thing to do with sixty or seventy blankets is sit at an impromptu market for a day and trade them: but the items received will likely be chicken eggs, pelts or clothing. Perhaps a bulk sale to the Clearwine, or other Inn for an item of B.C.4 or so; a good battleaxe, or a Composite Bow would be a better idea. The same goes for clothing. Food and drink have an obvious value to Inn keepers.

Marks are the nearest thing to coinage in Eldarad and can be used at most establishments, even street traders will take them. Coinage will be almost impossible to get rid of, save through the Trading Post and other establishments who might accept coinage.

Sale of the skills and spells contained in the works of Jushal Onduse is covered under the Barter Class System (see coinage in Eldarad) but a buyer might be difficult to find.

Scenario Ideas

SCENARIO IDEAS: OUTSIDE THE CITY

Get Me a Monster!

Areth Coll has been contracted to supply a monster to fight in the arena at the birthday celebrations of the Emperor. There is therefore a deadline, and Areth Coll's reputation is on the line. The charac-

ters have nine days to come up with the goods: a Manticore would do the trick.

Areth Coll will supply any equipment the characters ask for. He will also supply any other group which comes forward.

Payment will be equal to Barter Class 7, in coin, gems, or any other acceptable currency.

Explore This Region

Areth Coll, or some other trader, feels a need to know what lies south, between the Scorpion Hills and the Coastal region in the south. He will pay by results, a sum equal to B.C.6-9 per person involved in the exploration. The characters may have to find someone capable of making a map.

Areth Coll, and others, would also be interested in a map of the trade route used by the Nathri caravans, the Laharabad nomads, and the Brodi.

Note: a map of any unexplored region will have some value, regardless of its quality. Obviously the more comprehensive the higher the worth.

Curb the Trolls

Any Nomad caravan master might spread the word that he is offering an ounce of silver for each Troll head delivered to him in the three weeks which he intends to spend in Eldarad. This action will be the result of a heavy Troll attack upon his caravan during his travels across Respectful of Grief Plain.

Guards Required

A Nathri caravan master, possibly Mathar Shafe, has offended the Immaryl of Great Spirit Forest. Not only did he lose men on the journey to Eldarad he is expecting further trouble on the return journey. His native bearers have deserted him and he requires not only guards but bearers also.

He is willing to pay a sum equal to Barter Class 2 for each Bearer, and Barter Class 3 for each fighting man. Any warriors with reputations will be paid Barter Class 4.

Thessen is Hiring

Thessen is searching for the tomb of Yarmadier Trade Lord. He believes that he is in possession of a map which will lead him either to the exact tomb or to an area small enough to be searched. He is hiring warriors to protect him in the wilderness, and people with some experience of the wilderness will be preferred. He is offering an equal share of any loot over and above any items chosen by himself.

Whether Thessen has the right map, or some clever forgery, or simply has his facts wrong and will find some lesser tomb is up to the individual Gamemaster.

(Other) is Hiring

There are always such people on the look out for tough fighting men to aid in such a project; they

usually make comprehensive inquiries about the honesty of such people, and it is quite common to as Borjahn to recommend people who utilize his Hiring Hall.

If the Characters are known by Borjahn or have built a reputation they will doubtless be approached by people hoping to hire honest mercenaries.

(Raid)

The adventurers come to an Immaryl hearth whilst wondering in the wilderness: whilst they are there the hearth is attacked by a group of brigands (knowing the Immaryl habit of killing tomb robbers and keeping the loot the Immaryl are a prime target for brigands). If the Immaryl win out the adventurers will be rewarded, assuming they aid the Immaryl.

SCENARIO IDEAS: INSIDE EL DARAD

The Madman (Tanak)

A man named Tanak approaches the characters with the story that his parents were kidnapped by chaos creatures who probably plan to use them in some foul sacrifice. He knows roughly where they were taken to, and will lead the characters there. He is willing to pay a sum in coin equal to Barter Class 4.

He is, unfortunately insane, and will lead the characters into the Chaos Quarter. There he will lead them through a rubble strewn alley-way; at its end is a narrow squeeze through which he will insist on going first. Once through he will make a run for it. As he knows the area fairly well and has a fair head start the characters should lose him. About the time they give up chasing him they will probably be fairly well lost.

Get Banach

Word is out that there is a price on the head of a man named Banach Yasalan; the rumour is that he is wanted, dead or alive, by relatives whom he betrayed in some foul plot. It is said that a reward of gems and jewellery equal to Barter Class 6 has been offered. Information concerning his whereabouts will garner a lesser reward.

Kill Shan San!

Bounty Hunters are being hired by an unknown party using Areth Coll as an agent. The sum offered is reasonably standard for killings in Eldarad, any currency chosen equal to Barter Class 3. No reasons are given, or are required, as to why his death is desired.

Kill (other)

As with Kill Shan San (this happens all the time). The individual hiring might also require the theft or recovery of an item from the deceased.

Get it Back

A thief of the Thieves Plaza, either a personality or some other, has stolen an item (a magic item, map, book or something else of worth) from (any powerful individual from Areth Coll to Paril Mas). A reward equal to Barter Class 5 for its return and the death of the offender.

Sylus Lun is Hiring

Sylus Lun offers a single dose of a ten POT potion to any individual willing to undertake an expedition into the Chaos Quarter to collect certain ingredients. His list is comprehensive and will include items such as the heart and liver of a Walktapus and extracts from sundry chaotic plant life. He will provide equipment for the expedition.

Banach Yasalan Hires

Banach has leaked word, through his followers, that he is willing to pay a pound of silver each for the heads of three assassins; Akiem, Bacan, and Carnalie Yasalan. Initiates of the Trickster will be making attempts on the lives of these three almost as soon as the characters hear about it. They will hear news of failed attempts for some days if they choose not to make a bid for the reward themselves.

Get My Daughter Back

An artisan, most likely a personality such as Marn Tussahl will approach the characters with an offer of ten items of jewellery from Barter Class 2 in return for his daughters safe return. She has been taken by the slave gangs of Paril Mas. A ship is expected from the Empire any day now and if she is not rescued soon it will be to late.

Break This Protection Racket

A group of artisans will approach the characters. Each has been approached by thugs and threatened unless they pay a percentage of their income every month. They offer a reward of five items from Barter Class 4 if the thugs and their boss is wiped out.

This task may be as difficult or straightforward as the Gamemaster chooses.

A Thief In The House

Theft is common enough in Eldarad that the characters are bound to be subject to it sooner or later, if not constantly. A competent thief, of some 6 years experience makes an attempt to sneak into a characters room and make out with portable wealth.

Protect Me!

Sylus Lun has heard word that someone is going to make an attempt on his life. He wishes to hire muscle to back up the magical defences of his workshop. He will offer a single dose of POT 5 potion per character who accepts the job.

This task may be as difficult or simple as the Gamemaster chooses.

Temple Bashing (One)

Ashani Stormwalker and the temple to the storm god are targeted by many people. Paril Mas, Carthag, Gallad and many lesser groups of outlaws would be glad to see the back of this organisation. Any one of these might try to hire the adventurers, through an agent, to assassinate Ashani or to become part of a force to attack and destroy the temple.

Ashani would hear word of such an attack and the temple would be well guarded by storm god initiates. If one of the Characters is an initiate of the storm god he will not be contacted, but he and his companions might be the ones to bring word to the storm temple so that they can be a part of the defensive force.

Temple Bashing (Two)

A small group of thieves attempt to hire the adventurers to create a combative decoy on the Hiring Hall of Borjahn whilst they sneak into the private quarters of Borjahn.

Building a Temple

A Priest of a god worshipped by one of the characters arrives in Eldarad and attempts to found a temple. Any initiate of the god, including the relevant character, would be roped into the enterprise of necessity (he has to have somewhere to worship). Any new power base in Eldarad is certain to be opposed and attacks will have to be beaten off.

The characters might well spend a whole year involved with the temple, performing tasks on behalf of the priest until the temple is established and has enough initiates to take over these duties.

INDEX—Adventure Book

Sections

Arriving in Eldarad	33
Average Tomb of Plateau of Tombs	23
Barrow	29-30
Buying Passage	1
Cabins	15-16
Campaigning in Eldarad	31
Caravan of Karmia San	9-11
Caravan of Mathar Shafe	11-12
The "Dragon" of Dragon Mountain	19-20
The Ferry Village	7-9
Focusing on the Artisans' Quarter	33-34
The Gray Plague	36-42
The Hag	14
Herder's/Crofter's Cabin	16
The Horsemasters	15
The Immaryl Lands	20-21
The Looted Barrow	16-17
Nhareechi Eagle	14
Outlaws	17-18
Power Play	42-55
Prospector's Cabin	15-16
Sample Immaryl	21-22
Scenario Ideas	55-57
Snake Brother Village	22-23
Special Orders	1
Spirit Cults of the Immaryl	21
The Tiger Heads	30
Tomb Hidden Beneath Shrine	25-26
Tomb of Snake Brother Shaman	28-29
Tomb of Yarmadier, Trade Lord	28
Trading Post	1-5
Trapper's Cabin	15
Troll Tomb	23-25

People

Areth Coll	3
Armar	10
Arrel Canshun	3
Colbrin Ath	3
Erak	7-8
Fld'harad	11
Haqual	12
Harrab	17
Idrith	10
Illean Vir	4
Indareel	18
Jeggar	11
Jhan Kerek	4
Kal Shafe	12
Karmia San	9-10
Karmiaail	10
Kesh	11
Kilkalaz, Satyr	18
Lance, Prospector	18
Lorith	11
Mahab'vana	16-17
Marann' Atheir	17
Mareesha Shan	4
Marass Hirrand	4
Mari	12
Mathar Shafe	12
Nanachan	10
Ogaramerran	22
Oldan Burr	7
Orren Durel	3
Rathin	8
Shemier	8
Shurni Beastmaster	18-19
Urakurnako	22
Yenand	8



City Book

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Contents

I. THE LOST CITY OF ELDARAD 1

A. *Placing Eldarad* 1

B. *History and Development of Eldarad* 2

C. *Lands and Peoples of the Region* 6

D. *Getting There* 7

E. *Trade in Eldarad* 8

F. *Information* 10

II. THE CITY 19

A. *The Artisans' Quarter* 21

B. *The Slums* 29

C. *The Lost Quarter* 37

D. *The Chaos Quarter* 46

E. *The Chaos Garden* 49

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The Lost City of Eldarad

Eldarad is an ancient, ruined city, famous worldwide. Its original occupants were beings of civilized culture. They were great tomb builders, with a religion that put stress on provision for the afterlife. Thus their tombs contain much wealth. Knowledge of their habits, language, and even their appearance has been lost in the river of time, and they are now known only as the "City Dwellers." Their descendants are believed by some scholars to be the Immaryl, a local tribe. The Immaryl treat the myriad tombs of the City Dwellers with reverence, acting as guardians whenever known looters are spotted.

Eldarad is no longer a functional city, and it would be inaccurate to treat it as such. It is a great mass of ruins, haunted by looters, ragged warriors, adventurers, beggars, and worse, all searching for gain or trying to survive.

Life in ruined Eldarad is uncertain, but people live there out of greed, or because the alternatives are even less appealing. The wilderness regions around the city contain dangerous beings, some chaotic. Thus Eldarad is dotted with small, crowded enclaves of habitation, where people cluster together, either in order to gain the protection of some group, or for purposes of temporary gain. The frequent arrival of plunder-seeking adventurers, bedraggled refugees, and even the occasional immigrant, keeps the economy going and ensures that change will always be a part of life.

The distribution of population and the patterns of power in the city are in constant flux. The Gamemaster is encouraged to surprise his players with unexpected additions and changes to the city and its inhabitants.

Placing Eldarad

Eldarad may be placed in any world. Any wilderness with a river flowing through part of it should be adequate. The river may run to the sea in many ways: see maps.

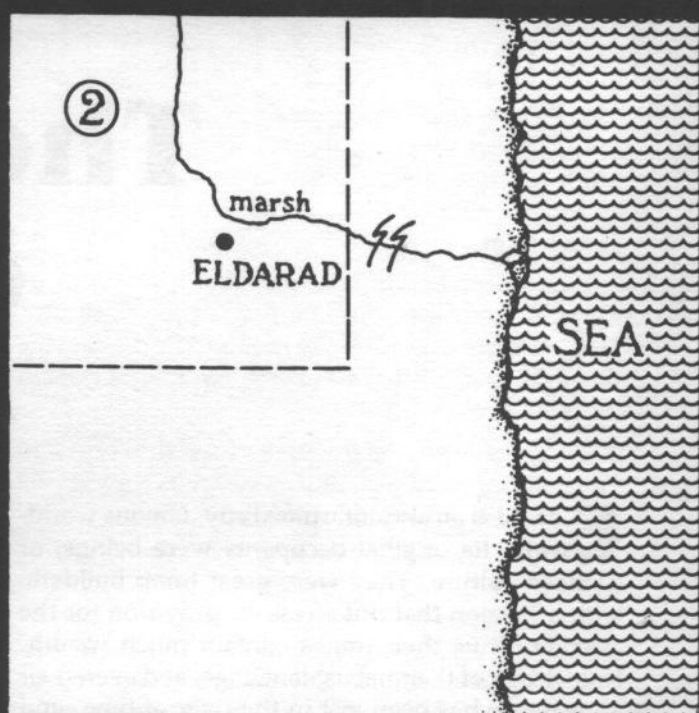
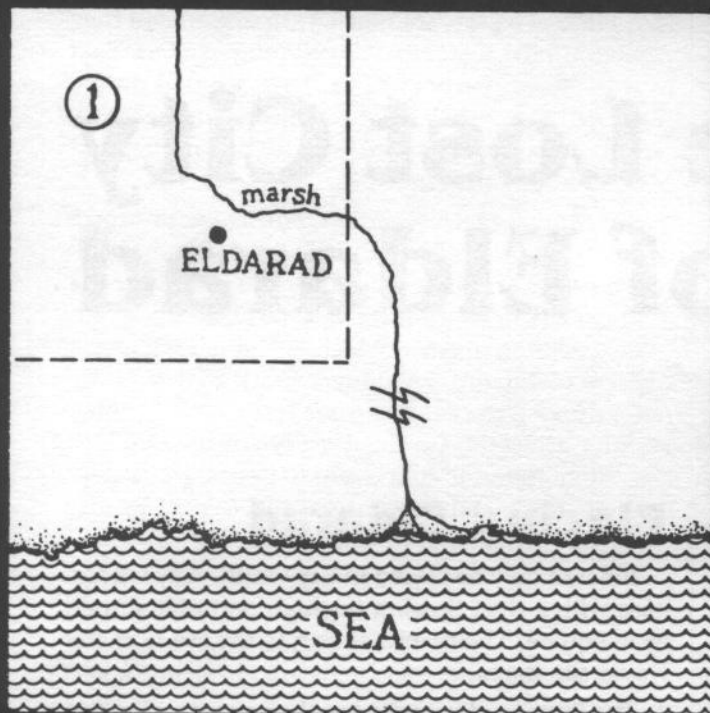
The Empire, designated as the Armavair Empire in the text, should be a long sea journey from the mouth of the river. Other nations mentioned in the text can be as far away as is needed in order to place Eldarad in your world with minimum problems; no matter how far they are, people will still make the journey.

In Glorantha the Elf Sea might be convenient, allowing Eldarad to be placed north west of Peloria with the Nathri as a buffer state east of the Kingdom of War. The Broda could then be a north Peloria Barbarian Kingdom. Shipping from the (Lunar) Empire could travel the rivers through Holay, Tarsh, and through Peloria, to the unnamed, but substantial sea, and then west to Eldarad.

Placing Eldarad in other worlds is not a problem; Questworld is hardly crowded, and other worlds are similarly sparse on detail. Placing Eldarad in Fantasy Europe would be the simplest task.

PLACING ELDARAD

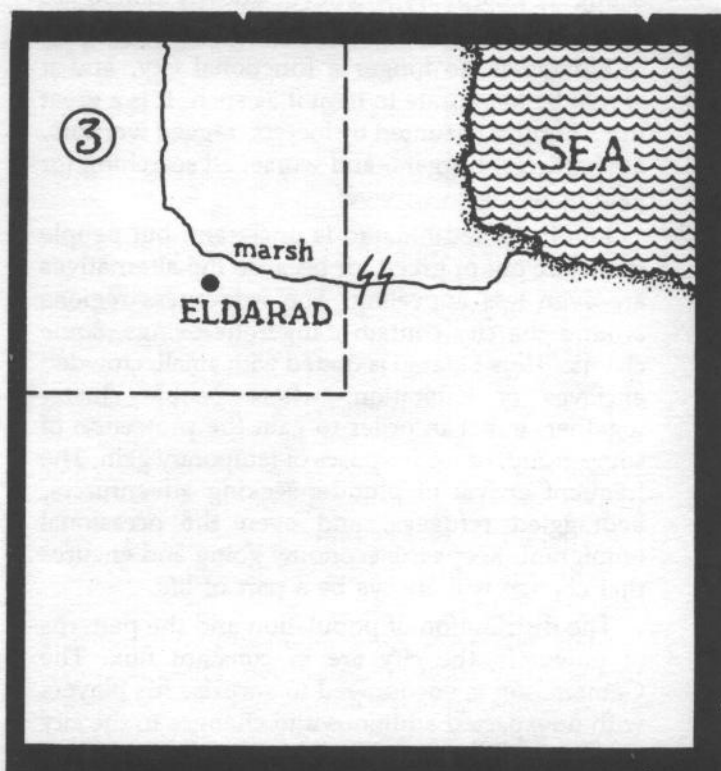
Sample River Routes to the Sea



Area shown
on Main Map



Extra river length
could be added here.
(100-500 km maximum).



History and Development of Eldarad

If the Gamemaster chooses, portions of the following information may be available to initiates or patrons of any knowledge temple.

The Wilderness of the Immaril was discovered by the famed explorer and noble of the Empire, Lord Boarn Islaeem, eighty-three years ago, as he sailed up a river which was deep and wide and wound inland for many days.

He found the land occupied by primitive people who, remarkably, had access to much gold and other precious metals, gems and intricate jewelry, and magic items of many kinds. They were known as the Immaril.

He moored his ship at a group of isles which he dared not navigate until he had explored further. He sent boats to explore the isles and find a passage through, and headed an expedition inland guided by natives.

Boarn gave gifts to the powerful Ushth clan and gained their good will, and freedom to wonder the hills as he would under their protection.

During his explorations he and his men came upon the hearth of the Sadari clan which lived in the Barow Hills area. He found them terrorized by a powerful undead being, which he termed a Lich, describing it as a powerful sorcerer inhabiting its own corpse.

The Sadari were making ready to move away, having lost many of their people to the ravages of the Lich. When he asked why they did not fight and destroy the creature they were offended, and displayed the ashes of the warriors who had tried, and sang him their death songs. Boarn gave many gifts, swore to attempt the feat himself, and was forgiven.

He forbore to ask the other question which preyed on his mind, but when he came to the barrow it was answered, for there were the bodies of Broo littered around, and it was they, not the Immaril who had opened the tomb hoping to loot it of its treasures.

With the full power of his god on him he did mighty battle with the foul creature, at last destroying it. In the tomb he found many ancient treasures of great value, among them Sourthul, the sword of the Kings of Avalian, the ancient isle kingdom. Great was his wonder at how this treasure had come to be here, and great was his joy when his magic revealed its powers to him.

With much curiosity he questioned the natives, and they told him that the hills held many well-hidden barrows, and the lands around held many tombs. They confirmed that they killed any who looted tombs, and kept the treasure regained; since a tomb looted was defiled already, returning the treasure would not re-sanctify it. They also spoke

of their legends which tell of a city which came from nowhere, and the tombs were those of all who had died at the time of the city builders. When Boarn asked about the city they named it Eldarad. On hearing this Boarn's eyes went wide, for he knew the legends of Eldarad. If this were that land then there was wealth enough here to found a kingdom!

With all haste he returned to his ship and sailed further up river until he came to the ruins of a great city. He sent a party into the city to explore but they never returned. Later that day the ship was attacked by a huge war party of Broo. The ship fled down-river, fighting as they went. Many died in the attack but the ship found its way back to the Empire, and back to house Islaeem.

Some two years later Boarn returned with a force of warriors well used to fighting Chaos. On the bank of the river a stockade was built, and from here the warriors made war on the chaos of the city, eventually, with an alliance which brought Troll chaos fighters to Eldarad, breaking its back so that it was not a threat to trade. The force remained for some months whilst the Trading Post established itself to the native Immaril, who were happy to trade gold trinkets for metal spear tips and arrow heads, coloured blankets, and other useful items.

When they had enough raw hides, and other trade goods in addition to gold and special items, both ships returned, taking with them most of the armed force. The alliance with the Troll force failed during this period and the Trolls advanced ever deeper into the ruins, building temples and abandoning them when the area was cleared.

When the next supply ship arrived it brought passengers with it; men who had heard of the wealth to be had in Eldarad and had come to get their share. Boarn did not have food to supply them, or room to house them, so he instituted the policy that the Inbound colonists could stay one night in the compound of the Trading Post and after that they were on their own.

These people, for the most part, went to the city and found that some buildings were inhabitable or could be made so. They hunted the region, and traded with the natives for food. They settled and survived. Tombs were discovered and looted, and often the Immaril discovered the looters, killed them for their sacrilege and recovered the loot from their bodies. They did not hold Boarn or his Trading Post responsible for this, and indeed often traded recovered treasure with him for the goods he could supply.

As time passed and it became apparent that Boarn had no interest in law outside the Trading Post some began to imitate the Immaril, slaying those who had looted tombs and keeping the loot for themselves.

Time passed and the tales of Eldarad spread through the Empire and beyond. The population of

Eldarad grew, and the city began to delineate itself. The Immariil who had inhabited the immediate area were absorbed into the population, or driven away.

Boarn died, and his successors after him, until Narif Irel came to Eldarad and closed the trap. Success was now a requirement if one hoped to return home. He began to import ale, wine and luxury items, and inns appeared to bid for them, as there was wealth enough to support inns. The population increased rapidly.

By the time Areth Coll came to Eldarad the realities were established and he could do naught but continue the traditions.

In recent times the Laharabad found a route to Eldarad, and brought their livestock to trade. The Nathri found a way through to Eldarad and brought foodstuffs to supply the burgeoning population; and the Broda likewise. The Ferry was built, and a village grew up around it. Some small percentage of Inbound were intent on homesteading and went into the wilderness to farm, others came to hunt and trap the wildlife for their pelts which are still in demand. Some, Paril Mas among them, came to make capital out of the lawless nature of Eldarad and prey upon an unprotected population.

This is Eldarad today.

Dealing with Cults

All cults are used consistently and may be easily adapted to Glorantha, or any other world.

Choosing the relevant Glorantha cult is purely a matter of common sense: Storm God equals Orlantha, God of Mercenaries equals Humakt. Problems only occur when dealing with the Empire War God, this might be expected to have a direct correlation with the Lunar war god Yanafal; however this cult is so intrinsically Gloranthan that it was decided against, and Gamemasters running Eldarad in Glorantha will have to change the Divine/Rune spells of members of this Cult. Some Gods have a direct relationship to a Glorantha Cult: the Trickster remains the Trickster wherever he may be encountered.

Adding Characters and Sections to Eldarad

Eldarad is designed to allow the Gamemaster to slot his own characters and organisations into the loosely organised life of the city. Large groups will probably construct residences or defences, and will likely change the economy and patterns of power in the area, often to the detriment or disturbance of the Characters.

Statistics for the Wagon of Tarambar, below, are provided as an example of a single character who could strongly influence the situation in Eldarad by his arrival. There are many other possibilities. When the Orcs of Six Orc Mountains expand into Eldarad

they will doubtless move a force into the Lost Quarter of the city, building a stockade or taking other defensive measures. Moarn, the Vampire covered in the Lost Quarter, might build his own fortress using slave labour and proceed to be a thorn in everyone's side.

The more organisations of this nature, especially in the Lost and Chaos Quarters, the better, for it is certain that there are many such not explored in the text due to limitations on space.

There are few temples in Eldarad, and this is intentional, but others might be added at the Gamemaster's discretion.

Sample New Character: The Wagon of Tarambar

Tarambar is a weapon smith and armourer by trade. He has had the wagon shipped in at huge expense so that he could continue with his trade, and live the Gypsy life to which he is accustomed. He appears to be a friendly, genial chap, and this is true so long as no one crosses him, but he is, at heart, a vicious and vindictive individual. He is also an ogre. He would cheerfully chew out the throat of an enemy.

He trades with all comers, and demands currency bars, in addition to coinage and other trade items, for his work.

In his wagon he will have trade items from all Barter Classes, 1D20 items from each Barter Class. (He has the attitude of a Magpie towards his goods; once in his possession he is unlikely to give them up unless his greed is aroused.) He will also have a small anvil, tongs, hammers, a supply of charcoal and other necessary tools of his trade.

His brightly painted wagon is pulled by two medium sized ponies of a sturdy stock.

Tarambar: 41 year old Ogre.

STR	22	Move 3	R Leg	2/5	—
CON	17	Hit Points 13	L Leg	2/5	—
SIZ	08	Fatigue 39 - 13 = 26	Abdomen	7/5	—
INT	13	Magic Points 14 + 19	Chest	7/6	—
POW	14	= total 33	R Arm	7/4	—
DEX	16	DEX SR 2	L Arm	7/4	—
APP	07		Head	2/5	—

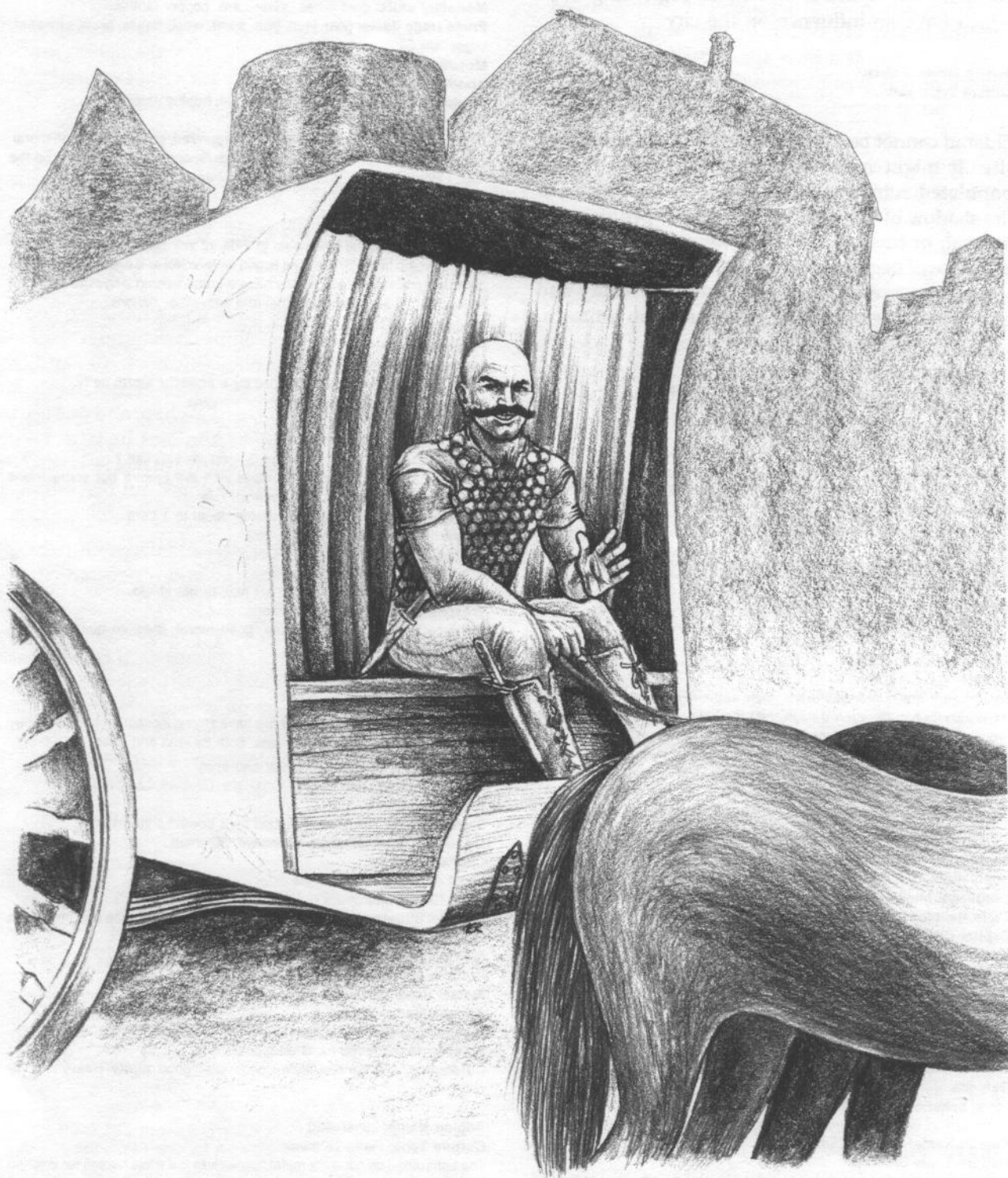
Weapon	SR	Att%	Damage	Parr%	Pts
Fist	9	91	1D3 + 1D4	38	—
Dagger	8	81	1D4 + 2 + 1D4	28	6
2H Battle Axe	8	61	1D8 + 1 + 1D4	54	8

Spells: (sorcery) Form/Set Iron 44, Damage Boosting 48, Spell Resistance 48, Treat Wounds 44, Regenerate 52, Damage Resistance 30.

Skills: Climb 69, Dodge 48, Throw 89, Fast Talk 60, Speak Tradetongue 55, Animal Lore 14, Craft Armourer 114, Craft Weaponsmith 91, Evaluate 86, First Aid 39, Human Lore 60, Read/Write Armanian 29, World Lore 28, Conceal 45, Devise 97, Sleight 45, Listen 54, Scan 60, Search 86, Ceremony 25, Enchant 20, Summon 16, Intensity 30.

Magic Item: Power Spirit (POW 19) in heavy gold chain (B.C.6 for chain alone). Intensity 4 Neutralize Magic on leather glove.

Treasure: carries 93 Marks, 16 Lara, and three gold rings (B.C.2 each).



Tarambar the Smith

Lands and Peoples of the Region

This second delineates in broad terms the current occupants of Eldarad, and those regional groups which have an influence on the city.

Region Name: Eldarad.
Culture Type: various.

Eldarad cannot be said to be a state or even a proper city. It might more accurately be described as a populated ruin where the impoverished reside in the shadow of the wealthy, and where people come to steal, or trade for, the rare items they desire. It is a place of beggars, murderers, and thieves; a lawless place where squalor is the common reality and murder an idle pastime, or some say, an art form.

Peoples: various.
Population: 8,000 estimated.
Language(s): various, Tradetongue in common use.
State Religion: n/a.
Other Religions: various shrines exist.
Capital City: n/a.
Head of State: n/a.
Political Situation: internal situation unstable, trade with all states.
Monetary units: barter with no base currency.
Prime trade items: treasure, pelts, slaves.
Metals used: all.
Armour Made: no armourer in Eldarad (see below, however).
Weapons, Cultural: various.
Weapon tech level: bow (crossbow?).
Defence: no estimate available.

Region Name: Immaril.
Culture Type: Primitive.
The Immaril are hunter-gatherers; their settlements are fundamentally temporary in nature, even though they may last many years. They are friendly and fairly open, and they are not aggressive unless provoked. They have no written language and their history is unknown as their tales take the form of legends and grow with the telling. Their society is open and women usually have high position within it.

They have no organisation beyond the extended family group.
Their religion forbids the plundering of the tombs of the City Dwellers.

Peoples: dark skinned, dark hair and eyes.
Population: 70,000 estimated.
Language: Maril.
State Religion: no deity, Various spirit cults.
Capital City: n/a.
Head of State: elders and Shamans of village or hearth.
Political Situation: peaceful trade with all comers.
Prime trade item: amber, meat.
Metals used: copper.
Armour Made: soft leather.
Weapons, Cultural: self bow, axe, spear.
Weapon tech level: bow.
Defence: the Immaril are incapable of raising an army as they lack the social cohesion to do so.

Region Name: Armavair Empire.
Culture Type: Civilized.
The Armavair Empire has expanded steadily over a century or more and now controls several major provinces and has great influence with many other kingdoms and nations.

The Empire trades with some of the Barodachi nations, such as the Brodi, but occasional border incidents flare. The Empires merchants found and opened trade with the Immaril primitives, and were instrumental in the development of Eldarad.

Peoples: dark hair and eyes, fair skinned, medium height.
Population: 12,348,800
Language: Armanian.
State Religion: Pantheon incorporating several conquered religions.

No. and size of temples: 1 Great, 31 Major, 134 Minor.
Other Religions: religious freedom in provinces, several gods worshipped.
Capital City: Amariss.
Head of State: Emperor Kelsine.
Total Cities: Metropolis 3, Large 27, Medium 91, Small 234.
Political Situation: border wars flare with Barodachi Nations, otherwise politically stable.
Monetary units: gold Ames, silver Lara, copper Gritha.
Prime trade items: gold, lead, iron, silver, wool, slaves, grain, cinnabar, sugar, silk.
Metals used: iron.
Armour Made: plate.
Weapons, Cultural: shortsword, javelin, hoplite shield.
Weapon tech level: heavy siege.
Defence: 120,000 regular troops. Well organised, good quality, high moral. Primarily infantry with light cavalry, slingers, and bowmen making up the rest. Levies equal 1,230,000 irregulars (rarely conscripted).

Region Name: Broda.
Culture Type: Barbarian.
The barbarians of the lands east of Eldarad are made up of many tribes, chief of which is the Broda. The Broda are warlike and expansionist. Their culture is male dominated. They have a crude written language and their history is of war, both inter-tribal and with other nations.
Peoples: fair skin, dark hair and eyes.
Population: 686,000.
Language: Halic.
State Religion: Pantheon, headed by a powerful storm deity.
No. and size of temples: 24 minor temples.
Capital City: n/a.
Head of State: tribal heads only.
Total Cities: Metropolis 0, Large 0, Medium 1, Small 7.
Political Situation: the Broda trade with the Empire but some tribes occasionally raid lands under imperial rule.
Monetary units: currency bar in iron equal to 1 Lara.
Prime trade items: furs, wool, iron.
Metals used: iron.
Armour Made: ringmail.
Weapons, Cultural: 2H spear, 1H axe, target shield.
Weapon tech level: hand weapons.
Defence: 184,000 low discipline, good moral, medium quality. Heavy infantry only.

Region Name: Nathri.
Culture Type: Barbarian.
The Nathri are basically warlike but have strong inclination to trade. They trade with the surrounding nations, both by land and river.
Peoples: dark skinned, dark hair and eyes.
Population: 368,000.
Language: Natric.
State Religion: Pantheon, headed by a powerful storm deity.
No. and size of temples: 1 medium, 30 small.
Capital City: n/a.
Head of State: King Jharica.
Total Cities: Metropolis 0, Large 0, Medium 1, Small 3.
Political Situation: the tribes are united under strong rule and the nation is at peace.
Monetary units: currency bars of iron equal to 1 Lara.
Prime trade item: gold, tin, wool.
Metals used: iron.
Armour Made: ringmail.
Weapons, Cultural: 2H spear, broadsword, javelin, target shield.
Weapon tech level: hand weapons.
Defence: 92,000 low discipline, good moral, good quality. Heavy infantry only.

Region Name: Laharabad.
Culture Type: Plains Nomads.
The Laharabad do not work metal themselves but trade horses for finished products. They are warlike and will often raid any likely target. They are suspicious and weary of other peoples. They have no written language and their history is in the form of lays or ballads. They do not use slaves and consider the practice barbaric. Their society is open and women with wit and determination can advance without limit.
People: dark skinned, black hair and eyes.
Population: 1,000,000 estimated.
Language: Kursig.
State Religion: no deity.
Capital City: n/a.
Head of State: tribal heads only.

Political Situation: occasionally raid other lands. No relations with other nations.

Prime trade items: horses and livestock.

Metals used: n/a.

Armour Made: leather.

Weapons, Cultural: lance, comp' bow, scimitar, buckler.

Weapon tech level: bow.

Defence: low discipline, high moral, elite warriors. Light cavalry only. Total possible force of 250,000 estimated.

Getting There

Characters should not have been born and raised in Eldarad unless they are Immari natives, and the problems inherent in having an Immari in a party might make a Gamemaster prohibit them.

The rumour table below should provide reasons enough for characters to desire to travel to Eldarad. If characters attempt to gain more information on specific rumours false rumours will be exposed or cannot be confirmed, and true rumours which are investigated will reveal the information provided in the section Investigating Rumours.

Optional Rumours will have to be dealt with by the individual Gamemaster according to the Gamemasters decision on their validity. Some rumours which are true cannot be confirmed.

When the characters are ready to make the journey they should have a clear idea of who to approach.

It is recommended that rumours be leaked to the Characters for a number of game sessions, whilst involved in other scenarios, before being steered to Eldarad.

RUMOURS

- 1 T There is a mighty bird called the Nhareechi eagle which makes excellent familiars for sky cults; the bird lives in cliffs near Eldarad.
- 2 T Yarmadier Trade Lord, a Priest of the Trader God, lived his last years in Eldarad, and was buried there with a great treasure.
- 3 T An Elf Lord, Silverlead Moonsword, lived and died in Eldarad. He was buried with a powerful magic weapon.
- 4 F The streets of Eldarad are paved with gold.
- 5 T Eldarad is one of the few places in the world where magic items are commonly traded.
- 6 T The City Dwellers of Eldarad worked many gold mines.
- 7 T The city Eldarad attracted many powerful people in ages gone by; as they produced strange and wonderful magic items.
- 8 T There are thousands of tombs in Eldarad, packed with grave goods.
- 9 T There is a trickster Shrine somewhere in Eldarad.
- 10 F All kinds of goods are available in Eldarad, they have a thriving economy and a huge grain surplus.
- 11 F The Empire is planning to send troops into Eldarad and annex the area: this will make tomb robbing much more difficult.
- 12 O There is a breed of miniature dragons somewhere in Eldarad which make excellent familiars.
- 13 T There is no city of Eldarad; it is just a vast ruin where people are forced to live by lack of a better alternative.
- 14 T All trade goods are at a premium in Eldarad; choose what you take with you very carefully.
- 15 O There is a Griffin which flies from Eldarad occasionally and trades gold and magic items.
- 16 O There is a Griffin which will fly people to Eldarad for a price.
- 17 O In a ruined city near the coast is a archway which will teleport people to Eldarad.
- 18 O There is a vast pocket of Chaos growing in and near Eldarad; if it is not checked soon it will grow too big to be stopped [see the Chaos Garden].

19 O There are pirates on the river which leads to Eldarad.

20 T There are many merchant ships which will take people to Eldarad for a high enough price.

INVESTIGATING RUMOURS

1. A top quality library would confirm this.

2. Yarmadier Trade Lord lived several centuries ago. He owned a circlet which gave him knowledge of all languages. This item can only be used by initiates or priests of the trade god. No one knows where or when he died but there is speculation that his last resting place was Eldarad.

If a divination is acquired from a Trade god temple it will reveal that Yarmadier lived his last years in Eldarad and his body is there still.

3. Silverlead Moonsword was an Elf Lord. He lead a small colony of Elves to Eldarad and with the blessing of the City Dwellers settled there. This was over a thousand years ago. He was named after the Moonsword, a powerful magical sword much desired by elves.

The elves asked will inquire as to why the characters are asking after the weapon and will reward them for the information as the Gamemaster sees fit.

4. False.

5. The supply of course varies dramatically.

6/7. There are many legends about the City Dwellers and Eldarad. All of these rumours include tales of their great wealth and the fact that they created some of the most powerful magic items in the world. Legends tell of hundreds of powerful people travelling to Eldarad, not all of whom returned.

8. The legends tell that the City Dwellers demanded that visitors who died were buried with their goods, according to City Dweller custom. Other factors were left to the custom of the bereaved.

9-11. Self-evident.

12. Geographic research might indicate that the ecology of the wilderness area around Eldarad could support such creatures.

13. The legends of Eldarad are ancient, and no doubt the city is nothing but ruins by now.

14. Varies with seasons.

15-19. Gamemaster choice.

20. The characters should find one of the following captains to buy passage from: JHan Kerak, Marass Hirrand, Illean Vir, Mareesha Shan. Such passage will cost from fifty to a hundred Lara per man.

If the Characters are Nathri barbarians they should be able to journey with Mathar Shafe for a similar price, expressed in currency bars.

The Characters may of course be Nomads, in which case they can enter by trading with Karmia San or another Nomad caravan (for a price equal to a full suit of metal armour, or such armour in trade) for a map to Eldarad or to be able to accompany the caravan on its next journey to Eldarad.

Inbound Personalities

There are useful personalities who may interact with the Characters in many ways. They can serve as mouthpieces for the Gamemaster, as leaders or rescuers for the Characters, or simply as interesting figures in the Gamemaster's story.

If encountered in the city, they are newly arrived in Eldarad and are spending their first night, at the Trading Post or with the Caravan they arrive with. If the Characters arrive by ship these persons will be fellow passengers. If the Characters arrive in Eldarad by some other route then all will be fellow travellers, except Tainian who will be newly arrived at the Trading Post.

Tainian is a jeweller. He has heard of the wealth of Eldarad and believes he can make a good living evaluating and re-cutting gems looted from the tombs. He is a little naive but not unintelligent. He is unaware of the dangers of Eldarad but will learn quickly, assuming he lives long enough. He will

attempt to make friends of the Characters, other passengers and those who live at the Trading Post soon after speaking to Arell Canshun and the other personalities of the Trading Post and learning something of the true situation.

He is not well equipped, having only his tools, a dagger, 200 Lara in coin, and a pouch of small gems totalling 37 carats.

Lasade is a port city gutter snipe. He is brash and ignorant, and believes that Eldard can be no worse than the gutters of his city of origin. He is good Bravo material, and will probably end up as a pale imitation of Angar.

He owns a dagger, and the bright, eye-catching clothing he stands up in.

Erakosa is a competent warrior and will put his services on the open market as soon as he arrives. If the Characters wish to hire him he will probably decline feeling that alliance with a power group will serve him better. After a week on the open market he will probably end up at Borjahn's Hiring Hall; Eldarad has no shortage of competent warriors.

He has his weapons and armour, a backpack containing two weeks rations, spare clothing and a small tent, and a pouch containing two dozen 2-4 carat topaz.

Cilsil is a sorceress. Her former master died some months ago. She is a highly strung, nervous individual who is beginning to believe that she has made a grave error of judgement in coming to Eldarad. She has heard rumours of a tomb containing the remains of a great Mage and hoped to plunder it. After listening to the sailors rumours about Eldarad she has lost her confidence and sees portents and ill omens in everything. She will attempt to befriend the most attractive character, her intent is not serious, she merely feels a need for comfort.

When she hears of Sasorlim she will hire an escort to take her to his tower. There she will ask for his protection, and may well receive it.

She has no possessions save the cloths she is wearing and her arts magic.

She has some wealth, 49 Lara and 11 Ames.

Lan is a sailor who has recently survived a shipwreck in which he lost many friends; his love for the sea has diminished considerably. He intends to stay in Eldarad for less than a year and make as large a fortune as is possible in that time. With this wealth he hopes to found his own merchant house and live in some comfort and security for the rest of his life. If approached by the characters he will gladly marry his fortunes to theirs.

He has only his hard leather armour and Sabre, plus a sea bag containing clothing and rations for five days.

STATISTICS

Talnian: 35 year old male, initiate of Trade God.

STR	09	Move 3	R Leg	0/3	___
CON	05	Hit Points 8	L Leg	0/3	___
SIZ	11	Fatigue 14 - 5 = 9	Abdomen	0/3	___
INT	16	Magic Points 10	Chest	0/4	___
POW	10	DEX SR 4	R Arm	0/3	___
DEX	09		L Arm	0/3	___
APP	12		Head	0/3	___

Weapon	SR	Attk%	Damage	Parr%	Pts
2H Spear	8	49	1D8+1	42	10
Dagger	9	39	1D4+2	12	6

Spells: (spirit 45%) Glue 3, Mobility 1. (divine 95%) Lock, Passage, Path Watch.

Skills: Throw 62, Fast Talk 52, Orate 32, Speak Armanian 57, Bargain 47, Craft Gem cutter 102, Craft jewelry 76, Evaluate 91 (gems and jewelry only, otherwise 51), Human Lore 51, Read/Write Armanian 26, Conceal 29, Devise 91, Scan 48, Search 68, Ceremony 30.

Notes: carries 2H Spear and dagger, does not usually carry his tools when fighting, if he is doing so subtract a further 5 points from fatigue, and his chance of casting spells.

Lasade: 16 year old male.

STR	12	Move 3	R Leg	0/4	___
CON	15	Hit Points 12	L Leg	0/4	___
SIZ	09	Fatigue 27 - 2 = 25	Abdomen	0/4	___
INT	15	Magic Points 10	Chest	0/5	___
POW	10	DEX SR 2	R Arm	0/3	___
DEX	16		L Arm	0/3	___
APP	10		Head	0/4	___

Weapon	SR	Attk%	Damage	Parr%	Pts
Dagger	8	32	1D4+2	25	6

Spells: (sorcery) Smother 20, Treat Wounds 18.

Skills: Climb 51, Jump 34, Throw 35, Fast Talk 12, Evaluate 13, Human Lore 12, Conceal 20, Devise 19, Sleight 20, Hide 20, Sneak 19, Enchant 09, Intensity 09.

Erakosa: 19 year old male, initiate of Storm God.

STR	16	Move 3	R Leg	4/4	___
CON	10	Hit Points 11	L Leg	4/4	___
SIZ	12	Fatigue 26 - 16 = 10	Abdomen	4/4	___
INT	11	Magic Points 12	Chest	4/5	___
POW	12	DEX SR 2	R Arm	4/3	___
DEX	16		L Arm	4/3	___
APP	12		Head	4/4	___

Weapon	SR	Attk%	Damage	Parr%	Pts
Battle Axe	6	51	1D8 + 2 + 1D4	32	8
Target Shield	—	—		48	12
Javelin	2/7	43	1D8	—	8
Dagger	7	29	1D4 + 2 + 1D4	22	6

Spells: (spirit 44%) Heal 1. (divine 62%) Shield.

Skills: Throw 40, Orate 12, Animal Lore 14, First Aid 19, Read/Write Halic 05, Conceal 23, Listen 39, Scan 39, Search 31, Track 15, Hide 16, Sneak 16, Ceremony 19.

Notes: wears bezainted armour; does not usually carry backpack when fighting, if he is doing so reduce his fatigue, and his chance of casting magic by 10 points each.

Cilsil: 27 year old female, apprentice sorceress.

STR	09	Move 3	R Leg	0/5	___
CON	16	Hit Points 13	L Leg	0/5	___
SIZ	10	Fatigue 25 - 3 = 22	Abdomen	0/5	___
INT	13	Magic Points 13	Chest	0/6	___
POW	13	DEX SR 3	R Arm	0/4	___
DEX	14		L Arm	0/4	___
APP	15		Head	0/5	___

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	31	1D6 + 1	40	10
Fist	8	32	1D3	28	3

Spells: (sorcery) Holdfast 21, Treat Wounds 39, Spell Resistance 34, Damage Resistance 24, Cast Back 18, Mystic Vision 22, Haste 24, Form/Set Wood 11, Neutralize Magic 12, Sight Projection 11, See Magic 17, See Enemy 21, Palsy 11.

Skills: Throw 40, Orate 37, Sing 37, Speak Armanian 50, Craft Wood 25, Read/Write Armanian 39, World Lore 21, Devise 35, Ceremony 36, Duration 25, Intensity 32, Multispell 25, Range 22.

Lan: 20 year old male, initiate of Sea God.

STR	11	Move 3	R Leg	2/4	___
CON	08	Hit Points 11	L Leg	2/4	___
SIZ	14	Fatigue 19 - 9 = 10	Abdomen	2/4	___
INT	11	Magic Points 16	Chest	2/5	___
POW	16	DEX SR 3	R Arm	2/3	___
DEX	15		L Arm	2/3	___
APP	13		Head	2/4	___

Weapon	SR	Attk%	Damage	Parr%	Pts
Sabre	7	40	1D6 + 2 + 1D4	25	10
Dagger	8	25	1D4 + 2 + 1D4	15	6

Spells: (spirit 71%) Protection 1. (divine 91%) Float.

Skills: Boat 30, Climb 55, Dodge 15, Swim 30, Throw 35, Orate 16, Craft Wood 21, Human Lore 16, Read/Write Armanian 06, Shiphandling 16, World Lore 21, Devise 20, Scan 38, Ceremony 20.

Notes: wears hard leather, does not usually carry sea bag when fighting, if he does so reduce his fatigue, and his chance of casting spells by 7 points each.

Trade in Eldarad

Everyone is a trader in Eldarad — they have to be. Packratting is the way to survival. Each trading establishment has a large store room packed with items to be traded during lean times.

Whenever the Trading Post announces a market there is fierce competition for the goods available, especially from the innkeepers of the Artisans' Quarter who bid ruthlessly for the available alcohol.

Trade items, consumables especially, filter into the city from two main sources; the Trading Post and the Ferry Village. In addition the Nathri caravans camp on the outskirts of Eldarad, but the bulk of their trade goods would have been snapped up at the Ferry; and the few independent trading vessels which choose to beach away from the Trading Post and deal with the city direct.

Trade Routes to Eldarad

Shipping from the Empire or the Broda barbarians travel up river, risking attack from river pirates and other dangers of river passage. Usually such ships will moor at the Trading Post, but occasionally a ship will beach itself on a bank down river and advertise its presence in the city, trading with all comers for some days or weeks. The prime trade items of such shipping are salted meat and fish, clothing, ale, wine, luxury items, weapons and armour.

Shipping out of the empire arrives once or twice a season throughout the year, except in winter when no ships are likely to arrive.

Nomad Caravans come out of the north. They camp upon the north side of the river, occupying the Nomad Stockade if it is not already occupied by another nomad group. If it is occupied by non Laharabad they will usually storm the stockade and take it over. The prime trade item of the nomads are horses, goats, and other livestock.

Caravans arrive out of Laharabad irregularly throughout the year, less than once a season; except in winter where they arrive up to three times a season.

Caravans from the Nathri barbarians travel out of the west. They usually take over one of the abandoned Caravanserais, or build a temporary stockade, where they trade with all comers for one to three weeks before making the return journey. Their prime trade items are usually grain, ale, clothing, weapons and armour.

Caravans out of the Nathri lands arrive once or twice a season.

The Broda travel out of the east; their caravans usually cross into the Ferry Village to trade; only occasionally travelling on to Eldarad. Caravans out of the Broda lands arrive once or twice a season. They bring grain, and leather and metal goods.

Currency in Eldarad

The lack of coinage, and those who will accept coinage in payment, necessitates a different system for purchase and sale. The Barter Class system is offered for that purpose. When an adventurer wishes to make a purchase the Gamemaster should

first determine if the item is available and then determine its Barter Class. The trader will demand an item from the same Barter Class in exchange. In some circumstances an item from a higher Barter Class, or multiple items of the same Barter Class may be requested.

Some traders will accept coinage, specifically those who have regular dealings with the outside world; such as the Trading Post, the inhabitants of the Ferry Village, and those who regularly trade with these organisations, such as the Inn Keepers of the Artisans' Quarter.

Also in the Artisans' Quarter the Mark has been recently introduced; this is simply a piece of polished wood or bone with the mark of an establishment impressed upon one side with a stamp. On the reverse side is stamped its value, from 1 to 100 Marks. These Marks, issued by Inns and other Artisans of note are beginning to have a positive effect upon the economy of the Artisans' Quarter.

The classification headings under the Barter Class should not be used often, it is the useful items in each barter class which people will want to trade. A gem, or an amount of gold is of little use to any but those who have regular dealings with the outside world. Salt and spices are coveted by most people and can be used as a barter item fairly freely.

A currency bar is a sword-shaped piece of iron, or other metal, used as a trade item in the barbarian kingdoms.

The term carat is used to indicate a number of carats of average gems (pearl, sapphire, emerald). So Barter Class Two equals 3 carats of gems (one 3 carat emerald), and Barter Class 9 equals 1480 carats of gems (fourteen 100 carat emeralds, or any amount of gems coming to the same number of carats and roughly (within a thousand or so Lara) the same worth). The gem is probably the least accurate form of "coinage" in use in Eldarad, and rightly so as few people have any competence in judging the worth of a gem.

All items are subject to availability: each place where items might be purchased has a listing under Item Availability. This is a percentage for Barter Class 1. For items in a higher Barter Class this percentage is reduced by half per Barter Class above 1; rounding fractions down.

Barter Classes

CLASS 1: 1 Day's Labor, 1 Lara, 1 Mark, 1 dram silver, 1 ounce salt, 5 torch, 5 candles (tallow), bar soap (tallow), sheet of vellum, bundle of fire wood, awl, sack (cloth), pouch (leather), wine skin, flask.
1 night accommodation in a dormitory/common room floor, stabling for a horse for one night.
1 small animal (rabbit/chicken), flagon of beer or ale, 4 days poor food, 2 days common food, 1 days superior food, 1 days fodder/horse; 5 bone fish hooks, 3 meters of line, water skin.
Quarterstaff, garrotte, sling.

CLASS 2: 20 Days' Labor, 20 Lara, 20 Marks, 1 Currency Bar, 3 Carat, 20 drams (1 ounce 4 drams) silver, 20 ounce salt.

Saddle bag, lamp (wick floating in oil), litre lamp/lantern oil, hammer, hatchet, hoe, knife, scythe, sickle, spade, axe (wood), winter cloak (deer), writing tools, 5 blankets, metal pot or pan, backpack, empty cask or keg, flint and steel, 15 meters of rope, any one item of cheap or common clothing, hunting dog (as puppy), average pelt (of otter or some other small animal).

1 week accommodation in private room, 2 weeks accommodation in shared room, 1 week stabling for horse.

5 days noble food, 1 weeks preserved rations, Keg of ale or beer, bottle of wine, 1 week grain/horse, a goat, a sheep, a pig, or calf.

Staff sling, spear, dagger, Knife, Quiver, 5 quarrels, 12 sling stones; damaged or corroded weapon (1/2 to 1/4 armour points plus possible minus to damage done); Soft leather greaves (pair), trews, hauberk, Byrnie, Sleeves (pair), coif or hood.

Sculpted silver ring.

CLASS 3: 100 Days' Labor, 100 Lara, 100 Marks, small gold coin, 5 currency bars, 15 Carat, 100 drams (6 ounces 4 drams) silver, 2 drams gold, 6 pounds salt (approx), 1 ounce spice.

60 meters of rope, 10 meters of iron chain, any item of superior clothing, winter cloak (bear), saddle, chest with simple lock (hasp lock), woodworking or stone masons tools, dyes and mordants (per batch), 2 x 6 meters or cotton cloth, barrel, tent (2 man), musical instrument (harp etc.) Lantern (differs from lamp), Grappling hook, silver cutlery set for one, 5 average pelts.

25% attack hunting hawk, 2 wheeled cart, small raft.

Keg of brandy or absinthe.

Self bow, javelin, light mace, any shield, complete suit soft or hard leather; Cuirboulili greaves, skirt, cuirass, vambraces, or helm; Bezainted greaves, skirt, hauberk, Byrnie, sleeves, or hood.

Book (common subject matter), Chart or Map (of some small worth), 5 average fighting men for one day, work crew of 11 men for one day, Potions of POT 1-2, Spell (1-6 points), simple gold ring, silver wrist bracelet.

CLASS 4: 250 Days' Labor, 250 Lara, 250 Marks, 2 — small gold coins, 15 currency bars, 37 Carat, 1 pound silver (approx), 5 drams gold, 16 pounds salt (approx), 2 — ounce spice.

Navigators tools, noble clothing, heavy winter cloak (exotic fur), tent (5 man), anvil, 12 average pelts, iron plough.

40% attack hunting hawk, a cow, an ox, row-boat or canoe, small shack (in safe area of city).

Battleaxe, bow (composite or long), broadsword, gladius, heavy mace, pilum, pole axe, bastard sword, war hammer, war maul; complete suit cuirboulili; any two pieces of bezainted armour; ringmail hauberk, byrnie and skirts, sleeves (pair), hood and skirts, or greaves; scale helm; lamellar helm, or skirts; scale cuirass, or vambraces (pair).

Book (book of lore containing useful subject matter/skill increases 15% possible), Chart or Map (above average, of possible worth), 15 average fighting men for one day, work crew of 27 men for one day, Potions of POT 3-4, Spell (7-12 points), silver ring with medium emerald, silver broach, gold ring with small ruby.

CLASS 5: 500 Days' Labor, 500 Lara, 500 Marks, 5 small gold coins, 26 currency bars, 75 Carat, 2 pounds silver (approx), 10 drams gold, 2 stone (31 pounds) salt (approx), 5 ounce spice.

55% attack hunting hawk, freight wagon, burro, mule, 25 average pelts. Greatsword, halberd, great hammer, flair (any), crossbow; complete suit of bezainted armour; scale greaves; ringmail trews; chainmail skirt; brigantine skirt; scale hauberk; lamellar cuirass; chainmail hood.

Book (book of lore containing useful subject matter/skill increase to 25% possible), Chart or Map (above average, of probable worth), 30 average fighting men for one day, work crew of 54 men for one day, Potions of POT 5-6, Spell (13-14 points), silver diadem, gold ring with medium ruby.

CLASS 6: 1000 Days' Labor, 1000 Lara, 1000 Marks, 10 small gold coins, 52 currency bars, 150 Carat, 4 pounds silver (approx), 20 drams (1 ounce 4 drams) gold, 4 — stone (63 pounds) salt (approx), 10 ounce spice.

75% attack hunting hawk, pony, donkey, bull, slave (human child).

Complete suit of ringmail; lamellar greaves; scale trews; plate skirt; lamellar hauberk; chainmail byrnie; brigantine cuirass; chainmail sleeves; lamellar vambraces; brigantine vambraces; ringmail hood; plate helm.

Book (book of lore containing useful subject matter/skill increase to 50% possible), Chart or Map (subject to rumour and of almost certain worth),

60 average fighting men for one day, Potions of POT 7-8, Spell (15-18 points), 100 carat diamond, wide gold wrist bracelet.

CLASS 7: 2000 Days' Labor, 2000 Lara, 2000 Marks, 20 small gold coins, 100 currency bars, 300 Carat, 8 pounds silver (approx) 40 drams (2 ounce 8 drams) gold, 9 stone (125 pounds) salt (approx), 20 ounce (1 pound 4 ounces) spice.

85% attack hunting hawk, riding horse, 2 slave (human child), slave (human male/female), commoners house (in safe portion of city).

Complete suit of scale; brigandine or plate greaves; brigandine or chainmail trews; brigandine or chainmail hauberk; plate cuirass, or vambraces.

Book (book of lore containing useful subject matter/skill increase to 60% possible), Chart or Map (subject to rumour and notoriety, of certain worth), 120 average fighting men for one day, Potions of POT 9-10, Spell (19-21 points), gold torque, 1-2 point spell matrix, binding enchantment etc., in plain object.

CLASS 8: 5000 Days' Labor, 5000 Lara, 5000 Marks, 50 small gold coins 250 currency bars, 750 Carat, 20 pounds silver (approx), 100 drams (6 ounces 4 drams) gold, 22 stone (312 pounds) salt (approx), 50 ounce (3 pound 2 ounces) spice.

95% attack hunting hawk, superior house (in safe portion of city), cavalry trained (nomad trained to same standard) horse.

Complete suit of brigandine; chainmail, lamellar; plate.

Book (book of lore containing useful subject matter/skill increase to 75% possible), Chart or Map (subject to notoriety, of certain worth), 300 average fighting men for one day, Potions of POT 11-13, Spell (22-24 points), gold diadem with 5 medium rubies, 2-4 point spell matrix, binding enchantment etc., in plain object.

CLASS 9: 10000 Days' Labor, 10000 Lara, 10000 Marks, 100 small gold coins, 500 currency bars, 1500 Carat, 40 pounds silver (approx), 200 drams (12 ounces 8 drams) gold, 45 stone salt (approx), 100 ounce (6 pound 5 ounces) spice.

War horse, small barge, 5+ points of matrices, binding enchantments etc., set in plain object.

Information

This section contains player information from several sources. Some information is common knowledge, available for the asking, but several of the facts below are valuable secrets known only to a few.

Maps will have been made by previous and current generations of explorers from the city of Eldarad. These may be purchased at the relevant Barter Class, being accurate or inaccurate accordingly.

Information from the Immariil

This information on the region around Eldarad would originally have been gathered, and may be gathered first-hand, from the Immariil natives. This information is all conversational, the sort of thing which might be "purchased" at Barter Class one, the price of a drink, or the "gift" of a trinket.

The Immariil do not use maps but learn the whereabouts of a place by being taken there by their elders. There are places where the Immariil do not go. They will use directions such as towards the rising/setting sun, towards or away from Mirror Lake.

The Immariil are not amused by tomb-robbers. At best they will mislead such persons.

Mirror Lake: at the foot of the Voice of God and hemmed in by the Sacred Hills lies a lake, the waters of which are so smooth as to be reflective under almost all conditions.



Warrior of the Armavair Empire

Sacred Hills: this is the place where prospective shaman undergo the tests which may lead him to shamanhood or death.

The River: this is the only river in the region, it is old and wide and slow, cutting a broad and winding path from the Voice of God, through the Great Marsh, and on to the sea.

Walkacross (village of): comprising some four hundred individuals. Primarily a fishing community. There is a fording place here.

White Bear Woods: according to Immaril legend the hero Oormreth turned his back on the world and lived in the wild woods from the age of twenty till his death. He befriended a white bear which was so large that he rode it into battle on those occasions when he aided his people. It is believed by the few devout believers in the City Gods that he will rise from the dead in fury against the tomb defilers of the city and lead the tribes against them.

River Archipelago: group of six main islands where the river wanders in its course.

Eldarad: the "City which Came From Nowhere" in the ancient legends of the Immaril, and was the centre of the world as far as they were concerned. A city which is well known in the legends of the rest of the world as the city of gold, city of illusions, heart of magic, etc. Now a ruin.

Chaos Forest: to the south of Eldarad, and impinging upon the city, a forest where there are many dangerous chaos beings.

Ferry Village: a village of some seven hundred individuals, made up of people who have come to Eldarad and given up the quest for wealth and any hope or desire of returning home. The village is quite prosperous, being the main avenue of trade with the Laharabad and having significant trade with the Nathri and natives.

Barrow Hills: a significant number of barrows have been found and looted in this range of hills and the name derives from this fact. There are probably few or no unlooted barrows remaining here.

Plateau of Tombs: literally hundreds of minor [class 1] tombs have been located and looted in the cliffs of this plateau. There are almost certainly many unlooted tombs remaining but it would take a lifetime of successful and regular looting to gather any significant wealth from this source.

Reaching Wood: this wood is completely wild, and there are few Immaril villages and hearths in the area.

Scorpion Hills: this range of hills is dominated by a large community of scorpion men.

Great Spirit Forest: so named because of the Green Man, a giant figure which can occasionally be seen striding through the forest. The Spirit cult associated with this being is detailed elsewhere.

Serpent Hills: in ancient legend the great serpent found its way from the sea to the wilderness surrounding Eldarad. Once there it began to consume the forests and burned them with its venom. The Green Man arose in fury and after a great battle slew the serpent and left its carcass to rot upon the earth. The Serpent Hills are its still decaying remains. There are few hearths in this area.

Snake Brother (village): a community of some two hundred who reside in the jaws of the snake and revere it. The spirit cult associated with the Serpent is detailed elsewhere.

Snake's Venom Plain: this area was blasted with the venom of the snake in ancient times and has begun to recover. It is a plain of heath-land, sparsely inhabited.

Great Southern Plain: this plain is the result of the crushing might of the writhing body of the serpent. Once dense forest it is now a wide plain of tall grasses and is densely inhabited. There are many hearths and small villages here.

Spirit Plateau: there are many evil spirits here and it is not wise to go to this place (no one in Eldarad knows any more than this).

Dragon Mountain: this, one of the few mountains in the wilderness is inhabited by a great dragon which is not evil but cannot be said to be good either.

Dragon Hills: the hunting ground of the dragon of Dragon Mountain. The Immaril have many hearths here and are not troubled by the dragon which hunts as they hunt and does not waste its kills.

The dragon hills are split into two ranges, north and south.

Great Marsh: the river flows through many channels and a great marsh has grown around its looping path.

The march is infested with Dragonsnail and Gorp.

Mourning Mountain: one of the few mountains which exist in the region. None know why it is so named, or if they do they are not telling. Many stories may be related. "The sun touches its peak before any other place in the world, so it is called Morning Mountain." or "There were two great giants, one man the other a woman and they ruled here striding where they chose across our land. Then the river came and they were cut off,

one from the other. The giants looked at each other across the river and grieved (for as any child knows giants cannot cross water). The female giant slew herself rather than live apart from her lover, and the male giant sat upon the plain and died of grief after many years of mourning."

Respectful of Grief Plain: as above, there are many stories but if the truth is known no one is telling. This plain, though rich in wildlife is totally uninhabited by Immaril.

The Immaril strongly disapprove of the Laharabad trade route passing through this land but are leaving the retribution in the hands of Mourning Mountain.

Hills of the Dark Race: these hills are inhabited by Trolls. A great magic has bared the sun from entering this area, and the hills exist in a constant dusk.

Dark Lands: this area is inhabited by Trolls. This area has been effected by a great magic and exists in a constant dusk.

Six Orc Mountains: the homeland of the Orcs in the region. Their number is not known but is certain to be in the thousands. They are expanding southward, and raid the Immaril of the Dragon Hills constantly.

Information by Barter Class

In Eldarad information costs; and as Characters are inevitably going to seek information on a specific area before exploring it further they will have to solicit and pay for advice. The wilderness around Eldarad is not well explored and detailed information is scarce, but no more expensive than information relating to Eldarad itself. After spending some time exploring the wilderness the Characters will no doubt find themselves in a position to sell information.

The information provided is in the hands of several individuals, and if information is solicited from several people on the same subject the Game-master should reword the information for each individual: Mabraith and Missael might have the same information but would tell it very differently.

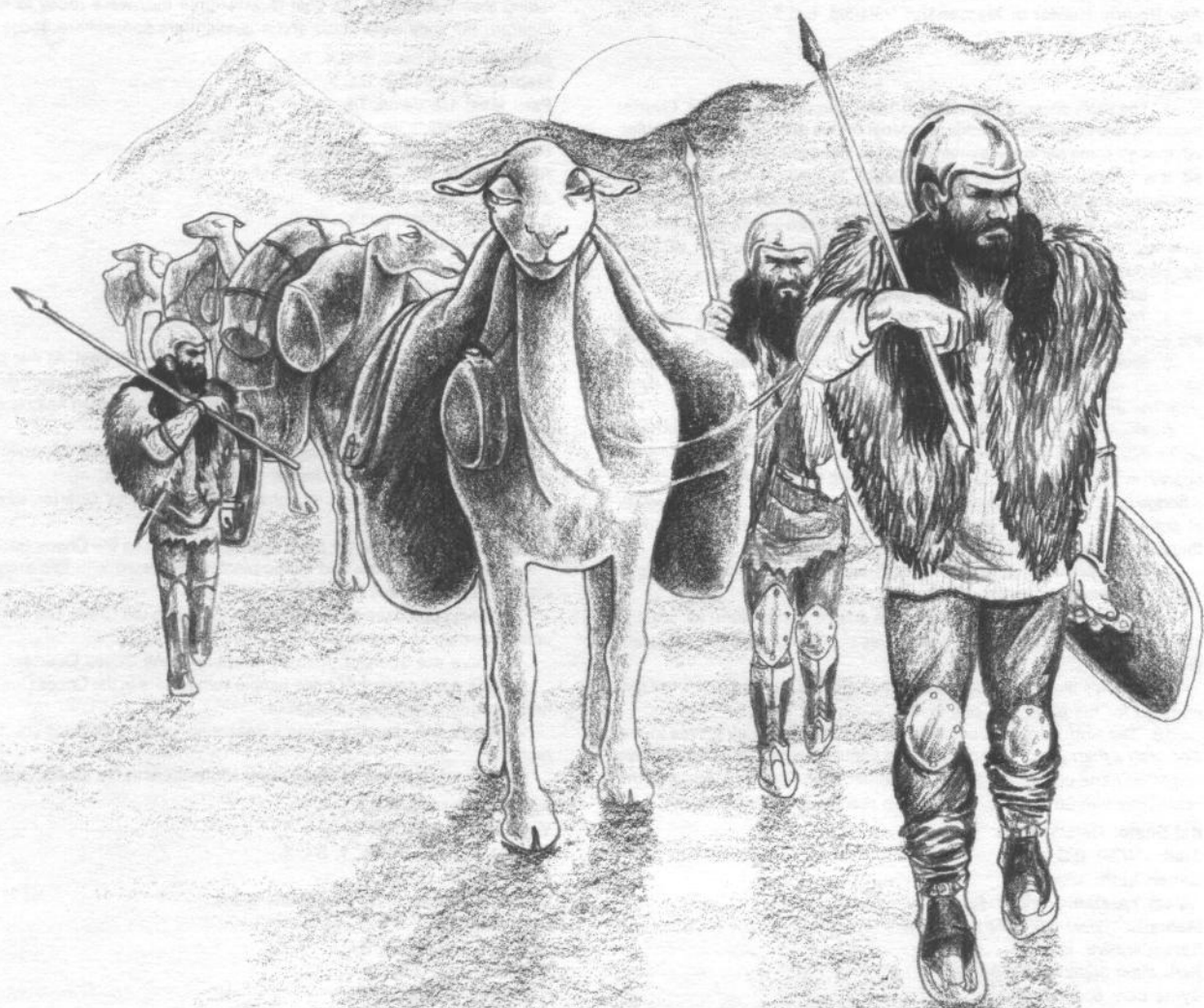
A Bad Source can be anyone from Banach Yasalan misinforming the Characters (so that he can amuse himself by imagining the difficulties they encounter by acting on his misinformation), to an acquaintance met in a pub giving information he has heard as gossip. It should be remembered that even a reliable source can pass on false information.

Characters should be directed to information sources by whomsoever they attempt to pump for information: responses such as "Missael knows all about that", or "Areth Coll keeps his ear to the ground", should point the Characters in the right direction.

Characters will inevitably come into possession of information not known by anyone else in Eldarad, and should be encouraged to sell it to people such as Areth Coll when the information is no longer of use to them or when they are in need of funds having fallen on bad times.

Artisans' Quarter

1. Mabraith the scholar lives somewhere here.
2. Sylus Lun the Alchemist lives somewhere here.
3. Most of the Bounty hunters and mercenaries live in this area. Though there are the usual proportion of cut purses, murderers and other city dregs. Many petty artisans also live in this area.



The Nathri Caravan

4. The best of the Bravos, such as Angar the Settler, live here.
5. Thessen lives somewhere in this area.
6. Missael the Entertainer lives at any one of the Inns in this part of the city.
7. There are three Inns here, the Clearwine is the best but also the most expensive.
8. There is a temple to the storm god here.
9. Borjahn's Hiring Hall is also a temple to the God of mercenaries.
10. There is a Watch in this Quarter; particularly active at night.
11. A private guard may be hired from Parthim At.

Areth Coll: 1/2/3/4, B.C.4.

Arell Canshun: 1/3, B.C.3.

Mabrath: 3/4, B.C.3.

Missael: 1/2/3/4/5/6/7/8/9/10/11, B.C.2.

Any Bounty Hunter or Mercenary: 1/3/4/8/9, B.C.2.

Any Artisan: 1/3/4/6/7, B.C.2.

Slums

1. The Slum covers a large area of the city around the Artisans' Quarter though it has no distinct boundaries. Most of this area is densely populated, though some parts are almost devoid of life, deserted or never inhabited. It is not a place to be travelled at night. The people there are hungry and desperate for the most part. They will kill for the clothes on your back.
2. There is an area which must once have been a park when the City Dwellers still ruled. Now it is a wood in the heart of the city, wild and dangerous.
3. Ghouls sometimes roam the streets at night.
4. There are half a dozen inns and hostleries in the slums, they are the worst flea pits in the city; Jakar's Inn is amongst the worst of these.
5. Shan San's dream house is located here. He deals in drugs of various kinds, purchased from Sylus Lun. Other than the danger of dying from the drugs he sells it is reasonably safe.
6. There is a place known as the Thieves Plaza. It is a community made up of thieves and murderers. They trade with the unscrupulous, often openly, in the Artisans' Quarter. A man named Gallad runs the place like a hedge lord. The community is reasonably open, though they are weary of strangers; if you think you can hold your own it is safe enough to go there. They have a code amongst their own, like pirates.
7. There are many followers of the Trickster in Eldarad, and there is a Shrine somewhere in the Slums.
8. There are many unaccountable deaths in the Slum, as in many other parts of the city. It is said that wolves or some other carnivore roam this area.
9. A man's life is worth less than a hot meal in the slums. A killer can be hired for the price of a belt knife.
10. The slum is the source of the Bravo's; they sell their knives to any who wish a man killed. When they have acquired a reputation they move into other parts of the city. Angar the Settler is one of these, perhaps the best. They can be distinguished by the red border to their cloaks.

Kal Shafe: 1/4/5/8, B.C.3.

Alad: 1/4/7/9, B.C.2.

Canart Leth: 4/5/6, R.

Aklem Yasalan: 1/6/9/10, R.

Mabrath: 1/2/3/4/5/6/7/8/9/10, B.C.4.

Karec: 1/2/3/9, B.C.2.

Paril Mas: 1/2/3/4/9/10, B.C.4.

Sylus Lun: 5, B.C.2.

Missael: 1/2/3/4/5/6/7/8/9/10, B.C.3.

Any Bounty Hunter or Mercenary: 1/4/9, B.C.2.

Boarn: 1/8/9, B.C.2.

Parthim At: 1/3/7/8, B.C.2.

Borjahn: 1/4/5/6/7/8/9, B.C.3.

Irul Katarin: 1/2/4, B.C.2.

Lost Quarter

1. The Lost Quarter borders on all the other areas of the city except the Artisans' Quarter. Most of the area is ruins, and it is sparsely inhabited. Its inhabitants are mostly independent groups. Outlaws and such. This includes gangs of thieves and organised groups of many kinds. There are as many as a dozen substantial groups here, and who knows how many lesser groups. It is not a place to go at any time, unless you are selling your sword arm and don't care how it is used.

2. Paril Mas built his compound in a cleared area somewhere in this area. The majority of his slaves are captured from the population of this area.

3. The largest organisation is that of Carthag. He controls a ruined palace, which has been rebuilt. He has as many warriors as the Trading Post, though not so well equipped.

4. Carthag has the best Pit fighter in the city. The Outlaws of the Lost Quarter all have a Pit fighter or two and constantly challenge Carthag's Champion. No one has beaten him yet; his name is Karmar.

5. The Mage Sasorlim has a tower in the Lost Quarter. Not much is known about him.

6. It is rumoured that a Vampire makes its home somewhere in the Lost Quarter.

7. Chaos Beings have been seen in the Lost Quarter, Broo being the most frequently spotted. It seems likely that the Quarter will be overrun by Chaos in the future.

8. There is a Troll temple in the Lost Quarter.

9. There is a temple of the City Dwellers somewhere in the Lost Quarter.

10. There was a group of adventurers who looted a hundred tombs, hiding their treasure in the Lost Quarter until they were ready to leave Eldarad. But they were killed and it is still there somewhere, hidden.

Areth Coll: 1/2/3/4/5, B.C.4.

Mabrath: 1/2/3/4/5/7, B.C.3.

Paril Mas: 1/2/3/4/5/6/7/8, B.C.4.

Sylus Lun: 1/2/3/5/6, B.C.3.

Borjahn: 1/2/3/4/5/6/7/8, B.C.3.

Alad: 1/6/8/9, B.C.2.

Jakar: 1/2/3/4, B.C.3.

Shan San: 1/2/3/5, B.C.5.

Arell Canshun: 1/2/3/4, B.C.3.

Any Bounty Hunter or Mercenary: 1, B.C.2.

Bad Source: 9/19, B.C.2.

Chaos Quarter

1. This covers a large area of the city in the south east. At this point the Chaos Forest is making headway into the city and many buildings are covered in undergrowth. The border between city and forest has become indistinct.

2. Somewhere in the Chaos quarter is a village of Broo controlled by a powerful and charismatic leader named Zamier Gan.

3. The Broo raid in the city, other than the Artisans' Quarter, several times a year.

4. In the Chaos Quarter there is an area known as the Chaos Garden. There are many strange and exotic plants associated with this area; as well as being a Chaos nest of the worst kind.

5. Sylus Lun occasionally pays men to go into the Chaos Garden and collect certain raw materials.

6. There are Scorpion Men somewhere in the Chaos Quarter.

7. There is a powerful Chaos temple somewhere in the Chaos Quarter, dedicated to a goddess of disease.

8. There is a creature which screams so loudly it deafens you for a month.

9. There is a powerful Mage living somewhere in the Chaos Quarter.

Areth Coll: 1/3/5, B.C.4.

Yenand: 1/2/3, B.C.3.

Mathar and Kal Shafe: 1, B.C.3.

Alad: 3/5/7/9, B.C.2.

Banach Yasalan: 1/2/3/4/5/6/7/8/9, B.C.4.

Shan San: 1/5/7, B.C.3.

Mabrath: 1/2/3/4/5/6, B.C.4.

Thessen: 1, B.C.2.

Paril Mas: 1/3/4/5, B.C.4.

Sylus Lun: 1/4, B.C.3.

Missael: 1/2/3/4/6, B.C.2.

Any Bounty Hunter or Mercenary: 1/2, B.C.2.

Borjahn: 1/2/3/4/5/6, B.C.3.

Bad Source: 7/8/9, B.C.1.

Plateau of Tombs

1. The plateau of tombs borders on the Chaos Forest and is very close to the city. Its cliffs are pock-marked with small cave tombs. These are low tombs with little treasure available.

2. Most of the tombs have already been looted; however as the Chaos Forest nestles up against the plateau there are many areas which have not been explored.

3. The map called "Old Faithful" is not worth buying; you can see the plateau from the city, just walk to it and start searching the cliffs. You should make enough to eat every day, if you survive.

Anyone: 1/2/3, B.C.2.

Barrow Hills

1. The hills lie south east of the city, about four kilometers away. They lie about the same distance from the river and run parallel with it. There are many Barrows in the hills but most of these have been looted. There

are many outlaws in the hills, as well as monsters of Chaos. The outlaws prey upon adventurers searching amongst the hills for tombs to loot.

Anyone: 1, B.C.2.

The River

1. There are only three ways to cross the river. By boat, by the ferry at Ferry Village, or at Walkacross. Walkacross is a native village, and is almost a days travel upstream.

2. The river winds through White Bear Forest; this area is said to be wild and dangerous. There are rumours of ancient ruins and strange beasts, but nothing substantial.

3. It is rumoured that there is a tomb beneath Mirror Lake.

4. The Sacred Hills are the Shaman testing grounds. The Bad Man of Shamanhood walks openly here.

Anyone: 1/2/3/4, B.C.2.

Great Spirit Forest

1. The forest is inhabited by Immaril who worship an obscure forest spirit known as the Green Man. They protect the forest in much the same way as Elves.

2. The Green Man is an ancient Elf Spirit. The inhabitants do not tolerate intruders.

3. The people of the Spirit forest allow passage through their lands in return for arms and armor: the current price is one weapon per man or horse. The people of the Spirit forest and the Snake Brothers of the Snake Hills are constantly at war and this is why the arms are needed. The Snake Brothers often raid caravans passing near their hills.

4. The Green Man is a Chaos Monster.

Areth Coll: 1, B.C.4.

Mabrath: 1, B.C.3.

Mathar Shafe: 1/3, B.C.3.

Bad Source: 2/4, B.C.2.

Serpent Hills

1. The people of the Serpent Hills are Immaril who worship an ancient Snake Spirit. They are vicious and warlike. They often take prisoners and sacrifice them to their god.

Areth Coll: 1, B.C.4.

Mabrath: 1, B.C.3.

Mathar Shafe: 1, B.C.3.

Hills of the Dark Race and the Dark Lands

1. These Lands are inhabited by Trolls. A powerful magic keeps the sun from shining on the Troll lands.

2. The Trolls have many war parties abroad on Respectful of Grief Plain. They will accept trade items in exchange for passage in some cases.

3. There are many tombs of Trolls in the Dark Lands but these are jealously guarded by the Trolls. None have yet been looted as far as is known.

Mabrath: 1/2, B.C.3.

Karmia (any Clan member): 1/2, B.C.3.

Anyone: 3, B.C.2.

Six Orc Mountains

1. This mountains are simply stuffed with Orcs; however they are of a degenerate race, have little armor, and don't know much magic.

2. The Orcs are expanding south into the territory of the Immaril of the Great Spirit Forest and the Dragon Hills.

3. There are almost certainly tombs in the hills around the Six Orc Mountains but as far as I know no one has explored the area.

4. There are no Orcs here; someone has discovered that there are many tombs here and have made up stories of Orcs to keep people away.

Mabrath: 1/2/3, B.C.3.

Areth Coll: 1/2/3, B.C.4.

Bad Source: 4, B.C.2.

Tombs

1. The Immaril believe tomb robbing to be sacrilege and will kill anyone caught doing so. They often settle near tombs so that they can protect them.

2. The Immaril do not know all the tomb locations by any means and so most are unguarded.

3. The Sacred Hills probably hold many tombs.

4. There are almost certainly many tombs in the Reaching forest and the Scorpion Hills.

5. The Serpent Hills hold hundreds of unlooted tombs.

6. There are many unlooted tombs in the Dragon Hills.

7. There are tombs everywhere! Do you want to buy a map?

Anyone: 1-6, B.C.2.

Anyone: 7, B.C.2 plus cost of map (see Maps).

Trading Post

1. Areth Coll is making vast amounts of money, not only for the merchant house he represents but also for himself. His prices are high, not only for information but also for grain, weapons, tools, and any other equipment one may wish to purchase.

2. Getting to Eldarad from the Empire is a good deal cheaper than the return journey. This will cost five thousand Lara, or the equivalent in gems or other precious items.

3. Mareesha Shan will sometimes arrange to moor in the river, near the archipelago, and send a boat to collect passengers. This will cost a fifth of the price Areth Coll charges for the same passage.

4. Areth Coll sends the wealth he generates from his dealings with Eldarad home irregularly, once per season or so. This is usually a vast sum.

5. Colbrin Ath is a good commander, he has protected the Trading Post from Brigand attack on several occasions.

6. The safety of the Trading Post costs high. For inbound passengers it is free for one night; the next day they must leave. To come to the Trading Post and Trade on a market day costs one tenth of your trade goods. The only other circumstance where the safety of the Trading Post is available is when one books passage; to stay until a ship arrives will cost a hundred Lara per day.

7. Warehouse space can be hired for ten Lara per day by the square foot.

Areth Canshun: 2/5/7, Free.

Rathin or Yenand: 1/2/5/6, B.C.2.

Mathar Shafe: 1/2/6, B.C.3.

Mabrath: 1/2/5/6/7, B.C.3.

Paril Mas: 3/5, B.C.6.

Missael: 1/2/5/6/7, B.C.4. (also 3, B.C.5.)

Any Artisan: 1/2/6/7, B.C.3.

The Ferry Village

1. Oldan Burr charges a very low price for passage across the river.

2. Shemier is one of the very few healers in Eldarad. She charges little for her services, and always asks after a man named Alaghan.

3. Yenand is a very knowledgeable individual; he is always seeking information on any subject. His charge for information is fairly reasonable.

4. Nomad caravans arrive once per season, and up to three times a season in winter. They trade livestock, horses, saddles, rope, blankets and other useful equipment.

5. Rathin used to be an outlaw and is plotting with Carthag to raid the village before the stockade wall is completed.

Mabrath: 1/2/3/4, B.C.3.

Missael: 1/2/3/4, B.C.2.

Parthim At: 3/4, B.C.2.

Borjahn: 1/2/3/4, B.C.2.

Bad Source: 5, B.C.2.

Caravan of Karmia San

1. Karmia San is the chief of the Karmia Clan which constitutes the caravan. Unlike other Nomad Caravans this is a whole tribe, extending their nomadic life-style to the wilderness and Eldarad.

2. Nahachan is a native Immaril adopted into the tribe.

3. Idrith is the Shaman of the tribe. He is the only Laharabad shaman to have entered the region. He is a very powerful and dangerous individual.

4. Karmar is the senior of Idrith's three assistants. He is a gentle, friendly man; I can't imagine anyone having a bad word to say about him.

5. The tribes best warriors are known as the Five. They are like warriors out of legend, supremely dangerous and not to be trifled with. Their names are Armarr, Lorth who is a woman, Kesh, Jeggar, and Fid'harad who is by far the oldest and possibly the most dangerous.

6. The tribe of Karmia is minute, only forty or fifty individuals; but they are wealthy, even the children have horses.

Areth Coll: 1/3/4/5/6, B.C.6.

Oldan Burr: 1/2/3/4/5/6, B.C.4.

Mathar Shafe: 1/5/6, B.C.4.

Mabrath: 1/3/4/5, B.C.3.

Missael: 1/2/3/4/5/6, B.C.4.

Any Bounty Hunter or Mercenary: 5, B.C.2.

Caravan of Mathar Shafe

1. Mathar and Kal Shafe come from a barbarian kingdom in the west: they travel out of the west with a large caravan of mules and many guards.

2. The caravan of Mathar Shafe trades with the Immaril of the Great Spirit forest for passage through their lands.

3. They often spend a day or more camped at the Ferry Village to trade.

4. When they come to Eldarad they throw up a picket fence around their camp outside the city which becomes a small village for as long as they remain, usually more than a season.

Areth Coll: 1/3/4, B.C.4.

Oldan Burr or Yenand: 1/2/3/4, B.C.3.

Mabrath: 1/2/4/5, B.C.3.

Paril Mas: 1/2/3/4, B.C.3.

Missael: 1/2/3/4, B.C.3.

Any Artisan: 4, B.C.2.

Banach Yasalan

1. He is a petty thief and murderer; he lives somewhere in the slum.
2. There is a trickster shrine somewhere in the slums of Eldarad; I think he is an initiate.

3. If you don't tell me everything you know about him and why you are asking after him I will kill you.

Jakar or Shan San or Angar: 1, B.C.2.

Missael: 1/2, B.C.2.

Akiem or Bacan or Carnalie Yasalan: 3, Free.

Mabrath

1. He buys and sells information. He is honest as far as is known. He lives in the Artisans' Quarter.

Anyone: 1, B.C.1.

Paril Mas

1. He deals in slaves. There are a few stories that people who have gone to deal with him have been made slaves.

2. His gangs roam most parts of the city, capturing people and making slaves of them.

3. He sells slaves; he has a slave block set up in his compound, but he will trade anything with anyone. His compound can be found in the Lost Quarter.

4. He has a lot of mercenaries, bravos and other fighting men at his command. He occasionally hires Bounty Hunters to kill people who have offended against him in a public manor.

Areth Coll: 1/2/3/4, B.C.4.

Mabrath: 1/2/3, B.C.3.

Missael: 1/2/3/4, B.C.2.

Any Artisan: 1/2, B.C.2.

Borjahn: 1/2/3/4, B.C.2.

Sylus Lun

1. He is the only alchemist in Eldarad. He sells poisons and antidotes. His workshop can be found in the Artisans' Quarter.

2. He hires people to go into the Chaos Quarter to collect certain raw materials on a regular basis.

3. His workshop is well defended by magic.

Shan San: 1/3, B.C.3.

Mabrath: 1/2/3, B.C.3.

Missael: 1/2/3, B.C.2.

Any Artisan: 1, B.C.1.

Borjahn: 1/2/3, B.C.2.

Missael

1. He is a singer and player. He can be found at any Inn in the Artisan's Quarter.

2. He has occasionally been known to go with a group of adventurers into the wilderness.

Anyone: 1, B.C.1.

Borjahn or Mabrath: 1/2, B.C.2.

Borjahn

1. He is a good, honest man. He runs the Hiring Hall for mercenaries.

2. He has amassed a great deal of information on many subjects.

3. He is a powerful figure in the Artisans' Quarter, and he helps to hold the place together by supplying mercenaries for the Watch.

4. The Hiring hall is also a temple to the god of mercenaries.

Any Artisan: 1, B.C.1.

Any Personality of the Artisans' Quarter: 1/2/3/4, B.C.2.

Ashani Stormwalker

1. She is the priestess of the storm temple, which is in the Artisans' Quarter.

2. The temple is very well defended by the power of the storm god.

3. She is the sister of Mathar and Kal Shafe.

4. Ashani is trying to rule the city. One day she will be Queen of Eldarad, and we'll have a walled city with law and order, taxes and all the rest of that rot.

Anyone: 1, B.C.1.

Any Artisan: 1/2, B.C.2.

Any Personality: 1/2/3, B.C.3.

Bad Source: 4, B.C.2.

The Withered Oak

Within the confines of the stockade of the Traders' Post is a withered oak tree which carries many messages; these messages are subject to seasonal change and thus must be moderated by the individual Gamemaster. Those messages which are constant are carved into the bark of the tree. Most of these are too old to have retained any meaning; some are illegible, some refer to events long past and people long dead; only one or two retain meaning or are newly carved.

Most new messages are written on parchment and nailed to the oak.

Personal Messages

Allaghan, in hope you will return; seek me at the ferry, Shamier.

Kassim! I will find you! Yareth.

Tanier; I am at Jakar's, Unalid.

Lethur; your cut with Shan San.

Messages For A First Inspection

1. Killers needed to protect established businesses, payment negotiable, see Jablog Cutter, off Escort Road, Artisans' Quarter.

2. Parthim At requires experienced fighting men.

3. Needed, loose swords for protection on journey; see Allkan, Clearwine Inn.

4. Weapons and armor needed; best rates.

5. Healer needed for regular pay and safe conduct.

6. Sword or Weapon Smiths needed, high status offered.

7. Initiates of [Knowledge God] you are needed; I may be found at the Clearwine Inn, Kaasan'l.

Results Of Acting On Messages/Additional Information

1: See the Gray Plague, Scenarios Chapter.

2: Parthim pays food and board plus B.C.1. per week in Marks.

3: Allkan has found a map leading to Tomb 5., located somewhere in the Barrow Hills; his main desire is for protection on the journey, for which he will pay equal shares of fifty percent of loot recovered.

4/5/6: Several variations on these themes: Paril Mas, Parthim At, Borjahn, and any others as desired by the Gamemaster will have bids in.

7: Kaasan'l is Priest of the Knowledge God and is attempting to discover the strength of his deities following in Eldarad (see Scenario Ideas).

Messages for Further Inspections

1. Marann Atheir has offended me: three slaves for his head, Paril Mas.

2. Where is Danak? 10 Marks for information, Lissa at the Ferry.

3. M, your services required, usual terms.

4. Yanar, BTI looks ripe, meet at Jakar's place soon as may be, Shoun.

5. 2 gud sord arms of hyr, see Dangaraz Brothers, Tomb Inn.

Results of Acting on Messages/Additional Information

1: This one explains itself.

2: Danak is the slave of Geeta (see Chaos Quarter).

3: M refers to Marn, the Beggar Assassin (see Slums); it is unlikely that this will lead the Characters to him, he is quite careful.

4: BTI refers to Boarn's Tomb Inn. If these two thieves (see Thieves Plaza guide-lines on stats for thieves) are caught in the act a reward may be forthcoming: a couple of weeks free accommodation or all the Characters can drink in a night.

5: two warriors with about ten years experience as Barbarian Warriors, these two will have high expectations as to payment but have courage to warrant the expense.

Maps

Eldarad is glutted with maps which profess to show the way to unlooted tombs and the prospect of great wealth. For the most part they are for the gullible; such as Old Faithful, which has no information which cannot be gathered from the use of one's ears and eyes. The Plateau of Tombs can be seen from Eldarad and the map merely delineates one route to it. These are the sort of maps which can be purchased from the street vendors who sell second hand copies of maps (along with those acquired by theft which may be of more worth). The street vendors sell usually only to those recently arrived in Eldarad. These are maps of Barter Class 1.

Other maps, such as Kondil Yaradan's sketch map of Eldarad, have more worth. Giving general but useful information on the city itself, this map has been copied many times and is of a value equal to Barter Class 2.

Most maps contain some inaccuracy and some are simply false, or copies of maps to tombs looted many years ago. The characters will be cheated many times, but occasionally a map of some worth will fall into their hands.

The Barter Class of a map is an indication of its value, and accuracy. All maps have a Barter Class value and this should be decided by the Game-master before he creates a map. Examples below are of Barter Class 1-4, but maps of Barter class 5-7 do exist.

The Gamemaster should not limit himself to maps showing the way to tombs; a map of Artisans' Quarter, or even a portion thereof, would be of worth; as would a map showing the location of the Thieves Plaza or the Trickster Shrine; of worth, also, would be a map showing the way to a specific place in the Wilderness; or a map showing an unexploited trade route, perhaps to a coastal village giving a viable alternative to the Trading Post for shipping from the Empire, and thus an easier route out of Eldarad than that provided by Areth Coll and his minions.

All such maps would have a value expressed as a Barter Class depending on how useful the information depicted by the map might be.

Map	Worth
Old Faithful.	B.C.1.
Kondil Yaradan's Sketch.	
Map of Eldarad.	B.C.2.
To Barrow Hills Tomb.	B.C.3.
To Dragon Mountain.	B.C.5.



The Artisans' Quarter of Eldarad



The City

Characters Encountered Within the City

Bawd: these street-wise individuals make a living from showing people, strangers and those unused to the streets of Eldarad, around the city. They will usually charge a Mark to lead a person to any location in the Artisans Quarter. Those that accept commissions to lead a person outside the Artisans Quarter are unlikely to be honest.

These are usually more familiar with the locations of brothels, gambling houses, and taverns.

Beggar: beggars come in various forms, most will be crippled or diseased. Usually harmless, beggars may be encountered in numbers prowling the streets in search of victims, especially at night. They will be armed with crude clubs, planks of wood, bricks and other impromptu weapons.

Escorts of Parthim At: this will be a group of guards employed by Parthim At (see average guard of Parthim At), with a charge: the charge may be a man or woman of some wealth, but not sufficient to employ guards of her own, who must travel at night on some important task.

Corpse: of (1D6) 1-3 Man, 4-5 Woman, 6 Child. These may be victims of violence, dead in the street or ritually murdered as a warning to others, or victims of disease sporting evidence such as boils.

Disease Carrier: these individuals are in the early stages of a disease, determined randomly by the Gamemaster, or immune to the disease and simply spreading it. Any individual who comes into close contact with such individuals will be effected by disease (Players Book page 81.).

Drovers: these will be groups of 1-5 men or women driving sheep or other livestock through the city to some or other market. They will be unarmored but armed with staves or spears. Drovers may be from the Ferry Village but will most often be Homesteaders.

Here we examine the population existing within the walls, with special reference to Quarters of the city and organisations within those Quarters.

Using the Encounter Tables

Area Encounters (see below) for each section of the city should only be used if the characters are wondering through the city with no guide: Location and Group or Individual Encounters only occur through the Area Encounters if this is the case. Note that the Artisans Quarter is always crowded and Group or Individual Encounters are simply those Encounters of interest to, or which may involve the characters. When the characters have learned something of the Artisans Quarter, having learned the way to any five Locations, the Area Encounter chart should be dropped, only to be used in special circumstances: for instance, if the characters are pursued through the city it might be useful.

Initially Area Encounters should be rolled once every five minutes of wondering aimlessly through the city with the Gamemaster giving responses such as (rolled 03) "you come into an empty square which is surrounded by totally ruined buildings." Or (rolled 82) "you come to a crowded street, all the buildings are in good repair; half way down the street (possible Location Encounter — rolled 31) there is a walled building separated from the others, from inside the compound can be heard the sounds of singing and merriment."

Where a Group or Individual Encounter should be rolled, select the Encounter and turn to City Encounters for details on that particular Encounter: where this is an individual (such as Borjahn) turn to the relevant section and give a brief description of that individual (Borjahn would be distinct as he wears good armour and carries weapons) and how people are reacting to him (everyone in the Artisans Quarter is pleased to see Borjahn).

Drunks: these will usually be belligerent but harmless unless they are mercenaries or other such armed and armoured men. Their attack percentages and SR will have suffered due to inebriation to an extent determined by the Gamemaster, they will usually be wearing leather armour.

Footpads: these will be a small group of 1D6 men wearing a couple of pieces of leather armour and armed with Shortwords or Daggers. They usually use the threat of violence to gain any wealth their victims may be carrying (see Average Footpad for stats).

Impromptu Market: this will be a gathering of anything from twenty to a hundred petty artisans and street vendors gathered in a street or square, selling baskets, wooden buttons, belts and various small household or personal goods.

There is a 20% chance that an encountered market will be attacked by a street gang who will rush through the market overturning stalls, scattering goods, clubbing bystanders and vendors whilst others gather goods and make a run for it. There will be 1D10+10 gang members (see average gang member for stats).

Madman: these come in various kinds, from the quietly insane who will appear normal until an event triggers their madness, to those who live under the influence of a delusion ("don't talk in front of the cat! It will foil your plans!"), to those who froth at the mouth and are obviously off their heads.

(For an example of how a madman can be utilized in a scenario see the Scenario Chapter).

Whore: female or male whores are scattered liberally throughout the city. These will be whores without pimps to protect them.

Natives: these will be hunters who have drifted into the city and remained. They may be associated with the Trading Post or other organisation, or they may simply hunt and sell their catch in order to purchase alcohol or other fruit of civilization such as metal weapons.

Pick Pocket: these are prevalent throughout the city and will have (1D6) 1 40%, 2 45%, 3 50%, 4 55%, 5 60%, 6 65% Sleight and Conceal percentages, in other respects they are identical to Footpads.

Pimp: found throughout the city, some are less than honest in their dealings with customers.

Plague Victim: this will be a man, woman or child dying in the street. Aid or investigation will lead to exposure to the disease.

Slaver Gang of Paril Mas: this will be a group of D6+4 men armed with clubs who will attack and capture young and unarmed victims. They may have 1-8 victims already bound into a slave chain. Their activity is usually unchallenged as those in danger flee and those who are too well armed

and/or armoured to be threatened ignore them. See average gang member for stats.

Street Entertainer: usually jugglers, fire eaters or other such, they are occasionally singers or players.

Street Gang: these will be a group of thugs who appear in swift raids designed to make as much chaos as possible, clubbing those nearest their target whilst stealing anything in sight. They often attack street markets. There are usually 1D10+10 individuals; see average gang member for stats.

Street Vendor: these are the lowest form of merchant, carrying their wares on their backs or on trays hung on shoulder straps. They sell flint, sweetmeats, trinkets, whetstones and sundry items of limited worth. Many sell a service: sharpened weapons, items cleaned, shoes mended.

Street Vendor (Maps): sold at Barter Class one, these are copies of maps, or simply made up and are usually of little worth or totally useless. See Information Chapter for details.

Street Urchin: usually harmless these children can be dangerous and will occasionally lure the unsuspecting into secluded places and overwhelm them by weight of numbers. Usually they appear in ones and twos and are simply young beggars: when encountered on mass there will be 1D10+10 of them armed with stones, bricks, chair legs and other impromptu weapons with perhaps one using knife or dagger (there are no stats for these as any successful attack with a weapon will kill or incapacitate them).

An older child of 14 or 15 years will usually lead such gangs of Urchins (see average gang member for stats).

Trappers: these will be backwoodsmen who spend most of their time away from Eldarad trapping small animals for their furs. They will be headed for the Trading Post or any current market. They will usually be carrying large packs of furs on their backs. There will be 1D6 men and women armed with spears and occasionally wearing leather armour.

Trolls: in the Lost and Chaos quarters Trolls will only be encountered in Mobs, usually only one Mob, patrolling the area around the Troll Temple or fighting Chaos. In other parts of the city a group of one to three individuals is more likely.

A street with Trolls on it is often considerably less crowded than usual. Even when they venture into the Artisans Quarter they are not interfered with, the Watch has strict instructions (probably unnecessarily) to leave them to their own devices. If a Troll kills someone it is, as usual in Eldarad, ignored by any witnesses.

Though a Troll would probably fetch a good price Trolls are never victims of the slaver gangs: Paril Mas is greedy; not insane.

Victim: this will be a badly wounded individual a few seconds away from death.

The Watch: only the Artisans Quarter maintains a watch. Watchmen will be average mercenaries under the leadership of an initiate of the God of Mercenaries (see Watchmen for details). The Watch consists of twelve groups of eleven men who patrol the Artisans Quarter.

The watch, paid for by the (comparatively) wealthy businessmen of the Artisans Quarter, is the most constant form of employment for mercenaries. Positions in the watch are usually filled by the less competent mercenaries associated with Borjahn and the Hiring Hall, however more powerful initiates occasionally fill these positions in hard times.

STATISTICS

Average Gang Member

STR	11	Move 3	R Leg	0/4	___
CON	10	Hit Points 12	L Leg	0/4	___
SIZ	13	Fatigue 21 - 1 = 20	Abdomen	0/4	___
INT	13	Magic Points 10	Chest	0/5	___
POW	10	DEX SR 3	R Arm	0/3	___
DEX	11		L Arm	0/3	___
APP	10		Head	0/4	___
Weapon					
Club or	7	30	1D6	24	4
Dagger	8	20	1D4 + 2	14	6

Average Footpad

STR	11	Move 3	R Leg	0/4	___
CON	10	Hit Points 12	L Leg	0/4	___
SIZ	13	Fatigue 21 - 2 = 19	Abdomen	1/4	___
INT	13	Magic Points 10	Chest	1/5	___
POW	10	DEX SR 3	R Arm	0/3	___
DEX	11		L Arm	0/3	___
APP	10		Head	1/4	___
Weapon					
Shortsword or	7	42	1D6 + 1	36	10
Dagger	8	32	1D4 + 2	26	6

Leader of Watchmen

STR	13	Move 3	R Leg	2/4	___
CON	11	Hit Points 12	L Leg	2/4	___
SIZ	13	Fatigue 24 - 11 = 13	Abdomen	2/4	___
INT	13	Magic Points 10	Chest	3/5	___
POW	10	DEX SR 3	R Arm	2/3	___
DEX	11		L Arm	2/3	___
APP	10		Head	2/4	___
Weapon					
Shortsword	7	51	1D6 + 1 + 1D4	25	10
Buckler	—	—	—	45	8
Javelin	3/9	51	1D8 + 1D2	—	8

Spells: (spirit 50%) Bladesharp 1.

Skills: Ride 15, Throw 35, Orate 13, First Aid 28, Human Lore 23, Read/Write (own) 08, Conceal 16, Devise 16, Listen 39, Scan 39, Hide 13, Ceremony 14.

Average Watchman

STR	11	Move 3	R Leg	1/4	___
CON	10	Hit Points 12	L Leg	1/4	___
SIZ	13	Fatigue 21 - 6 = 15	Abdomen	2/4	___
INT	13	Magic Points 10	Chest	3/5	___
POW	10	DEX SR 3	R Arm	1/3	___
DEX	11		L Arm	1/3	___
APP	10		Head	1/4	___
Weapon					
Shortsword	7	47	1D6 + 1	24	10
Buckler	—	—	—	43	8

THE ARTISANS' QUARTER

Areas (Artisans' Quarter)

01-04	Total Ruins (foundations only)
05-16	Partial Ruins (one or more wall standing)
17-21	Gutted Ruins (all walls remain)
22-29	Habitable Ruins (one room roofed)*
30-38	Good Ruins (all walls standing and roofed)*
39-58	Inhabited Good Ruin (rebuilt or repaired)*
59-73	New Building (built from recycled materials)*
74-78	Quarry*
79-00	Group or Individual

* Possible Location Encounter

Location Encounters

01-09	Clearwine Inn
10-14	Parthim At: Escorts
15-21	Sajan's Hostelry
22-27	Boarn's Tomb Inn
28-32	Taran's Drinking House
33-39	Quarryman's Hall
40-57	Borjahn's Hiring Hall and Temple
58-67	Storm God Temple
68-72	Sylus Lun's Workshop
73-74	Mabrath in Residence
75-76	Karec in Residence
77-78	Thessen in Residence
79-88	Petty Artisan
89-00	Group or Individual

D00 Group or Individual (Day)

01	Marn
02	Mabrath
03	Thessen
04	Paril Mas with Guard
05	Carnalie Yasalan
06	Parthim At
07	Marn Tussahl
08	Sylus Lun
09	Sajan
10	Boarn
11	Taran
12	Borjahn
13	Korina
14	Ehrall
15	Rathin
16	Shemier
17	Yenand
18	Illean Vir (with 1D10 crew members)*
19	Mathar Shafe*
20	Kal Shafe*
19	Ashani Stormwalker
20-21	Reaver (see Reaver's Keep for Stats) group of 1D10
22-26	Beggar
27-29	Corpse
30	Disease Carrier
31-34	Drunk
35-39	Footpad
40-44	Raid
45-54	Impromptu market
55-59	Street Gang
60	Madman
61-62	Whore
63-69	Street Vendor
70-73	Pimp
74-79	Drovers
80	Plague Victim
81-82	Natives
83-84	Trappers
85-88	Street Vendor (Maps)
89-92	Street Urchin
93-94	Troll
95-97	The Watch
98-00	Victim

* only applies if ship or caravan is in Eldarad.

D00	Group or Individual (Night)
01	Marn
02	Tann
03	Ulan
04	Angar
05	Moarn
06	Karec
07-08	Beggar
09-21	Corpse
22	Disease Carrier
23-26	Drunk
27-39	Footpads
40-47	Raid
48-51	Escort of Parthim At
52-59	Street Gang
60	Madman
61-62	Whore
63-65	Pimp
66	Plague Victim
67-73	Street Urchin
74-79	Troll
80-90	The Watch
91-00	Victim

Borjahn's Hiring Hall and Temple

Borjahn's Hiring Hall is also a Minor temple to the God of Mercenaries. The temple has three hundred Initiates and the points gained for the defence of the temple are concentrated upon the Hall itself in the form of three casts of Truesword. If the temple is attacked the three Initiates with the highest POW have this spell cast upon their swords.

1. Borjahn's Hiring Hall. Within this single story hall there are usually anywhere between 20 and 40 mercenaries for hire at any one time. The majority of these will be initiates of the God of Mercenaries. In addition, personalities such as Illean Vir, Mathar Shafe, Thessen, and Missael may be found here, visiting Borjahn for one reason or another.

The Hall is often inhabited by down on their luck mercenaries who have nowhere else to go. Such succor is available to cult members only, and then only for a week. Borjahn charges items from Barter Class 2 per weeks use of the Hall, not always in advance. He has been known to equip a down on his luck mercenary with weapons and leather armour at cost, in return he grills returning adventurers for information.

Borjahn will teach those weapons he knows to non cult members if offered an item he likes the look of, a gem is a sure fire hit.

The Hall is also a temple to the God of Mercenaries, and Borjahn is a Lord of the Cult.

2. This building is rented from Borjahn by six mercenaries who are skilled warriors and have known some modest success. They may be found practicing their weapons skills in the Practice Court or eating, drinking, or gaming whilst awaiting employment in the Hall.

3. This building is rented by a very skilled mercenary and his family (has all the requirements to become a Lord except he has only 6 points of Divine magic). His family consists of his aging parents, his wife, and six young children.

4. This building is rented by two brothers and their wives, all four are initiates of the God of Mercenaries, along with their brood of five children. It is currently their practice that only two of the four adults accept employment at any one time.

5. This is Borjahn's home. He will occasionally have guests here. He uses one room as a study and has many books, scrolls, and maps here; information he has collected over many years. Here also is a chest which contains the treasure of the temple, this consists of 7650 Marks, 1950 Lara, 3 Pounds of Gold dust, and 120 one ounce silver ingots. Bound into the chest is a Passion Spirit (Pain — POW 13) which will attack any who attempt to open the chest, or move it.

The top story of this building is a storage room for food, arms and weapons in case of siege (a possibility he does not rule out), in addition to a great many goods for trade, including tools, rope, chests of clothing, pots, pans and other gear.

Item Availability: Barter Class 1 45%.

The windows of this room are arrow slits.

6. Borjahn has found it economic to keep pigs, as a food source and to bargain with. There are three sows here, one of which will be in litter.

7. This ruined building is being rebuilt at Borjahn's expense by a work gang of Irul Katarin of the Quarryman's Hall. Borjahn will eventually let this building out to rent.

8. This is a covered cooking area centered on two large fire pits.

Borjahn: 37 year old male, Lord of god of mercenaries.

STR 18	Move 3	R Leg	5/6	___
CON 15	Hit Points 16	L Leg	5/6	___
SIZ 17	Fatigue 33 - 21 = 12	Abdomen	5/6	___
INT 13	Magic Points 13	Chest	5/8	___
POW 13	DEX SR 1	R Arm	5/5	___
DEX 20		L Arm	0/5	___
APP 12		Head	5/6	___

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	4	127	1D8 + 1 + 1D6	32	10
Hoplite Shield	5	22	1D6 + 1D6	118	18
Long Bow	1/5/9	97	1D8 + 1	—	6
Dagger	5	76	1D4 + 2 + 1D6	22	6

Gifts and Geases: + 5% attack with Cult weapon/use no axe. Broadsword does double damage (once armour is penetrated) to head/wear no armour on left arm.

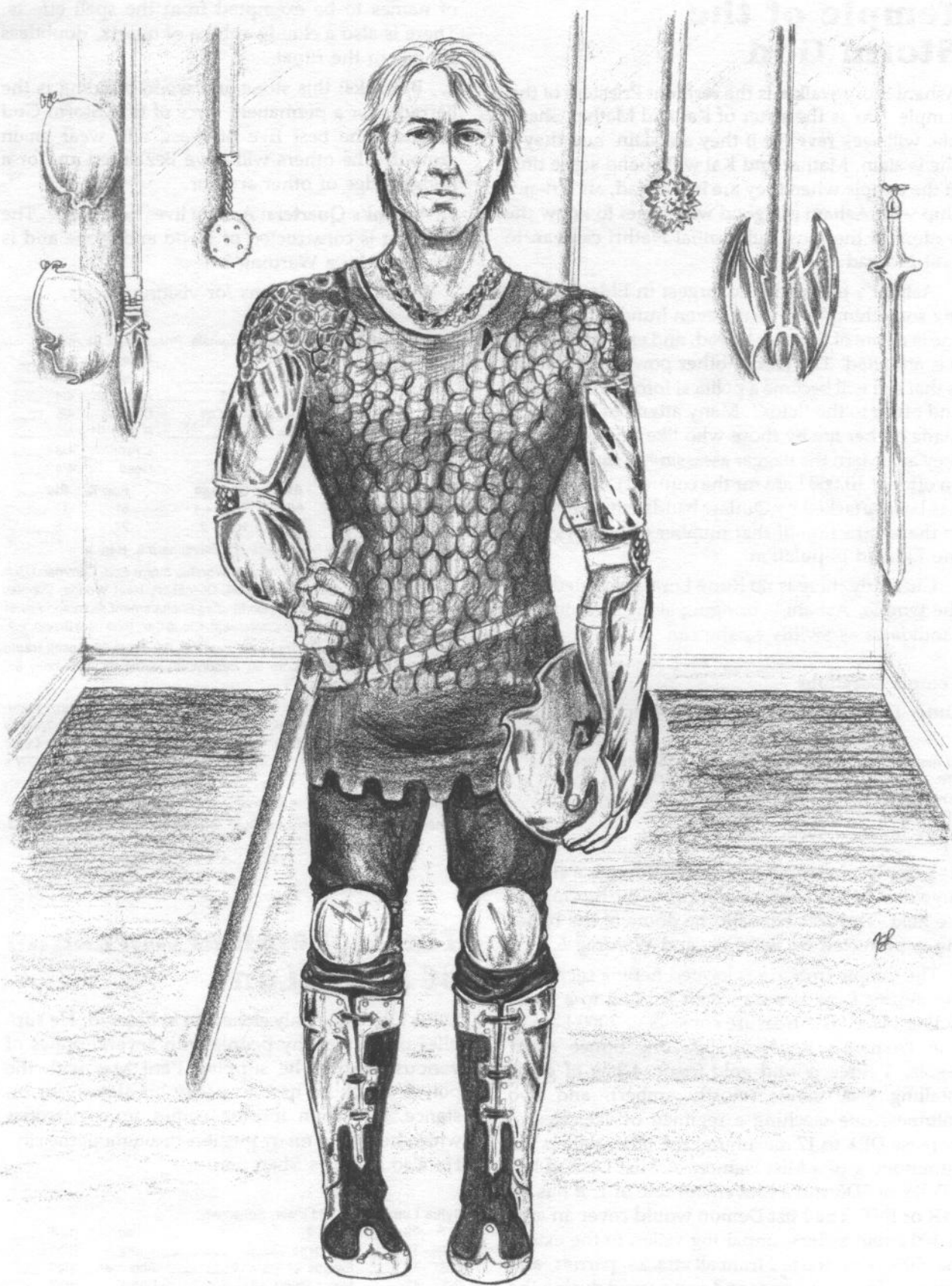
Spells: (spirit 65%) Bladesharp 5, Demoralize, Strength 4, Disrupt; (divine 100%) Extension, Divination, Excommunication, Spirit Block 2, Truesword, Shield 4, Morale, Oath, Sever Spirit, Sanctify, Berserk.

Skills: Ride 56, Throw 76, Orate 33, First Aid 79, Human Lore 74, Read/Write Armanian 25, Conceal 44, Devise 44, Listen 77, Scan 77, Hide 32, Ceremony 34, Enchant 13, Summon 13.

Magic Item: Broadsword and contains Heal 6, Protection 4 matrices.

Treasure: 190 Marks, 31 Lara, sword hilt holds 23 gems of Barter Class 3.

Notes: Borjahn wears Ringmail armour whenever he leaves the Hall.



Borjahn, Rune Lord of the Mercenary God

Temple of the Storm God

Ashani Stormwalker is the resident Priestess of this temple. She is the sister of Kal and Mathar Shafe. She will seek revenge if they are slain, and they if she is slain. Mathar and Kal will spend some time at the temple when they are in Eldarad, and friendship with Ashani is a good way to get to know the leaders of the most substantial Nathri caravan to visit Eldarad.

Ashani's temple is the largest in Eldarad, having something more than seven hundred initiates; she is aware of the fear, hatred, and envy her temple has attracted. The fear of other powers in Eldarad is that she will become a political force, bringing law and order to the "city". Many attempts have been made on her life by those who like things the way they are (Marn the Beggar assassin has turned down an offer of 10,000 Lara for the contract). The temple has been attacked by Outlaw bands which resulted in the subtraction of that number of outlaws from the Eldarad population.

Currently there is no Rune Lord associated with the temple, Ashani is bringing along a number of candidates as swiftly as she can.

Temple Locations

Outer Defences: three Sylphs protect the temple.

10 meter Sylph	12 meter Sylph	25 meter Sylph
STR 41	STR 61	STR 98
POW 29	POW 31	POW 83
HP 33	HP 49	HP 79
Move 6	Move 6	Move 6

1. Temple: a restored ruin this building is a single, large domed room where services to the Storm God are held. The area beneath the dome of the building is protected by Sanctify, and Warding 6.

The temple treasure is located here; a section of the mosaic floor is a trap door leading to a small hiding place. The treasure consists of 2000 Lara in coin (Ashani's Ransom), 100 one ounce silver ingots, 1 three pound gold ingot, a bag of gems totalling 8300 carats (mostly amber), and two volumes: one teaching a regimen of exercises to increase DEX to 17 maximum; the other details the Summoning of a Mist Demon. A Mist Demon has a POW of 5D6 and a Movement rate of 1: it has no STR or INT. The Mist Demon would cover an area of 100 cubic meters, impairing vision to the extent that 50% is subtracted from all attacks, parries, and dodges. The summoner and any named during the summoning are immune to the effect. The Summoning takes one hour.

Ashani has not learned the spell as it is a Sorcery ritual, however it could be cast by reading from the scroll with a chance of success equal to the summoners Magic Bonus and Ashani has prepared a list

of names to be exempted from the spell effects. There is also a cloudy sphere of quartz, doubtless for use in the ritual.

2. Barracks: this stone and wood building is the barracks for a permanent force of fifty Storm God initiates, the best five of these will wear chain armour. The others will have Bezainted and/or a hodgepodge of other armour.

3. Ashani's Quarters: Ashani lives here alone. The building is constructed of wood and stone and is protected by a Warding 3.

There are two rooms for visiting guests.

Ashani Stormwalker: 30 year old female, Priestess of Storm God.

STR 12	Move 3	R Leg	4/4
CON 11	Hit Points 10	L Leg	4/4
SIZ 09	Fatigue 23 - 10 = 13	Abdomen	4/4
INT 18	Magic Points 16 + POW	Chest	4/5
POW 16	Spirits 33 = total 49	R Arm	4/3
DEX 17	DEX SR 2	L Arm	4/3
APP 12		Head	4/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Bastard Sword	7	66	1D10 + 1	61	12
Dagger	8	47	1D4 + 2	27	6

Spirit Spells: (85%) Demoralize (2), Bladesharp 5, Heal 4.

Divine Spells: (100%) Sanctify x3, Worship Storm God, Command Cult Spirit, Soul Sight, Excommunication, Divination, Heal Wound, Dismiss magic x2, Summon Sylph, Sylph Binding Enchantment, Summon Power Spirit, Power Spirit Binding Enchantment, Cloud Call; (one use) Shield x2.

Skills: Jump 49, Ride 29, Throw 49, Fast Talk 35, Orate 95, Speak Natric 75, First Aid 33, Human Lore 58, Read/Write Natric 68, Ceremony 83, Enchant 48, Summon 48.

Magic Item: Hawthorn Staff contains matrices for Divination, and Warding 5. Sword contains matrices for Detect Enemies, Mindspeech 2, Mobility 3, Protection 5; also holds Binding Enchantments for a Sylph (8 Cubic Meters: STR 37, POW 28, HP 31, Move 6) and 3 Powers Spirits (POW's 10, 12, 11).

Treasure: carries 93 Lara. Ransom is 2000 Lara.

Notes: does not usually wear armour, will don Bezainted armour in need.

The Alchemical Workshop of Sylus Lun

Sylus Lun is the only alchemist in Eldarad. He supplies many wealthy people with several brews of various natures; he supplies Paril Mas with the potion which he uses to pacify his slaves, for instance. His main income comes from narcotics which he sells to many pushers throughout the city. He also supplies Shan San.

Sylus Lun: 49 year old male, alchemist.

STR 09	Move 3	R Leg	(10)/5
CON 10	Hit Points 13	L Leg	(10)/5
SIZ 14	Fatigue 21 - 3 = 18	Abdomen	(10)/5
INT 15	Magic Points 13	Chest	(10)/6
POW 13	DEX SR 4	R Arm	(10)/4
DEX 07		L Arm	(10)/4
APP 04		Head	(10)/5

(has Damage Resistance 10 upon him at all times)

Weapon	SR	Attk%	Damage	Parr%	Pts
Dagger	9	60	1D4 + 2 venom	07	6

Spells: (sorcery) (in matrix) Damage Resistance 16. Form/Set iron 08, Hinder 07, Mystic Vision 21, Skin of Life 29, Treat Wounds 37, Venom 20.

Skills: Dodge 32, Throw 52, Fast Talk 43, Speak Armanian 92, Craft Brew Poison POT 20, Brew Narcotics, Brew Wyvern Venom Antidote POT 15, Brew Scorpion Venom Antidote POT 18, Brew Snake Venom Antidote POT 8, Evaluate 44, Human Lore 44, Mineral Lore 44, Plant Lore 78, Read/Write Armanian 39, World Lore 44, Devise 40, Search 66, Enchant 45, Intensity 40.

Magic Item: medium black pearl set in silver ring contains a matrix for Dominate Shade. A matrix for Damage Resistance, Intensity 5 Duration 5, in gold coin on gold chain.

Notes: Sylus wears no armour. His dagger is coated with POT 20 poison.

Workshop Locations

Defences: Sylus Lun has had occasion to deal with many powerful individuals, dealing as he does in rare materials, and has accepted in trade the magic which constitute the defences of his workshop.

The entire building is protected by a Warding 3.

1. Hall: A large table dominates this room. Three large stuffed leather chairs are placed in an arc around the fireplace. A large tapestry depicting a scene of demonic revelry hangs on one wall.

2. This is the workshop of Sylus Lun, cabinets line the walls and a medium sized square table sits in the centre of the room. The room is filled with equipment for rendering plant and animal life for the chemicals which are obtainable from them. A series of shelves on one wall hold jars and other containers holding the end products of his toil. A small chest set against one wall holds his books, being learned works on alchemy (worth four items of Barter Class 7). The chest is locked (Sylus carries the key at all times) and trapped: if anyone touches the chest without first naming Sylus dead wife (Iliss) a Large Shade will appear and attack anyone in the room.

3. Sleeping Chamber: This austere, almost spartan chamber contains a bed and a chest of drawers. The chest of drawers contains clothing only.

4. Kitchen: This is a hopelessly under-equipped kitchen which shows little sign of use. Sylus usually eats elsewhere.

5. Storage Room: This room contains sacks of poppies and other plants, jars of powdered blood, eyes and other organs of various animals. On a small table are thirty loose sheets of vellum which comprise an inventory of the store rooms contents.

Establishments of the Artisans' Quarter

D00% Inn Encounters

01-03	Alad
04-08	Angar
09-20	Missael
21-23	Thessen
34-26	Korina
27-29	Ehrall
30-34	Tann and Ulann
35-39	Carnalie Yasalan
40-43	Mathar Shafe*
44-47	Kal Shafe*
48-52	Orren Durel*
53-55	Marass Hirrand*

56-57	Karec
58-59	Illean Vir*
60-62	Mareesha Shan*
63-70	Sallors (2D10)
71-79	Guards of Parthim At (1D6 off duty)
80-89	Quarrymen (1D8)
90-94	Bravo (knife fighter similar to Angar)
97-00	Mercenary or Bounty Hunter (similar to Ehrall or Korina)

* only if caravan or ship is in town.

1. Clearwine Inn. Marn Tussahl is an elderly man who has run the Clearwine Inn for at least two decades. He is a tall man, once strong but now running to fat. He talks constantly, but says very little. His wine is imported from the Empire and only the cheapest wines are watered. He has a half dozen bottles of a rare vintage, but there are few customers who can afford it.

His three wives, four daughters, and two sons help him run the inn.

His customers range from artisans, to Parthim At's guards, and the more successful adventurers and mercenaries. The mercenaries who serve as the Watch also drink here. There is rarely any trouble.

Marn will gladly accept coinage. Prices are standard for Eldarad.

2. Parthim At: Escorts. Parthim At charges Barter Class 1 per hour per guard for his service. Traveling the city at night, especially alone, is always dangerous as Eldarad has more than its fair share of thieves, murderers, footpads, and other unpleasant characters. Parthim At supplies a small escort of lightly armoured men, armed with short-swords (see average guard of Parthim At). This is enough to deter casual attack.

Parthim At is a bachelor and runs his establishment alone. There are always 3D6 guards available for hire and his service is much in demand.

Parthim At will accept coinage only if no other form of payment is available; when a price is negotiated he will often give any change due in coin in order to get rid of it.

3. Sajan's Hostelry. For those less than wealthy visitors to Eldarad this is the place to stay. The accommodation is cheap but basic. Guests rent a bed by the twelve hour period. There is no food available. The place, like others of its ilk in the city, is a basic flop house, and patrons sleep with their boots on.

Sajan is a miserly old man. He finds nothing but wealth of interest.

Sajan is a bachelor and runs the establishment alone except for two body guards, who are basic thugs with clubs and no armour. The guards are for his protection only and he does not care who wakes up dead in the morning.

His customers are the dregs of the artisans quarter, one step up from beggars, they are drunks and other down at heel or down on their luck citizens.

Prices are normal for Eldarad. Sajan will accept coinage.

4. Boarn's Tomb Inn. This cool, quiet inn (cold as the grave, quiet as the grave, Boarn often jokes) is run by Boarn Kullin, a portly middle-aged man. The inn is somewhat run down but accommodation is cheap and service is good.

Boarn employs three women to help him run the inn.

His customers are usually newcomers to Eldarad; they usually stay a week while they get there bearings and then move on. He has a small regular patronage of manual workers.

Boarn will accept coinage. Prices for a private room are equal to the standard price for a shared room.

5. Taran's Drinking House. A good place to become very drunk, vary quickly. The prices are cheap and this is reflected in the quality of the drink and of the drinking companions. There is no accommodation available. If you pass out here you may be lucky enough to wake up naked in the street.

Taran has three bouncers who help him serve the customers and perform another function: it is a tradition here that anyone asking any question in the hearing of the bouncers are beaten up and thrown into the street.

Taran's customers are those who wish to drink until they fall over without anyone asking any nosey questions.

Taran will accept coinage. Prices are standard for Eldarad.

7. The Quarrymans Hall. Most of the walls and buildings in the north east quarter of the old city is being quarried for building material. Irul Katarin is the Master Builder who runs the Quarrymans Hall. He is a large man with hands like sides of beef and powerful arms, though he is past his prime and now sports a beer belly and a greying beard.

He has a work force of fifty quarry men and builders. His hall is substantial; within the walls there are a great deal of building materials. He has five mercenary guards who are reasonably competent (see Average Guard of Parthim At for details).

His home is within the hall. He has a wife and three children, four of whom are adult.

9. Artisans. Apart from those establishments listed above there are the following places of business. They are listed in no particular order, in many cases there are more than one of each kind of establishment. These are usually one or two individual crafters who make a poor living at their craft. Often they sell the bulk of their wares at the Trading Post markets.

There are more artisans than listed below, and if characters wish to buy a broom they will doubtless find someone who makes them; if they wish to buy firewood there will always be someone trying to sell the stuff; if they feel a need for a hot bath (very unlikely in my experience), there will be a Bath House where an enterprising individual boils dozens of caldrons of water a day to be poured over people sitting in wooden tubs (soap will cost extra). For any easily achieved service there will be someone providing it, the problems occur when people wish to purchase dyed cloth, weapons and armour, buckles, boots, salt and spices, ink; in short anything which the Gamemaster decides cannot be or is not being made in the city, and thus had to be imported. It should be noted that food comes into the latter category as Eldarad does not produce any where near enough grain and livestock to feed itself. Food is always in short supply, and although stocks at the Trading Post and other places are usually enough to meet the needs of the city, Eldarad is always only a couple of days away from famine.

If food supplies run low double food costs every day until the shortage is alleviated; make the residents hungry, and thus more desperate than they already are. Have a few hundred impoverished people starve to death if the situation continues for more than a few days, and make it visible.

Tailor, Locksmith, Iron Monger, Cutler, Scabbard Maker, Leather Worker, Harnessmaker, Fletcher, Cobbler, Cordwainers, Tiler, Stringer and Rope Maker, Potter, Mason, Butcher, Builder/Bricker, Wooler, Upholder, Boxmaker, Baker, Furrier, Fishmonger, Currier (dressed and coloured leather).

Average Guard of Parthim At					
STR	11	Move	3	R Leg	1/4
CON	10	Hit Points	12	L Leg	1/4
SIZ	13	Fatigue	21 - 6 = 15	Abdomen	1/4
INT	13	Magic Points	10	Chest	1/5
POW	10	DEX SR	3	R Arm	1/3
DEX	11			L Arm	1/3
APP	10			Head	1/4
Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	34	1D6 + 1	22	10
Buckler	—	—	—	28	8
Dagger	8	22	1D4 + 2	13	6

Skills: Throw 26, First Aid 16, Listen 31, Scan 31, Hide 09.
Treasure: one piece of jewelry from Barter Class 2.

Personalities of the Artisans' Quarter

MABRATH

Mabrath lives in several rooms on the second story of two adjacent buildings which face onto a secluded courtyard. He has his home arranged so that he can grab his most valuable, and unconcealed, possessions in a few seconds and disappear through one of the three routes he has devised for the purpose. He will only fight if cornered and desperate.



The other buildings of the courtyard are inhabited by several families of petty artisans whose low key cottage industries earn them a meager living.

He came to Eldarad eleven years ago and soon found himself impoverished as he had made some poor choices as to the equipment he brought to the city. For some years now he has made a living out of copying maps, translating books, writing letters, buying and selling written works and maps, and generally dealing in information. He will deal with anyone. He will have D10+5 maps of Barter Class 1-8, in addition to 1D20 works of knowledge concerning spells, and sorcery and other skills.

He will translate, or arrange to have translated, and research any material in exchange for access to the material he is to work on. He may spend more time than is necessary in order to make a copy for his own use.

Mabrath: 43 year old male, scholar.

STR	09	Move 3	R Leg	0/4	—
CON	07	Hit Points 10	L Leg	0/4	—
SIZ	13	Fatigue 16 - 4 = 12	Abdomen	0/4	—
INT	13	Magic Points 10	Chest	0/5	—
POW	10	DEX SR 4	R Arm	0/3	—
DEX	08		L Arm	0/3	—
APP	08		Head	0/4	—

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	8	45	1D6 + 1	20	10
Dagger	9	43	1D4 + 2	10	6

Spells: (sorcery) Damage Boosting 16, Damage Resistance 17, Mystic Vision 09, Spell Resistance 05, Treat Wounds 45, Holdfast 07.

Skills: Climb 65, Dodge 28, Jump 30, Throw 58, Fast Talk 45, Orate 25, Speak Armanian 86, Speak Tradetongue 20, Craft Make Maps 49, Evaluate 74, Human Lore 82, Mineral Lore 44, Read/Write Armanian 57, Read/Write Tradetongue 21, World Lore 62, Conceal 35, Devise 79, Sleight 35, Search 62, Hide 35, Sneak 25, Ceremony 27, Duration 20, Intensity 22.

Notes: Mabrath doesn't wear armour.

KAREC

Karec makes a reasonable living as a street entertainer and opportunist thief. He is a manic depressive. When he has any wealth he either squanders it on wine, women, and song or simply drinks himself insensible. He lives in a one room hut in a secluded area. When the moon is full he wonders through the city until nightfall when he changes into a wolf and wonders randomly 'til dawn.

Only in Eldarad could a werewolf exist without anyone being aware of it: there are so many corpses in various attitudes of death come down that no one notices Karec's contribution.

Karec: 19 year old male, Initiate of Trickster (Werewolf).

STR	13(26)	Move 3 (7)
CON	10	Hit Points 14
SIZ	18	Fatigue 23 (36) - 4 (0) = 19 (36)
INT	13(7)	Magic Points 10
POW	10	DEX SR 3
DEX	15	
APP	15	

Man Form		Wolf Form	
R Leg	0/5	RH Leg	1/4
L Leg	0/5	LH Leg	1/4
Abdomen	0/5	Hind Q	1/6
Chest	0/6	Fore Q	1/6
R Arm	0/4	RF Leg	1/4
L Arm	0/4	LF Leg	1/4
Head	0/5	Head	1/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	6	39	1D6 + 1 + 1D4	24	10
Dagger	7	29	1D4 + 2 + 1D4	15	6
Bite	7	63	1D8 + 2D6	—	—

Spells: (spirit 46%) Shimmer 1. (divine 96%) Reflection.

Skills: Dodge 08, Throw 32, Fast Talk 23, Orate 27, Sing 23, Speak Armanian 45, Speak Tradetongue 15, First Aid 21, Human Lore 20, Read/Write Armanian 07, Conceal 23, Devise 19, Sleight 27, Play Lap Harp 27, (Scan 53, Search 53, Track 53, Sneak 47.) Ceremony 15, Summon 15.

Notes: Karec doesn't wear armour.

THESSSEN

Thessen has been in Eldarad for three months. He brought 20 ounces of spices, a pound of gold, a complete suit of ringmail (large), a broadsword, and sundry other trade items which he has traded for information.

He came to Eldarad in search of the Tomb of Yarmadier Trade Lord and now believes he has the location pin-pointed (see Maps: Barter Class 9), and is looking for worthy warriors to accompany him into the wilderness to recover the Circlet of Tongues (see the Tomb of Yarmadier Trade Lord) and restore it to the cult.

In the mean time he is trading in information and maps in order to avoid putting a strain on his resources.

He lives in one room of a partially ruined building. A Warding has been cast around the immediate area, and he has had to flee into the night on more than one occasion. He is apt to be a little paranoid but is more than friendly once his confidence is won.

Thessen: 34 year old male, Initiate of Knowledge God.

STR	08	Move 3	R Leg	0/3	—
CON	04	Hit Points 08	L Leg	0/3	—
SIZ	12	Fatigue 12 - 2 = 10	Abdomen	0/3	—
INT	14	Magic Points 11	Chest	0/4	—
POW	11	DEX SR 4	R Arm	0/3	—
DEX	07		L Arm	0/3	—
APP	10		Head	0/3	—

Weapon	SR	Attk%	Damage	Parr%	Pts
Dagger	9	34	1D4 + 2	09	6

Spells: (spirit 53%) Countermagic 1, Heal 3. (divine 98%) Dismiss Magic, Warding 1*, Analyse Magic, Translate, Knowledge.

Skills: Dodge 18, Throw 38, Fast Talk 29, Orate 48, Speak Armanian 92, Speak Tradetongue 24, Craft Make Maps 52, Evaluate 47, Human Lore 66, Plant Lore 47, Read/Write Tradetongue 23, World Lore 66, Devise 62, Search 65, Ceremony 27.

Magic Item: binding enchantment on iron finger ring containing Power Spirit (POW 8).

Notes: there is no Shrine to the Knowledge god in Eldarad and therefore Thessen is most reluctant to use his divine magic. Divine magic cast, and therefore unavailable is marked with an asterisk.

MISSAEL

Missael has no fixed abode but roams from one inn to another singing and playing for food and lodging. He is a source of information and will have 1D6 maps of Barter Classes 1-6. He has no intention of using these maps himself but uses them as currency where and when need arises.

He is quite willing to stop and talk if offered a drink to pass the time with and always has a good stock of news, rumour and gossip.

Missael: 31 year old male, entertainer.

STR	09	Move 3	R Leg	0/5	___
CON	14	Hit Points 13	L Leg	0/5	___
SIZ	12	Fatigue 23-4=19	Abdomen	1/5	___
INT	18	Magic Points 10	Chest	1/6	___
POW	10	DEX SR 2	R Arm	0/4	___
DEX	17		L Arm	0/4	___
APP	15		Head	0/5	___

Weapon	SR	Attk%	Damage	Parr%	Pts
Dagger	7	61	1D4+2	19	6
Dagger LH	10	29	1D4+2	35	6

Spells: (spirit 46%) Heal 2, Protection 2.

Skills: Throw 32, Fast Talk 64, Orate 64, Sing 64, Speak Armanian 57, Speak Tradetongue 27, First Aid 50, Human Lore 61, Conceal 51, Devise 35, Sleight 67, Play Flute 62, Ceremony 33.

Magic Item: rough cut medium diamond on silver chain holds Shimmer 5 matrix.

Notes: Missael wears a Soft Leather hauberk.

EHRALL

Ehrall was born in Eldarad and has made a living as a mercenary for most of his adult life; recently he has accepted employment as a bounty hunter from Parthim At, tracking down and killing the ring-leaders of a small band who had been preying upon his customers.

He will accept any reasonable offer of employment. He resides at the Clearwine Inn.

Ehrall: 25 year old male, mercenary/bounty hunter.

STR	18	Move 3	R Leg	0/6	___
CON	16	Hit Points 17	L Leg	0/6	___
SIZ	17	Fatigue 34-14=23	Abdomen	7/6	___
INT	11	Magic Points 13	Chest	7/8	___
POW	13	DEX SR 3	R Arm	0/5	___
DEX	15		L Arm	0/5	___
APP	08		Head	4/6	___

Weapon	SR	Attk%	Damage	Parr%	Pts
2HL Spear	5	75	1D10+1+1D6	67	10
Javelin	3/9	55	1D8+1D6	—	—
Dagger	7	45	1D4+2+1D6	17	6

Spells: (spirit 51%) Heal 3.

Skills: Throw 47, Animal Lore 26, First Aid 31, Conceal 35, Listen 61, Scan 61, Search 41, Track 51, Hide 15, Sneak 15, Ceremony 22.

Magic Item: iron band around spear shaft contains Bladesharp 4 and Countermagic 3 matrices.

Treasure: 37 Lara, a gold finger ring and a broad silver wrist band.

Notes: Ehrall wears a chainmail hauberk and a bezaunted helm.

KORINA

Korina spent most of her adult life as a practicing thief, recently she turned to bounty hunting as a more lucrative profession. She resides at the Clearwine Inn.

Korina: 26 year old female, mercenary/bounty hunter, Initiate of Thief God.

STR	10	Move 3	R Leg	0/4	___
CON	14	Hit Points 11	L Leg	0/4	___
SIZ	08	Fatigue 24-6=18	Abdomen	1/4	___
INT	12	Magic Points 06	Chest	1/5	___
POW	06	DEX SR 2	R Arm	1/3	___
DEX	19		L Arm	1/3	___
APP	16		Head	0/4	___

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	58	1D6+1	36	10
Sai	7	27	1D4+2	38	10

Spells: (spirit 24%) Heal 2, Countermagic 1. (divine 94%) Extension, Spirit Block 2.

Skills: Climb 84, Jump 47, Throw 58, Fast Talk 30, Orate 19, Evaluate 40, Human Lore 34, Read/Write Armanian 13, Conceal 49, Devise 38, Sleight 49, Hide 58, Sneak 47, Ceremony 19.

Magic Item: gold dragon pendent with Shield 2 matrix, Shortsword contains Bladesharp 3 matrix, Sai holds Protection 6 matrix.

Treasure: medium diamond ear stud, silver arrow head pendant and chain, 1 ounce of gold dust.

Notes: Korina wears a soft leather hauberk and sleeves, her Sai is coated with POT 20 poison and she will occasionally attack with this weapon and parry with the shortsword.

ANGAR

Angar is a knife fighter who makes a living by killing people. He usually calls them out in an inn or simply attacks them in the street. His services are sought after by any who bare a grudge but do not care to settle it personally.

He rents a single room in a three story building controlled by a pimp. One of the girls has a facility with stitching and binding wounds (First Aid 56%) and when wounded he is usually well tended.

Angar: 29 year old male.

STR	17	Move 3	R Leg	0/5	___
CON	12	Hit Points 14	L Leg	0/5	___
SIZ	16	Fatigue 29-4=25	Abdomen	0/5	___
INT	13	Magic Points 10	Chest	0/6	___
POW	10	DEX SR 2	R Arm	0/4	___
DEX	17		L Arm	0/4	___
APP	12		Head	0/5	___

Weapon	SR	Attk%	Damage	Parr%	Pts
Dagger	3	95	1D4+3	30	6
Thrown Knife	2/7	95	1D3+1	—	4

Skills: Dodge 86, Jump 58, Fast Talk 37, First Aid 35, Listen 71, Scan 71, Sneak 53.

Treasure: silver finger ring with three medium jade stones.

Notes: carries five throwing knives, dagger is longer than normal and has a runcinate edge.

THE SLUMS

Areas (Slum)

01-09	Total Ruin (foundations only)
10-39	Partial Ruin (one or more wall standing)
40-59	Gutted Ruin (all walls remain)
61-64	Habitable Ruin (one room roofed)*
65-69	Good Ruin (all walls standing and roofed)*
70-79	Hut or Hovel*
80-00	Group or Individual

* Possible Location Encounter

D00 Location Encounters

01-02	Trickster Shrine
03-33	Thieves' Plaza
34-38	Garden
39-42	Jakar's Inn
43-48	Shan San's Dream House
49-67	Graveyard and Park
68-71	Marn in Residence
72-76	Alad in Residence
77-00	Group or Individual

D00 Group or Individual (Day)

01	Marn
02	Alad
03	Canart Leth
04	Banach Yasalan
05	Akiem Yasalan
06	Shan San
07	Jakar
08-11	Reaver (see Reavers Keep for Stats) Group of 1D20
12-26	Beggar
27-33	Corpse
34-35	Disease Carrier
36-41	Drover
32-33	Drunk
34-37	Footpad

38-56	Impromptu market
47-57	Street Gang
58-63	Slaver Gang of Paril Mas
64-66	Madman
67-69	Whore
70-74	Plague Victim
75-87	Street Vendor
88-92	Street Urchin
93	Troll
94-00	Victim

D00 Group or Individual (Night)

01	Marn
02	Alad
03	Canart Leth
04	Banach Yasalan
05	Akiem Yasalan
06	Shan San
07	Moarn
08	Karec
09-12	Reaver (see Reavers Keep for Stats) Group of 1D10
13	Beggar
14-23	Corpse
24	Disease Carrier
25-32	Drunk
33-49	Footpads
50-66	Street Gang
67-75	Slaver Gang of Paril Mas
76	Madman
77-79	Whore
80-81	Plague Victim
82-83	Street Urchin
84-88	Troll
89-90	Victim

Trickster Screams (Trickster Shrine)

Banach Yasalan came to Eldarad a decade ago, fleeing from his family, who are a house of assassins, after accepting and carrying out a contract against a cousin. As yet his family have no knowledge of his whereabouts but this may change.

He renounced the assassin deity of his family so that their divinations would not locate him and adopted the Trickster after finding an existing cult run by Irulka the Unwise, whom he supplanted shortly after being accepted as an Initiate. Irulka is effected by Remove Body Part on all locations: his body resides in several cages dotted around the temple.

He has been the priest of the Shrine for eight years and has built up a substantial following.

The Shrine is located in the cellars, beneath the gutted houses surrounding a shady courtyard, which have been joined by tunnels. This was once a Troll Temple.

The Shrine teaches Remove (Body Part), and a specific illusion of Weapon to Snake which will turn any single weapon effected into a large cobra for the spell duration.

As a test for initiatehood a candidate must drink a goblet of poison which is of a random POT from 1-20. If he survives he or she is accepted.

There is something approaching one hundred initiates of the Trickster in Eldarad.

Personalities of the Trickster Shrine

Banach Yasalan is a slightly built man with black hair and eyes; the right side of his face is a mass of burn scars which he acquired when an assassination by arson failed to go as planned. He is a rabid practical joker and his cruelty expresses itself in the fact that all his jokes have a vicious sting in the tail. The fate of Irulka the Unwise is one of his best jokes.

Banach Yasalan: 29 year old male, Priest of Trickster.

STR	11	Move 3	R Leg	2/4	___
CON	10	Hit Points 10	L Leg	2/4	___
SIZ	10	Fatigue 21 - 8 = 13	Abdomen	2/4	___
INT	12	Magic Points 13	Chest	2/5	___
POW	13	DEX SR 2	R Arm	2/3	___
DEX	17		L Arm	2/3	___
APP	08		Head	2/4	___

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	5	63	1D6 + 1 + poison	33	10
Sai	8	29	1D6	41	10

Spells: (spirit 57%) Befuddle, Speedart, Shimmer 5, Glamour 3, Disruption. (divine 92%) Reflection, Illusory Substance 3, Remove Head, Remove Arm, Weapon into Snake, (one use only) Shattering.

Skills: Climb 90, Jump 47, Throw 61, Fast Talk 36, Orate 22, Evaluate 49, Human Lore 35, Read/Write Armanian 16, Conceal 57, Devise 43, Sleight 57, Hide 56, Sneak 42, Ceremony 28.

Magic Item: 3 point Heal matrix in tigers tooth worn around neck on silver chain.

Notes: wears hard leather armor, shortsword is coated with a poison of a potency not less than 10.

Locations

The site of the trickster shrine was once inhabited by Trolls, and is one of their abandoned temples. Evidence of their occupation may be found throughout the complex.

The outward appearance of the shrine is of a ruined courtyard comprising six gutted buildings. All around are gutted and crumbling ruins as may be found throughout the city. There is no outward sign of occupation.

When this location is encountered, either by accident or through design, the Gamemaster should decide how many initiates will be present: usually only half a dozen or so, unless the Gamemaster decides that it is Holy day in which case between fifty and a hundred initiates may be present, concentrated in location 9.

1. First Glance: bare room with damp, moisture seeping walls.

Track: several human tracks crisscross the room, most leaving towards 2 and 3.

2. First Glance: as 1.

Scan: a disembodied human arm lies in a bronze cage hanging from the ceiling. Its hand grasps the bars and is shaking the cage.

If the hand is touched it will jerk back and begin to make a repetitive movement: an INT × 3 roll will reveal that it is writing with a nonexistent quill. If the cage is opened (simple Devise roll) and quill and paper are provided the hand will write the following message (it is advised that the Gamemaster close

his eyes, and write left handed with his arm flat on the table whilst writing the message for the Characters, and let them make what they will of it): "Get me out of here! My head is with Banach! Curse him! I have a map to the tomb of Tarnak, it is yours if you GET ME OUT OF HERE!"

3. First Glance: the room is full of rubble and dust. Three humanoid figures are busy clearing the rubble.

A disembodied human leg is here, in a cage similar to that found at 2.

Denizens: the figures are Zombies who are intent about their task, they will only fight if attacked.

4. First Glance: there are three bare cots in this room.

Closer Looks: a human torso lies in a corner of the room. If examined it may be determined that it is breathing and the heart is still beating.

5. First Glance: as 4.

Closer Looks: nothing of interest to be found.

Note: The rock fall which separates location 6 and 7 from the rest of the temple will take sixty minutes for one person to clear, forty minutes for two people, and twenty minutes for three people. There is only enough room for three people to work here.

KASHTIG'S LAIR

6. First Glance: many casks and barrels lie shattered against the walls. A huge, open barrel lies like an open cave mouth against one wall.

Closer Looks: the remains of a corpse lies on the floor, the bones and head are all that remain, and the bones have been cracked for their marrow. The corpse will most likely be a sheep or goat but there is a 25% chance that it will be human.

Denizens: 65% chance of Kashtig (day), 25% chance of Kashtig (night). He will be resting in the huge barrel, concealed amongst a great deal of straw, sawdust, furs etc. and will attack only if discovered as, if he is here he has eaten recently.

7. First Glance: bare room.

8. First Glance: bare room as 1.

Closer Looks: a short, bare rock corridor leads to the sewer. The sewer is a round tunnel large enough for single file only. It is usually knee deep in effluent of a particularly viscous and foul nature.

9. First Glance: a large, bare, dry stone room with stone floors and a vaulted ceiling.

Closer Looks: the walls were once decorated with frescos of some Troll deity which have now been obscured by many images of a disembodied human head helpless with mirth. A large stone throne stands behind an altar which is simply a table with a black and gold cloth thrown over it. The area around both throne and altar are Sanctified.

Denizens: Banach Yasalan will likely be here, sitting on the throne and playfully tormenting Irulka

the Unwise: holding his head up by its long hair and flicking his nose whilst Irulka curses him hysterically. If the Characters are openly carrying Irulka's limbs, torso or abdomen Banach will grasp the situation at once. He will threaten to beat Irulka's head against the floor if they approach or begin casting spells. In the three way negotiation which should follow Irulka wants his freedom (and a chance to kill Banach); Banach wants the Characters to go away, he may offer wealth from the chest under the Throne (but not from his private hoard which is well hidden elsewhere), initiatehood with the Trickster god, or anything else which comes to mind). If necessary he will throw Irulka's head high in the air and flee through his private quarters and the secret passage to 8, and the sewers beyond.

Treasure: under the throne lies a chest which contains various items of silver and gold: platters, goblets, cutlery, and buckles, as well as half a dozen armbands and rings. Most of these items contain little gold or silver, or are simply gold leaf over lead or bronze. The whole amounts to Barter Class 5.

10. First Glance: a comfortable room with carpets, and furnishings. The walls are covered in wood panelling.

Closer Looks: The room shows signs of regular but short term occupancy. The floors are dusty except for certain areas which appear to be well used. The bed, a table with a small chest beneath, a plain table with writing equipment laying upon it. Irulka's other arm is here, in a cage similar to that found at 2. In the chest there are seven flasks: each contains one or two doses of poison POT 1D20; there is also a plain gold leaf goblet.

Search: the secret door will open if leaned against.

11. First Glance: a dark cave.

Closer Looks: a statue of a humanoid is carved out of the rough stone of the cavern, near its centre. This is in fact a Troll totem, and the cave was their temples heart.

In a cage near the entrance lies a disembodied human leg which is kicking futilely at the bars.

At the feet of the totem lie three pouches which appear to have been thrown casually from a distance. One contains gems equal to 148 carats (turquoise, topaz, jade, opal); the second contains silver and gold coins equal to Barter Class 6 (2500 L); the third contains nineteen silver fingers and ear-rings (B.C.2.), and six bracelets and necklaces of Barter Class 3.

Denizens: seven Ghosts.

Ghost One: INT 09 POW 14

Ghost Two: INT 11 POW 14

Ghost Three: INT 15 POW 17

Ghost Four: INT 07 POW 13

Ghost Five: INT 17 POW 22

Ghost Six: INT 12 POW 16

Ghost Seven: INT 12 POW 14

12. First Glance: bare room, as 1.

13. First Glance: the ceiling of this room has collapsed, and leads by a slope of debris to a ruined building which is overgrown.

Sample Zombie

STR	15	Move 2	R Leg	0/6	—
CON	18	Hit Points 18	L Leg	0/6	—
SIZ	18	Fatigue 33 = 33	Abdomen	0/6	—
INT	06	Magic Points 01	Chest	0/8	—
DEX	07	DEX SR 4	R Arm	0/5	—
APP	04		L Arm	0/5	—
			Head	0/6	—

Weapon	SR	Attk%	Damage	Parr%	Pts
Fist	5	35	1D3 + 1D6	18	3

Average Trickster Initiate

STR	11	Move 3	R Leg	0/5	—
CON	12	Hit Points 13	L Leg	0/5	—
SIZ	14	Fatigue 23 - 6 = 17	Abdomen	0/5	—
INT	11	Magic Points 10	Chest	2/6	—
POW	10	DEX SR 3	R Arm	1/4	—
DEX	10		L Arm	1/4	—
APP	12		Head	0/5	—

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	5	37	1D6 + 1 + 1D4	22	10
Dagger	8	22	1D4 + 2 + 1D4	12	6

Spells: (Spirit 44%) Bladesharp or Protection 1; (Divine 94%) Remove Arm or Weapon into Snake.

Skills: Climb 52, Dodge 46, Jump 27, Throw 32, Fast Talk 17, Orate 12, Evaluate 22, Human Lore 17, Read/Write Tradetongue 07, Conceal 22, Sleight 22, Devise 17, Hide 21, Sneak 16, Ceremony 11.

Kashtlig: misshapen humanoid chaos being with moist green skin. INT is fixed.

STR	33	Move 4	R Leg	4/7	—
CON	21	Hit Points 21	L Leg	4/7	—
SIZ	20	Fatigue 54 = 54	Abdomen	4/7	—
INT	08	Magic Points 10	Chest	4/9	—
POW	10	DEX SR 2	R Arm	4/6	—
DEX	19		L Arm	4/6	—
APP	12		Head	4/7	—

Weapon	SR	Attk%	Damage
L Claw	5	62	1D8 + 2D6
R Claw	8	52	1D8 + 2D6
Bite	5	52	1D10 + 2D6

Chaotic Feature: reflects spells of up to 4 magic points back at caster without harm to itself.

Skills: Climb 84, Dodge 44, Jump 74, Listen 53, Scan 43, Track 43.

Notes: skin is equal to 4 point armor.

Thieves' Plaza

This is a small community made up of thieves, assassins, cut-throats, footpads, and other unsavoury characters. It is situated in a deserted area at the unofficial but generally recognised border between the Lost Quarter and the Slums.

Gallad is essentially a Robber Baron or Hedge Lord running a feudal establishment. The protection of the community from outside forces is easily obtained by simply moving into the area. The community survives solely on what it steals, much as the Reavers Keep but usually without direct, mass violence.

Gallad's rule is by terror, pure and simple: people obey him because death is the result of failing to do so.

There is no law here and arguments are usually settled by violence. There are many habitable buildings within the plaza and these may be occupied by any who see fit to do so, and believe they can hold their own in such company.

The population of the plaza varies constantly but is usually as high as one hundred individuals.

Personalities of Thieves' Plaza

Gallad is a young, dynamic individual. He existed as a thief and murderer in the gutters of the empire until he slew a man of some importance and was hunted and hounded until he sought the safety of exile in Eldarad. He stole and murdered here as he had all his life, making a home in a ruined and unexplored part of the city. He selected a few individuals to work with when occasion demanded; in his way he began to build a small nucleus of thieves and others who would accept his rule. Slowly, over the years, the Thieves' Plaza grew to its current size.

Gallad: 29 year old male, thief.

STR	15	Move 3	R Leg	1/4	—
CON	09	Hit Points 10	L Leg	1/4	—
SIZ	10	Fatigue 24 - 13 = 11	Abdomen	7/4	—
INT	16	Magic Points 10	Chest	7/5	—
POW	10	DEX SR 2	R Arm	5/3	—
DEX	17		L Arm	5/3	—
APP	15		Head	5/4	—

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	6	69	1D6 + 1 + 1D4	35	10
Dagger	7	45	1D4 + 2 + 1D4	25	6
Fist	7	69	1D3 + 1D4	40	3

Spells: (sorcery) Damage Boosting 28, Damage Resistance 19, Haste 13, Regenerate 14, Venom 22.

Skills: Climb 92, Dodge 43, Jump 49, Throw 63, Fast Talk 41, Evaluate 53, Human Lore 39, Conceal 63, Devise 49, Hide 59, Sneak 53, Intensity 24, Enchant 24.

Notes: Gallad usually only wears Soft Leather, but he has a scale hauberk, bezaunted hood and sleeves. When armed and wearing only leather add 6 to his fatigue and chance to cast spells.

Lorn is a grim, soulless character, self-obsessed and introspective. He is full of murderous intent, he is ruthless and unrelenting. He is a habitual killer and flies into murderous rages at the slightest provocation. He respects Gallad and follows him because Gallad shows no sign of nervousness in his company.

Lorn: 30 year old male, cut-throat.

STR	17	Move 3	R Leg	1/6	—
CON	16	Hit Points 16	L Leg	1/6	—
SIZ	15	Fatigue 33 - 16 = 17	Abdomen	6/6	—
INT	10	Magic Points 08	Chest	6/8	—
POW	08	DEX SR 3	R Arm	2/5	—
DEX	14		L Arm	2/5	—
APP	09		Head	2/6	—

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	73	1D6 + 1 + 1D4	28	10
Buckler	—	—	—	48	12
Thrown Knife	3/9	33	1D4	—	6
Dagger	8	43	1D4 + 2 + 1D4	38	6
Fist	8	63	1D3 + 1D4	28	3

Spells: (sorcery) Cast Back 22, Damage Boosting 11, Treat Wounds 07, Regenerate 04.

Skills: Climb 73, Jump 38, Ride 18, Throw 358 Fast Talk 23, Evaluate 35, First Aid 25, Human Lore 40, Conceal 58, Devise 38, Sleight 48, Listen 37, Scan 37, Hide 46, Sneak 31, Intensity 17, Summon 17.

Notes: Lorn carries 5 throwing knives. He usually wears leather only but has a ringmail hauberk.

Vaniam was a Noble of the Empire who fought in many campaigns as an officer until he slew his wife and her lover in a fit of rage after discovering them together. He fled, as many exiles do, to Eldarad. Here he took refuge in a bottle. Even drunk he was the match of many who attempted to lighten his burden of wealth by cutting his throat, but as the weeks and months passed he travelled a downward spiral and became a sot, selling everything he owned, save his sword, for drink. His reputation has saved him from death for many seasons. He survives in the Thieves' Plaza because he is found amusing.

Vaniam: 35 year old male, Sot (once a noble).

STR 16(10) ____	Move 3 (1)	R Leg	0/5(3) ____
CON 10(04) ____	Hit Points 14 (8)	L Leg	0/5(3) ____
SIZ 17 ____	Fatigue 26 (14) - 4 = 22 (10)	Abdomen	0/5(3) ____
INT 15(09) ____	Magic Points 16	Chest	0/6(4) ____
POW 16 ____	DEX SR 2 (4)	R Arm	0/4(3) ____
DEX 16(10) ____		L Arm	0/4(3) ____
APP 11(09) ____		Head	0/5(3) ____

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	5(7)	114 (29)	1D6 + 1 + 1D6 (1D6 + 1)	27 (07)	10 ____
Dagger	6(8)	69 (17)	1D4 + 2 + 1D6 (1D4 + 2)	102 (26)	8 ____
Fist	6(8)	59 (17)	1D3 + 1D6 (1D3)	27	3 ____

Spells: (sorcery) Cast Back 28 (07), Damage Boosting 28 (07), Damage Resistance 26 (07), Diminish STR 30 (18), Treat Wounds 30 (08), Spell Resistance 28 (07).

Skills: Dodge 87 (22), Ride 87 (22), Throw 67 (17), Fast Talk 74 (19), Orate 74 (19), Speak Armanian 94 (24), Speak Tradetongue 49 (13), Evaluate 50 (13), Human Lore 70 (18), World Lore 70 (18), Intensity 44 (11), Summon 44 (11).

Magic Item: Sword contains a Binding Enchantment for a Shade (this is vacant), and Bladesharp 5, Demoralize, Detect Magic, Disruption, 15 magic point, Shield 2, Spirit Block 3 matrices (divine 96%, and spirit 71%).

Notes: all figures in brackets are Vaniam's stats when falling down drunk, which is most of the time. If he ever becomes sober enough to realise that he is the object of ridicule he may sober up long enough to earn some respect. He owns nothing but his sword which he has never been quite drunk enough to sell, and no one has been quite brave enough to take it away from him.

Tann is a thief of consummate skill. He and his twin brother Ulann work as a team.

Tann and Ulann: 27 year old males, thieves.

STR 17 ____	Move 3	R Leg	1/3 ____
CON 10 ____	Hit Points 09	L Leg	1/3 ____
SIZ 08 ____	Fatigue 27 - 7 = 20	Abdomen	1/3 ____
INT 10 ____	Magic Points 09	Chest	1/4 ____
POW 09 ____	DEX SR 2	R Arm	1/3 ____
DEX 18 ____		L Arm	1/3 ____
APP 14 ____		Head	1/3 ____

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	61	1D6 + 1 + 1D4	39	10 ____
Dagger	8	39	1D4 + 2 + 1D4	29	6 ____
Fist	8	61	1D3 + 1D4	39	3 ____

Spells: (Tann): (sorcery) Enhance DEX 13, Haste 18, Sight Projection 11, Telepathy 14.

Spells: (Ulann): (sorcery) Neutralize Magic 12, Smother 14, Treat Wounds 19, Glow 08, Damage Boosting 04.

Skills: Climb 90, Dodge 43, Jump 51, Throw 63, Fast Talk 30, Evaluate 41, Human Lore 29, Conceal 53, Devise 41, Sleight 53, Hide 57, Sneak 45, Enchant 15, Intensity 15.

Treasure: both wear several finger rings tied onto strips of cloth which they wear interwoven with their long, greasy black hair.

Notes: both the twins wear soft leather armor.

Thieves' Plaza Locations

Most of the denizens of the Thieves' Plaza are poorly equipped, having no armor and using clubs and cudgels as weapons. Some possess daggers and one or two pieces of leather armor. Most of them venture into the Artisans' Quarter at night to pray upon the unwary, primarily newcomers to the city

1-7. These are ramshackle buildings with one or two habitable levels inhabited by 4-6 footpads with some leather armor and daggers: 1-4 housebreakers armed and armoured as above and owning crow-bars and other housebreaking equipment: 1-5 thugs, basic muscle men who work for others. They will have 1D6 items from Barter Class 2, in addition to blankets, drinking gourds, wooden cutlery and other gear of a like nature.

8. The Palace is a very basic drinking house ironically named. The availability of ale depends on how much effort to arrange for some to be stolen has been made by the proprietor in recent weeks. The proprietor is called Fingers as the fingers of his left hand are missing and despite this he has Sleight and Conceal skills of 100 percent. He has no other skills of measurable worth.

Vaniam can usually be found here, either drinking or passed out on the floor.

9. Tann and Ulann reside here. There is nothing of value here as Tann and Ulann carry what wealth they have with them at all times. There will be a certain amount of equipment here, grappling hooks, rope and other items of use to a thief.

10. The Hall is where Gallad and his close henchmen reside.

There is a store room here with Gallad's Cut (basically anything he takes a fancy to, in addition to any item of food which he always takes 50% of).

There will be half a dozen fighting men of one sort or another here at any one time; there may be as many as two dozen such.

Gallad's treasure totals some 20,000 Lara in coin, gems, jewelry, gold and silver. This treasure is kept in a locked room inside a single chest. If anyone other than Gallad opens the door he will be attacked by a Venom 12. Anyone other than Gallad attempting to open the chest, or move it, will be attacked by a second Venom 12, in addition a small Shade will be released into the room.

11. There are several camps in the ruins here. Some of the ruins are partially roofed and fighting for these areas is fairly commonplace. Very few of the individuals who reside here are armed with other than knives and basic clubs, bricks and improvised weapons are easily to hand.

12. There is a well here which is deep and gives good drinking water. The camp at 11 has overflowed into the square.

Jakar's Inn

Encounters (in addition to the run of the mill scum)

01-32	Canart Leth
33-36	Alad
37-43	Marn
44-54	Angar
55-57	Mabrath
58-63	Vaniam
64-71	Lorn
72-74	Tann
75-77	Ulann
78-84	Tann and Ulann
85-00	Akiem Yasalan

This building is a single large hall as most of the floor of the second story has fallen in: only a stairway and a single room remain, and this is the private chamber of Jakar. This is a hostelry and inn where a meal and floor space for the night may be purchased at a cost of any item from Barter Class 1 — there are no guarantees about the quality of the food, a continually bubbling stew is a permanent fixture over the fire pit in the centre of the hall — and drinks may be purchased by the bottle or jug at a similar cost.

A clear, sand strewn area lies around the fire pit where patrons can settle there arguments for the entertainment of their fellows.

There are one or two House Guests at any one time: these are men and women who look like they can take care of themselves. They receive free room and board in return for protecting Jakar if a fight should get out of hand. Any corpses are dumped on the threshold of the inn, if they are not gone by morning the House Guest is required to cart them off to the nearest communal grave.

1. Three stairs lead down into this dirt floor hall. There are many dilapidated chairs and tables scattered around. A large fire with a stew pot lies in the middle of the room surrounded by a sand strewn area.

1b. This serves as an secluded, private area; though, in fact it is neither.

2. A wooden plank set on barrels serves as a bar. Behind this is Jakar's stock, in barrels and casks.

3. A hall way runs beside the stairway, leading nowhere but giving a good view of the hall below.

4. This is Jakar's private room. Beneath a floorboard there is a small chest containing gold and silver coins and other valuables amounting to Barter Class 3: Jakar's hoard, by which he eventually hopes to buy passage.

Shan San's Dream House

This is a single room establishment where narcotics, supplied by Sylus Lun, may be purchased and utilized on the premises. The room is filled with three tier bunks where the patrons lie in a deep stupor. A curtained partition leads to a small room which is the private room of Shan San: one or more body

guards will also be present much of the time — these will be unarmored men with clubs (see average gang member for stats).

Herb Garden

This shady courtyard is hemmed in by gutted buildings and one building with roof and floors intact. A dry fountain stands in the centre of the courtyard and an arched gateway leads into a walled, overgrown garden. A Plant Lore roll will reveal many plants with healing qualities now grow wild here.

A Wood in the City

A large area of wooded open land; originally a park, it is now heavily overgrown.

Graveyard: a small area near the edge of the wood has been cleared and many graves are present. A large open grave with many corpses thrown in has yet to be filled. Several communal graves of this nature are dotted around the Artisans' Quarter.

Encounters in the area will only occur after one full hour spent in the wood.

1D8 Encounters: 1 per hour

1-2	1D10 Wild Dogs
3	1D3 Harpy
4	1D4 Ghoul
5	Natural Spring
6	Beggars
7	Rabbit in Snare
8	Lunatic

Sample Wild Dog

STR	06	Move	7
CON	10	Hit Points	7
SIZ	04	Fatigue	16 = 16
INT	05	DEX SR	3
POW	09		
DEX	13		

Weapon	SR	Attk%	Damage
Bite	9	36	1D8 - 1D4

Skills: Dodge 32, Listen 34, Track 74.

Hit Location	Melee	Missile	Points
RH Leg	01-02	01-02	0/3
LH Leg	03-04	03-04	0/3
Hind Q	05-07	05-09	0/4
Fore Q	08-10	10-14	0/4
RF Leg	11-13	15-16	0/3
LF Leg	14-16	17-18	0/3
Head	17-20	19-20	0/3

Sample Harpy

STR	14	Move	1/8 flying
CON	08	Hit Points	7
SIZ	05	Fatigue	22 = 22
INT	11	Magic Points	11
POW	11	DEX SR	2
DEX	17		
APP	03		

Weapon	SR	Attk%	Damage
Claw	8	35	1D6 + disease
Stone	2	35	1D6/3m dropped
Droppings	2	60	- 1D10 APP + disease

Skills: Scan 41.



Gallad, Prince of Thieves

Hit Location	Melee	Missile	Points
R Claw	01-02	01	1/3 ____
L Claw	03-04	02	1/3 ____
Abdomen	05-07	03-06	1/3 ____
Chest	08-09	07-11	1/4 ____
R Wing	10-13	12-15	1/3 ____
L Wing	14-17	16-19	1/3 ____
Head	18-20	20	1/3 ____

Sample Ghoul

STR	17 ____	Move 3	R Leg	0/4 ____
CON	11 ____	Hit Points 12 ____	L Leg	0/4 ____
SIZ	13 ____	Fatigue 28 = 28 ____	Abdomen	0/4 ____
INT	10 ____	Magic Points 13 ____	Chest	0/5 ____
DEX	10 ____	DEX SR 3	R Arm	0/3 ____
			L Arm	0/3 ____
			Head	0/4 ____

Weapon	SR	Attk%	Damage
Claw	8	29	1D6 + 1D4
Bite	8	29	1D6 + 1D4
Howl	3	Auto	Demoralize

Natural Spring: in a small glade in the woods a natural spring bubbles from the earth forming a small waterfall and a shallow brook which runs off into the woods. A group of twenty or so beggars and other lowlife have camped here and make a living from trapping the wildlife and gathering berries in season. They will fall upon anyone they believe they can kill if there is a chance of some gain. They have nothing of worth.

Sample Beggar

STR	11 ____	Move 3	R Leg	0/4 ____
CON	09 ____	Hit Points 11 ____	L Leg	0/4 ____
SIZ	13 ____	Fatigue 20 = 20 ____	Abdomen	0/4 ____
INT	11 ____	Magic Points 10 ____	Chest	0/5 ____
POW	10 ____	DEX SR 3	R Arm	0/3 ____
DEX	10 ____		L Arm	0/3 ____
APP	07 ____		Head	0/4 ____

Weapon	SR	Attk%	Damage	Parr%	Pts
Cudgel	7	17	1D6	17	4 ____

Lunatic: this particular madman roams through the woods living as an animal, killing rabbits and such with his bare hands. He is dirty and his hair is long and matted, his finger-nails are like claws. He is apt to froth at the mouth and go berserk if confronted. His STR and DEX are enhanced by his madness.

Lunatic

STR	26 ____	Move 4	R Leg	0/4 ____
CON	11 ____	Hit Points 11 ____	L Leg	0/4 ____
SIZ	10 ____	Fatigue 37 = 37 ____	Abdomen	0/4 ____
INT	04 ____	Magic Points 12 ____	Chest	0/5 ____
POW	12 ____	DEX SR 1	R Arm	0/3 ____
DEX	20 ____		L Arm	0/3 ____
APP	03 ____		Head	0/4 ____

Weapon	SR	Attk%	Damage	Parr%	Pts
R Claw	6	49	1D4 + 1D6	45	3 ____
L Claw	9	39	1D4 + 1D6	35	3 ____

Skills: Listen 36, Scan 36, Hide 23, Sneak 23, Dodge 35.

Personalities of the Slums

ALAD

Alad lives in the slums, sleeping where he may, constantly on the move. He makes a living by theft and the gathering and selling of overheard conver-

sations for food. He is not particularly intelligent and often gives incorrect information having misunderstood what he has heard.

Alad: 21 year old male.

STR	12 ____	Move 3	R Leg	0/4 ____
CON	11 ____	Hit Points 10 ____	L Leg	0/4 ____
SIZ	08 ____	Fatigue 23 - 2 = 21 ____	Abdomen	0/4 ____
INT	08 ____	Magic Points 05 ____	Chest	0/5 ____
POW	05 ____	DEX SR 2	R Arm	0/3 ____
DEX	18 ____		L Arm	0/3 ____
APP	09 ____		Head	0/4 ____

Weapon	SR	Attk%	Damage	Parr%	Pts
Knife	8	44	1D3 + 1	48	4 ____

Skills: Climb 75, Jump 60, Listen 49, Hide 49, Sneak 49.

CANART LETH

Canart Leth makes his living as a petty thief and cut-purse, just to keep his hand in, whilst scouring the city for the Trickster Shrine so that he can regain the use of the Divine spell Remove Hand so that he can replace a limb which he failed to replace within the spells duration when last he used it. So far his efforts to locate the shrine have been fruitless though he does know of its existence.

He spends most of his time at Jakar's Inn and Shan San's Dream House. At the former establishment he is a house guest, there to protect the proprietor in case of trouble in return for food and a place to sleep, in the latter he fences his stolen goods in return for narcotics of various kinds; these he either peddles on the street or uses, at his whim.

Canart Leth: 27 year old male, Initiate of Trickster.

STR	14 ____	Move 3	R Leg	0/3 ____
CON	04 ____	Hit Points 8 ____	L Leg	0/3 ____
SIZ	11 ____	Fatigue 18 - 4 = 14 ____	Abdomen	2/3 ____
INT	09 ____	Magic Points 10 ____	Chest	2/4 ____
POW	10 ____	DEX SR 3	R Arm	0/3 ____
DEX	15 ____		L Arm	0/3 ____
APP	10 ____		Head	0/3 ____

Weapon	SR	Attk%	Damage	Parr%	Pts
Dagger	5	57	1D4 + 2 + 1D4	21	6 ____

Spells: (spirit 46%) Heal 2, Protection 3. (divine 96%) Remove Hand*, Become Cat, Strike, Charisma, Crack, Group Laughter, Lie, Reflection.

Skills: Climb 82, Dodge 47, Jump 43, Throw 55, Fast Talk 28, Orate 16, Evaluate 40, Human Lore 28, Read/Write Armanian 11, Conceal 47, Devise 35, Sleight 47, Hide 50, Sneak 38, Ceremony 21.

Notes: Canart wears a hard leather hauberk concealed beneath his outer clothing. Canart is well travelled and has encountered many Trickster shrines, as witness the number of divine spells he knows. These spells, however, are effectively one-use as regaining them would involve a long journey. Used spells are marked with an asterisk.

MARN, THE BEGGAR ASSASSIN

Marn pursued careers as Minstrel and Soldier in the Empire, coming to Eldarad some eight years ago where he, as many before him, found himself paupered in short order. Soon he took to theft and murder and managed to keep himself alive though his life was one of poverty. Some three years ago he had the good fortune to slay the previous owner of the Cloak of Stealth. He has found that there are many opportunities for employment for an assassin with a hundred percent record of success. He maintains his persona as Marn the beggar, surfacing only when there is work to be done. He has amassed a

fair amount of wealth which he has buried beneath the flag-stones of the cellar of one of his dwellings. He has no fixed abode but returns to this location to add to his store after every successfully undertaken assassination.

His hoard amounts to thirty items of treasure from Barter Class 3.

Marn: 33 year old male, assassin, Initiate of Trickster.

STR	11	Move 3	R Leg	0/4	
CON	12	Hit Points 12	L Leg	0/4	
SIZ	11	Fatigue 23 - 2 = 21	Abdomen	0/4	
INT	10	Magic Points 08	Chest	0/5	
POW	08	DEX SR 2	R Arm	0/3	
DEX	18		L Arm	0/3	
APP	10		Head	0/4	

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	6	75	1D6 + 1	33	10
Buckler	—	—	—	53	8
Stiletto	7	47	1D3 + 1 + poison	23	4
Comp. Bow	2/7	54	1D8 + 1	—	7

Spells: (spirit 38%) Disruption, Shimmer 3. (divine 98%) Dismiss Magic, Extension, Spirit Block 2, Illusory Sound 2.

Skills: Climb 72, Dodge 74, Jump 41, Ride 23, Throw 69, Fast Talk 30, Orate 32, Sing 19, Speak Armanian 34, Speak Tradetongue 04, Evaluate 29, First Aid 25, Human Lore 56, Read/Write Armanian 18, Conceal 58, Devise 40, Sleight 58, Play Lap Harp 34, Listen 35, Scan 35, Hide 48, Sneak 35, Ceremony 25.

Magic Item: bronze wristband contains Heal 3 matrix and a Binding Enchantment for a Power Spirit (POW 12). Beneath his rags Marn wears a Cloak of Stealth which gives a 60% bonus to Hide and Sneak when worn as an outer garment.

Notes: Marn usually carries only the stiletto which is easily concealed and coated with a POT 19 poison. Carries a bottle containing 12 doses of POT 12 poison in the form of a paste. Poison on the stiletto lasts for three strikes or a single wounding, whichever comes first.

THE YASALAN CLAN ASSASSINS

Three members of the Yasalan Clan of assassins have been sent to Eldarad to hunt out and slay Banach Yasalan after word reached the clan of his whereabouts through the tales of an Outbound.

They spend most of their time apart: Akiem in the slum, Bacan in the Lost, and Cornalie in the Artisans' Quarter. They meet regularly to exchange news.

Akiem Yasalan: 32 year old male, initiate of assassin god.

STR	13	Move 3	R Leg	1/4	
CON	12	Hit Points 10	L Leg	1/4	
SIZ	08	Fatigue 25 - 6 = 19	Abdomen	3/4	
INT	17	Magic Points 15	Chest	5/5	
POW	15	DEX SR 2	R Arm	1/3	
DEX	16		L Arm	1/3	
APP	13		Head	4/4	

Weapon	SR	Attk%	Damage	Parr%	Pts
Dagger RH	8	64	1D4 + 2 + poison	25	6
Dagger LH	8	47	1D4 + 2 + poison	42	6
Thrown Knife	2/7	37	1D3 + 1 + poison	—	4

Spells: (spirit 69%) Speedart, Bladesharp 2. (sorcery) Damage Resistance 22. (divine 100%) Shattering 5.

Skills: Climb 99, Jump 52, Throw 69, Fast Talk 51, Orate 34, Evaluate 63, Human Lore 46, Read/Write Armanian 29, Conceal 71, Devise 54, Sleight 71, Hide 64, Sneak 47, Ceremony 37, Intensity 32.

Notes: Akiem wears soft leather on all locations except his head; this armor is worn under his clothing. His head, chest and abdomen have been treated with Armoring enchantment.

All of Akiem's weapons are coated in a POT 9 poison.

Bacan: 30 year old male, initiate of assassin god.

STR	09	Move 3	R Leg	1/6	
CON	16	Hit Points 17	L Leg	1/6	
SIZ	18	Fatigue 25 - 10 = 15	Abdomen	1/6	
INT	14	Magic Points 13	Chest	2/8	
POW	13	DEX SR 3	R Arm	2/5	
DEX	15		L Arm	2/5	
APP	09		Head	0/6	

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	73	1D6 + 1 + 1D4	21	10
Comp. Bow	3/9	83	1D8 + 1	—	7
Dagger	8	43	1D4 + 2 + 1D4	11	6

Spells: (spirit 55%) Speedart, Protection 2. (divine 90%) Shattering 5.

Skills: Climb 66, Dodge 41, Jump 31, Ride 11, Throw 54, Fast Talk 30, Orate 25, Evaluate 39, First Aid 29, Human Lore 44, Read/Write Armanian 19, Conceal 48, Devise 38, Sleight 43, Listen 44, Scan 44, Hide 39, Sneak 24, Ceremony 30.

Notes: Bacan wears soft leather trews and hard leather cuirass and greaves under his cloths.

Cornalie: 27 year old male, initiate of assassin god.

STR	11	Move 3	R Leg	2/5	
CON	10	Hit Points 13	L Leg	2/5	
SIZ	15	Fatigue 21 - 9 = 12	Abdomen	2/5	
INT	14	Magic Points 12	Chest	2/6	
POW	12	DEX SR 2	R Arm	2/4	
DEX	17		L Arm	2/4	
APP	11		Head	2/5	

Weapon	SR	Attk%	Damage	Parr%	Pts
Rapier	6	61	1D6 + 1 + 1D4	28	8
Main Gauche	7	22	1D4 + 2 + 1D4	52	10
Dagger	7	39	1D4 + 2 + 1D4	18	2

Spells: (spirit 51%) Bladesharp 3. (divine 91%) Shattering 4.

Skills: Climb 79, Jump 40, Throw 52, Fast Talk 35, Orate 23, Evaluate 45, Human Lore 33, Read/Write Armanian 16, Conceal 53, Devise 41, Sleight 53, Hide 46, Sneak 34, Ceremony 27.

Magic Item: Heal 4 matrix in medium pearl set in sword hilt.

Notes: wears hard leather armor.

The Lost Quarter

Areas (Lost Quarter)

01-35	Total Ruins (foundations only)
36-45	Partial Ruins (one or more wall standing)
46-50	Gutted Ruins (all walls remain)
51-68	Habitable Ruins (one room roofed)*
69-79	Good Ruins (all walls standing and roofed)*
80-89	Inhabited Ruin (rebuilt or repaired)*
90-00	Group or Individual
* Possible Location Encounter	

D00 Location

01-27	Reavers' Keep
28-46	Troll Temple
47-51	Sasorlim's Tower
52-62	Slaver Compound of Paril Mas
63-76	Jakal's Lair
77-79	Moran's Lair
80-00	Group or Individual

D00 Group or Individual (Day)

01	Marn
02	Paril Mas with Guard
03	Jakal
04	Banach Yasalan
05-26	Reavers (see Reavers Keep for Stats) Group of 1D20
27-50	Corpse
51	Disease Carrier
52-55	Raid
56	Impromptu market
57-66	Street Gang
67-69	Slaver Gang of Paril Mas
70-72	Madman
73	Whore
74	Street Vendor
75	Pimp
76	Drovers
77	Plague Victim

78	Natives
79	Trappers
80	Street Vendor (Maps)
81-83	Street Urchin
84-85	Troll
86-00	Victim

D00 Group or Individual (Night)

01	Marn
02	Banach Yasalan
03	Angar
04	Lorn
05-17	Moarn
18-21	Karec
22-28	Jakal
29-52	Corpse
53	Disease Carrier
54	Drunk
55-58	Footpads
59-62	Raid
63-73	Street Gang
74	Slaver Gang of Paril Mas
75	Madman
76	Whore
77	Pimp
78	Plague Victim
79-80	Street Urchin
81-83	Troll
84-00	Victim

Slavers' Compound

Paril Mas came to Eldarad some ten years ago, and he has since made considerable wealth from the slave trade within the city and with the Empire through the Trading Post. He deals with all comers buying slaves from any who wish to sell: it is common practice for parents to sell a child to Paril Mas when they fall on hard times. He also sends his Gangs into the streets to prey on the unwary, and into the wilderness to enslave the primitive natives who are in some demand in the Empire. He maintains a body of thirty mercenary guards.

Paril Mas is a fat, self-indulgent character who takes his pleasure where he can find it. He is totally amoral.

Lanak is the captain of the mercenary guard which protects the compound. He is a competent warrior, and a seasoned campaigner. He came to Eldarad some four years ago and placed himself on the open market after gaining a reputation as a ruthless killer. Many bids were forthcoming, but Paril Mas eventually offered a price to the liking of Lanak.

Paril Mas: 30 year old male, slaver.

STR	10	Move 3	R Leg	0/5	—
CON	07	Hit Points 13	L Leg	0/5	—
SIZ	18	Fatigue 17 - 4 = 13	Abdomen	0/5	—
INT	17	Magic Points 08	Chest	0/6	—
POW	08	DEX SR 4	R Arm	0/4	—
DEX	07		L Arm	0/4	—
APP	08		Head	0/5	—
Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	44	1D6 + 1 + 1D4	14	10
Dagger	8	34	1D4 + 2 + 1D4	19	6
Bite	8	59	1D3 + venom	—	—

Spells: (sorcery) Damage Resistance 16, Spell Resistance 16, Treat Wounds 18.

Skills: Throw 44, Fast Talk 70, Orate 40, Speak Armanian 80, Speak Tradetongue 35, Evaluate 87, First Aid 32, Human Lore 72, Read/Write Armanian 37, Devise 39, Search 24, Enchant 18, Intensity 18.

Magic Item: medium ruby set in silver ring contains Heal 4 matrix. A golden tooth which inflicts poison damage when damage is done through a Bite attack. POT is equal to magic points expended when it is activated.

Treasure: Paril Mas wears, at all times, two dozen pieces of jewelry of Barter Class 3.

Notes: Paril Mas wears no armor.

Lanak: 39 year old male, mercenary.

STR	17	Move 3	R Leg	4/6	—
CON	17	Hit Points 18	L Leg	4/6	—
SIZ	18	Fatigue 34 - 25 = 9	Abdomen	7/6	—
INT	12	Magic Points 11	Chest	7/8	—
POW	11	DEX SR 3	R Arm	6/5	—
DEX	15		L Arm	6/5	—
APP	14		Head	6/6	—
Weapon	SR	Attk%	Damage	Parr%	Pts
Greatsword	5	118	2D8 + 1D6	99	12
Shortsword	6	103	1D6 + 1 + 1D6	25	10
Dagger	7	91	1D4 + 2 + 1D6	15	6

Spells: (spirit 30%) Bladesharp 5, Heal 3. (sorcery) Damage Boosting 26, Damage Resistance 16; (in matrices) Palsy 28, Enhance STR 21, Enhance CON 29.

Skills: Throw 73, Orate 30, First Aid 60, Speak Tradetongue 32, Read/Write Kursig 22, World Lore 55, Conceal 94, Listen 99, Scan 99, Search 56, Track 60, Hide 29, Sneak 29, Ceremony 55, Intensity 30.

Magic Item: binding enchantment in sword blade holds Magic Spirit (INT 10 POW 14 Spells: Shield 6) and Power Spirit (POW 12). Matrices in gold torque for Palsy, Enhance STR, Enhance CON.

Treasure: gold torque, cloak made of fur of white seal.

Notes: wears chain hauberk, lamellar helm and vambraces, and bezainted greaves. Normally fully armed and armoured only on duty, otherwise will wear hauberk under cloths and carry shortsword and dagger only, in which case add 13 to his fatigue and chance of casting spells.

Locations

The Slavers Compound is located on a small hill within the Lost Quarter, near the Artisans' Quarter. A fifty yard strip circling the compound has been cleared of buildings.

1. Hall of Paril Mas: a large communal hall where Paril Mas holds court. The cream of the mercenaries, some eighteen men and women, have their quarters here and form Paril Mas' personal guard (whenever he leaves the compound they will be with him (he will be traveling in a palanquin carried by six slaves) these mercenaries will have fifteen years experience as warriors or soldiers).

Paril Mas has a private room at the back of the hall. There is a treasure here amounting to 50 items of Barter Class 4. His private chamber is protected by a Warding 8; this spell was demanded as a ransom for the return of a captured Priest.

2. Barracks: these thirteen habitable houses are the quarters of the thirty to forty mercenaries who have been attracted to the wealth and power of Paril Mas. These will have various experience as warriors, soldiers, thieves, etc., up to ten years.

3. Huts: these are the hovels of the thirty or so thugs and roughnecks who constitute slaver gangs (see average gang member for stats).

4. Square: the slavers block is here, any desiring to purchase slaves must come to Paril Mas to trade. He conducts the auctions personally. Auctions are

held one day per month, or whenever a ship from the empire has docked at the Trading Post.

5. Slave Pits: these pits are covered with wooden gratings and can hold up to thirty individuals each though they rarely hold this many; the numbers of slaves held tends to peak for two weeks preceding the expected arrival of a trader from the Empire.

6. Storehouse: this holds the stores for the entire Compound. There is enough food here to feed one hundred people for thirty days.

6a. Cooking Area: this outside cooking area is for the slaves only, other inhabitants have their own hearths.

7. Watchtower: this two story wooden tower holds seven mercenary guards at all times. They are armed with bows.

Reavers' Keep

Carthag, chief of the Reavers, was born in Eldarad and spent his formative years in poverty. His parents were nobility in exile and died in his youth. Carthag survived by stealing, and killing for food. When still young he was adopted by the leader of the Reavers. He learned well and as time passed he became harsh and cruel; when his benefactor died it was he who survived the struggle for leadership. Five years ago, sick of outdoor living he lead his men into the ruins of the city where they took over a ruined Temple, absorbing the group of murderers and thieves who had previously occupied it. Over the last five years the remains of the temple have been added to substantially and Carthag's Reavers have grown in numbers to be one of the largest groups in Eldarad. Carthag's appetite for cruelty was the motivating force behind the pit fighting which is one of the Reavers' main pastimes. Other groups within the City regularly bring champions to fight Karmar, Carthag's champion. Paril Mas, Gallad, and numerous other Power groups have advanced champions who have fallen before Karmar. Large wagers are commonplace. Karmar has never lost.

Carthag commands a force of ninety-five Reavers who are fanatically loyal. Including the slaves which serve Carthag and the Reavers the population of the keep is one hundred and ten men and women.

Personalities

Carthag is a hard, violent man who depends and receives absolute loyalty from his underlings. His appetite for spilled blood is seemingly insatiable. He trusts no one, and any underling he suspects (and his suspicions are easily aroused) of ambitions against him are forced to face Karmar in the pit. He has amassed a good deal of wealth and has no wish to leave Eldarad. He is ignorant and not particularly intelligent but is the possessor of a ruthless cunning which is equal to most situations.

Karmar fought for many years in the arenas of the empire. He escaped, with seven other gladiators, and fled the empire, coming at last to Eldarad. He and his companions attempted a career as tomb robbers but were unlucky enough to discover, by chance, the tomb of some great power. Only he escaped alive. He was possessed by a passion spirit which robbed him of intellect. When chance brought him to the Reavers Keep he was taken as a slave, retaining enough wit to follow simple commands. Some weeks later a Reaver began to beat him for fun. Karmar slew him with his bare hands. When Carthag heard of this he commanded his pet Shaman, Regda, to investigate. After a time the spirit was exorcised, and Karmar became a pit fighter. He shortly rose to be Carthag's champion.

He hates Carthag bitterly and would like nothing better than to squeeze the life out of him. He also wishes his freedom and another crack at the tomb which killed his companions.

Regda is an insane Shaman of some power. He obeys Carthag as Carthag supplies a narcotic drug which Regda is addicted to. If the supply is withdrawn Regda will lose one point of CON per day until he dies.

Mithair and Ferthan are Carthag's lieutenants. They obey him without question, acutely aware that they can be replaced on very short notice.

Carthag: 31 year old male, Leader of Reavers.

STR	15	Move 3	R Leg	2/4
CON	10	Hit Points 12	L Leg	2/4
SIZ	13	Fatigue 25 - 14 = 11	Abdomen	7/4
INT	09	Magic Points 10 + Power	Chest	5/5
POW	17	Spirit 16 = total 33	R Arm	5/3
DEX	11	DEX SR 3	L Arm	5/3
APP	14		Head	2/4

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	7	74	1D8 + 1 + 1D4	26	10
Target Shield	—	—	—	72	12
Javelin	3/9	48	1D8	—	8
Dagger	8	34	1D4 + 2 + 1D4	26	6

Spells: (spirit 71%) Bladesharp 3, Protection 5, Demoralize.

Skills: Throw 26, Sing 16, Speak Tradetongue 41, Animal Lore 32, First Aid 42, Human Lore 16, Plant Lore 32, World Lore 22, Conceal 28, Listen 64, Scan 58, Search 38, Track 28, Hide 11, Sneak 11, Ceremony 46, Enchant 19, Summon 31.

Magic Item: silver circlet with a large ruby with a binding enchantments containing a Passion Spirit (Madness POW 12), a Magic Spirit (INT 10 POW 18 Spells: Heal 7); and a Power Spirit (POW 16).

Treasure: everything in the Keep is Carthag's property and he will carry whatever wealth he wishes.

Notes: Carthag doesn't usually wear armor, and even when he does will rarely wear a helm. Though he is proficient with the Javelin he never carries one. Carthag has a ringmail hauberk with sleeves, and leather treads.

Karmar: 31 year old pit fighter.

STR	18	Move 3	R Leg	0/12
CON	18	Hit Points 17 + 19 = 36	L Leg	0/12
SIZ	16	Fatigue 36 - 1 = 35	Abdomen	0/12
INT	10	Magic Points 11	Chest	0/15
POW	11	DEX SR 2	R Arm	0/9
DEX	17		L Arm	0/9
APP	07		Head	0/12

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	5	104	1D6 + 1 + 1D6	30	10
Buckler	6	16	1D4 + 1D6	98	8
2H Battle Axe	5	91	1D8 + 2 + 1D6	30	8
Fighting Claw	6	116	1D4 + 1 + 1D6	30	3
H Cestus LH	6	96	1D3 + 2 + 1D6	89	8
Grapple	6	97	special	—	—

Skills: Dodge 94, Martial Arts 63.

Notes: Karmar is not permitted armor. When armed he uses the Fighting Claw and Cestus.

Regda: 33 year old male, Shaman.

STR	07	Move 3	R Leg	0/3	—
CON	07	Hit Points 09	L Leg	0/3	—
SIZ	11	Fatigue 14 - 7 = 7	Abdomen	1/3	—
INT	16	Magic Points 10 + Power	Chest	1/4	—
POW	15	Spirit 8 = total 23	R Arm	0/3	—
DEX	16	DEX SR 2	L Arm	0/3	—
APP	07	—	Head	1/3	—

Weapon	SR	Attk%	Damage	Parr%	Pts
1HS Spear	6	53	1D8 + 1	28	10
Target Shield	—	—	—	50	12
Dagger	7	43	1D4 + 2	28	6

Spells: (spirit 65%) Befuddle, Strengthening Enchantment, Bladesharp 4, Summon and Control Spell Spirit, Passion Spirit, Magic Spirit, Power Spirit, Intellect Spirit. (Known by Fetch) Darkwall, Demoralize, Detect Enemy, Detect Magic, Dispel Magic 5, Disruption, Heal 5. (stored in Intellect Spirit) Protection 3, Spirit Screen 4.

Skills: Ride 50, Throw 60, Sing 32, Animal Lore 55, First Aid 69, Human Lore 39, Plant Lore 45, World Lore 55, Listen, 50, Scan 50, Track 50, Ceremony 73, Enchant 60, Summon 84.

Notes: Regda wears no armor but a wolf skin cloak and hood gives him some protection. He carries weapon only when absolutely necessary.

Fetch: INT 17 POW 18. Controlled Spirits: Intellect Spirit (INT 09 POW 06); Power Spirit (POW 08).

Average Reaver

STR	12	Move 3	R Leg	1/4	—
CON	11	Hit Points 12	L Leg	1/4	—
SIZ	13	Fatigue 23 - 14 = 9	Abdomen	3/4	—
INT	10	Magic Points 10	Chest	2/5	—
POW	10	DEX SR 3	R Arm	2/3	—
DEX	11	—	L Arm	5/3	—
APP	12	—	Head	2/4	—

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	7	54	1D8 + 1 + 1D4	24	10
Target Shield	—	—	—	50	12
Javelin	3/9	38	1D8	—	8
Dagger	8	28	1D4 + 2 + 1D4	14	6

Spells: (spirit 71%) Bladesharp 2 or Protection 2 or Demoralize.

Skills: Throw 33, Animal Lore 31, First Aid 21, Plant Lore 21, Devise 18, Listen 43, Scan 37, Search 37, Track 17, Ceremony 16.

Notes: Reaver armor is usually assorted leather with one or two pieces of metal armor. Many have some missile weapon, from sling to longbow, and will have the same percentage as the Javelin example.

Keep Locations

The temple has been so ravaged by time and altered by the presence of the Reavers that it is impossible to determine what deity the temple was dedicated to.

1. Outer Court: this area is enclosed by the crumbling remains of the four meter walls which encompassed the original temple. Within are some thirty mud and thatch huts. The whole area is ankle deep in muck, and planks have been thrown on the ground to act as walkways.

A wooden rampart has been erected one meter below the lip of the wall. The gate has long since rotted away but was recently replaced by planks taken from the hull of a ship whose captain decided

to risk beaching some distance from the Trading Post. The gate is heavily barred.

This outer court is also the enclosure for the Reavers livestock, which comprises some forty pigs which run wild in this area.

2. The Inner Court: a half a dozen steps lead up to a pillared entrance which once lead into the temples main hall. This is now an inner courtyard. Three large buildings have been built from the rubble which remained in this area, supplemented by wood and thatch.

3. The Hall: this is the hall of Carthag. He and his most loyal dozen followers reside here. His treasure is littered around his high seat, which is situated at the back of the hall, on an area covered by furs from various animals. He has no particular interest in wealth, but checks it every day to be sure nothing is missing. Nothing ever is. The treasure amounts to some 100 items from Barter Class 3 (gold rings, silver bracelets, etc.); 1,000 gold and silver coins; a dozen bolts of expensive cloth dyed bright red, blue, and green; sea charts and navigators tools. Also there are many shields and weapons here, to indicate his prowess at arms. A small chest of gold holds the narcotic which keeps Regda in line; Regda dare not steal it as he is ignorant of who the supplier is: an elaborate routine for replenishing the supply from Sylus Lun has been worked out so that Regda will not find out.

4. The Hut of Regda: there is little of interest here; Regda sleeps on a pile of furs, often in a drug induced stupor.

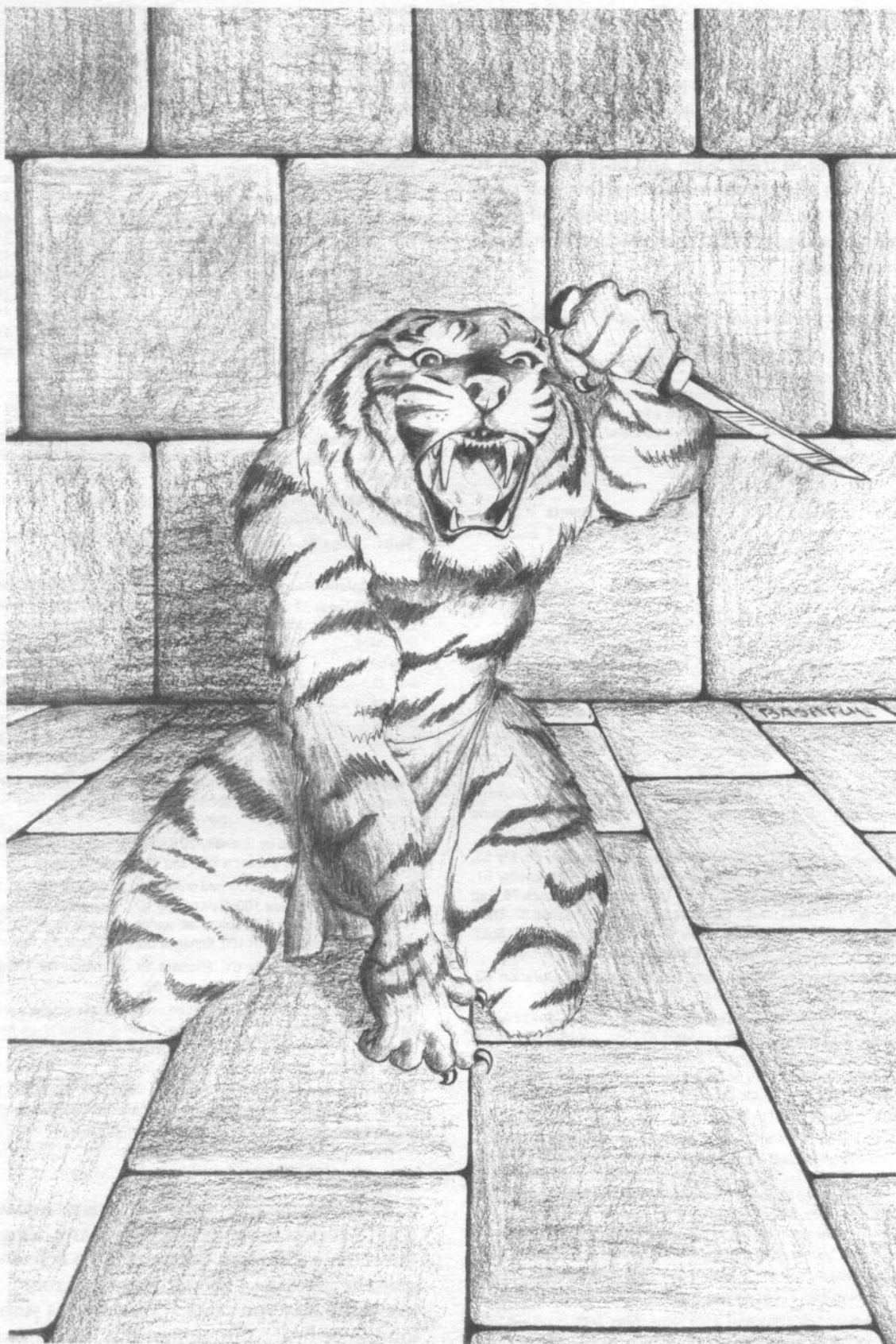
5. Slaves Barracks: the slaves are kept here. A locked door and fear is all that keeps individuals from escape.

6. The Pit: the pit is shorn up with wooden logs so that it is not rained out; it is also covered by a large tarpaulin. A covered area has been built at the edge so that Carthag and his guests can watch the fighting in comfort.

No spell may be cast upon pit slaves before or during combat. They may not wear armor. They may not use any other weapon than some manner of festus or dagger.

7. The Tower: this is an elegant minaret, once used to call the faithful to worship. Now a two-man watch is kept at its top.

8. Store: this is the storage area for the entire Keep and is well stocked with barrels of ale and wine, smoked meats, grain and other foodstuffs. It is locked at all times, and only the Slave Master, a slave placed in a position of power over his fellows, has a key.



Jakal of the Tiger's Head Tribe

The Tower of Sasorlim

Sasorlim is a tall, emaciated individual who appears to be some forty years old but is in fact just over a hundred. He values his privacy and does not care for casual visitors: his tower is well protected. He is fairly willing to trade with any brave enough to approach him. He is occasionally seen in other parts of the city as he tracks down some tidbit bit of information, rumour of which has reached him in one way or another.

Sasorlim: at least a hundred and twenty year old male, Mage.

STR 08(28)	Move 3
CON 09(29)	Hit Points 13 + 25 = 38
SIZ 16	Fatigue 57 - 2 = 55
INT 17	Magic Points 32 (from Tapping)
POW 16	+ Flitter 28 + Golem 66 + Power Spirits
DEX 20	39 + Killer Whale 11 + Headband 76 =
APP 10	252 Total
	DEX SR 1
	Free INT 17

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

Sasorlim has Damage Resistance 20 on him at all times. He has 10 added to his hit points via Strengthening Enchantment.

Weapon	SR	Attk%	Damage	Parr%	Pts
Staff	3	91	1D8 + 12 + 2D6	53	17
Dagger	5	66	1D4 + 2 + 2D6	18	8
Fist	5	97	1D3 + 2D6	18	3

Has Intensity 20 Enhance STR and CON, and Intensity 12 Damage Boosting (on Staff) at all times. Staff has been treated with Armoring Enchantment.

Sorcery Spells: (in mind of Intellect Spirit) Damage Boosting 66, Fly 55, Sight Projection 44, See Magic 46; Sight Projection 57, See Enemy 61; (Matrices in Staff) Damage Resistance 79, Teleport 59, Cast Back 78, Tap STR 65, Tap SIZ 91, Tap POW 42, Tap CON 66, Dominate Human 62, Treat Wounds 71, Venom 61, Protective Circle 67, Spell Resistance 69, Spirit Resistance 67, Neutralize Magic 65, Enhance STR, Enhance CON.

Magic Skills: Ceremony 88, Enchant 93, Summon 86, Duration 99, Intensity 98, Multispell 93, Range 94.

Skills: Dodge 91, Throw 94, Fast Talk 93, Orate 92, Sing 97, Speak Armanian 91, Speak Tradetongue 45, Speak Maril 57, Speak Kursig 53, Animal Lore 22, Craft Cartography 37, Craft Inscribe 78, Evaluate 80, Human Lore 97, Mineral Lore 63, Plant Lore 54, Read/Write Armanian 98, Read/Write Tradetongue 17, World Lore 42, Conceal 76, Devise 97, Sleight 96, Play Lap Harp 111, Play Flute 71, Search 54.

Magic Item: Sasorlim's staff carries matrices for Intensity 5 Teleport, Intensity 5 Duration 10 Cast Back, Intensity 2 Tap STR 65, Intensity 3 Tap SIZ 91, Tap POW 42, Intensity 3 Tap CON 66, Dominate Human 62, Treat Wounds 71, Intensity 10 Venom 61, Intensity 5 Duration 5 Protective Circle 67, Intensity 5 Duration 5 Spell Resistance 68, Intensity 5 Duration 5 Spirit Resistance 67, Intensity 5 Duration 5 Damage Resistance, Intensity 10 Neutralize Magic 65, Intensity 6 Enhance STR, Intensity 6 Enhance CON.

Staff also holds a Binding Enchantment for a Salamander, a Shade, an Intellect Spirit, two Power Spirits, and two Magic Spirits.

He wears two silver rings with large topaz (when both rings are worn wearer has permanent Intensity 10 Mystic Vision at no cost).

A silver headband with five medium emeralds, all Magic Point Matrices of 18, 14, 11, 16, and 17 point capacity.

He also possesses a flint dagger with a Create Vampire matrix; a 12" diameter gold hoop with an Immortality Matrix.

Magic Spirit 1: INT 14 POW 28 Spells: Heal 6

Magic Spirit 2: INT 08 POW 17 Spells: Shimmer 5

Intellect Spirit 3: INT 06 POW 11

Power Spirit 1: POW 17

Power Spirit 2: POW 22

Shade

STR 25
SIZ 9 cubic meters
POW 36
HP 41
Move 6

Salamander

STR 53
SIZ 15 cubic meters
POW 47
HP 108
Move 3

Flitter: the miniature dragon (always with Sasorlim, most often sits on his shoulder).

STR 04	Move 2/6 flying	Tail	4/2
CON 16	Hit Points 10	R H Leg	4/4
SIZ 03	Fatigue 20 - 0 = 20	L H Leg	4/4
INT 07	Magic Points 28	Hind Q	4/5
POW 14	(from Tapping)	Fore Q	4/5
DEX 18	Free INT 7	R Wing	4/2
	DEX SR 2	L Wing	4/2
		R F Leg	4/4
		L F Leg	4/4
		Head	4/4

Weapon	SR	Attk%	Damage
Bite	8	57	1D4 + 1 - 1D4
Claw	8	61	1D3 - 1D4

Sorcery Spells: (matrices tattooed on body) Teleport 59, Cast Back 78, Diminish STR 54, Tap CON 66, Dominate Human 62, Treat Wounds 71, Venom 61.

Magic Skills: Ceremony 46, Enchant 53, Summon 42, Duration 56, Intensity 61, Multispell 49, Range 52.

Skills: Dodge 87, Listen 76, Scan 87, Hide 92, Sneak 73.

Wood Golem: (Sasorlim bound a magic spirit into a carved wooden figure and made the spirit a familiar using the golem as its body: he delayed creating this familiar until he summoned a powerful magic spirit).

STR 08(28)	Move 12 (Haste)	R Leg	12/9
CON 09(29)	Hit Points 16 + 31 = 47	L Leg	12/9
SIZ 22	Fatigue 57 = 57	Abdomen	12/9
INT 24	Magic Points 66	Chest	12/11
POW 33	(from Tapping)	R Arm	12/7
DEX 14	Free INT 24	L Arm	12/7
	DEX SR 1 (Haste)	Head	12/9

Weapon	SR	Attk%	Damage	Parr%	Pts
R Fist	4	70	1D8 + 8 + 2D6	70	12
L Fist	7	70	1D8 + 8 + 2D6	70	12

Permanently effected by Intensity 20 Enhance STR and CON, and Intensity 8 Damage Boosting on each fist, and Intensity 10 Haste.

Sorcery Spells: (matrices burned onto body) Drain 100, Fly 100, Neutralize Magic 100, Regenerate 100, Skin of Life 100, Telepathy 100, Stupefaction 100, Spell Resistance 100, Spirit Resistance 100, Smother 100, Haste 100, Holdfast 100, Enhance STR 100, Enhance CON 100, Damage Resistance 100.

Magic Skills: Ceremony 61, Enchant 57, Summon 59, Duration 100, Intensity 100, Multispell 100, Range 100.

Killer Whale familiar (currently in sea and therefore no stats are needed: Sasorlim likes to have a friendly aquatic being nearby when he is forced to make sea journeys. See the RuneQuest Monster Book for whale statistics).

Sorcery Spells: (Free INT 8) Form/Set Wood 42, Form/Set Stone 42, Phantom Sight 19, Phantom Sound 21, Damage Resistance 19.

Magic Skills: Ceremony 51, Duration 43, Intensity 49.

Locations

1. Hall: the entrance to the Tower is a large wooden door, which is never locked. When any being enters the room a Phantom Sound will be activated and give the message "Do not leave this room, except to exit the way you came." This voice is sufficiently loud to be heard throughout the Tower. Sasorlim, if he is in the Tower, will use a Multispell Sight Projection, See Enemy, See Magic to evaluate his visitors.

If satisfied he will use the Homing Circle carved on the floor of the room (there is one on the floor of each room in the Tower) to Teleport into the room: this is for effect.

If he is not satisfied he will instruct the Golem to kill them, observing the action through his Sight Projection he will give aid if needed.

The room is of bare stone. Rushes cover the floor, and miniature animals may be sighted (these include a SIZ 2 Tiger, SIZ 2 Wolf, and a SIZ 1 bear which have been the targets of Tapping: Sasorlim keeps them as pets, and to keep the number of rats down to an acceptable level). There is a large fireplace in the inner wall where a fire burns at all times (this is a 2 meter Salamander bound into the grate); three stuffed leather chairs stand in a circle around the fire.

The Wood Golem is always in this room.

A stairway winds up to the next level, and a doorway leads to the Kitchen.

2. Kitchen: a large oven and roasting pit stand against the inner wall the fire here is permanently lit (there is a hole in the wall and the Salamander splits its body between the two grates). A large table with one chair and two benches fills the room. A large stone vat holds rain water which is channelled here through the walls of the tower and collects here. A chest of drawers holds goblets, cutlery, and platters: on its top is a bucket and a tub.

3. Cold Room: this room is permanently chilled. It holds meat and other foodstuffs. A small table holds a block of iron which steams slightly; it is this which keeps the room cool, if touched it will do 1D6 cold damage, armor will help against this damage.

The Stairway: there are ten stone steps leading to the next level. Each step has a Tap POW matrix, each is linked to a 20 magic point matrix. Each step is triggered separately, and feed the magic point matrix (capacity of 30) ready for the next casting. This is devised as a deterrent and warning.

4. Sleeping Chamber: a huge rug fills this room, abstractly patterned and brightly coloured. A wooden frame bed holds a feather stuffed mattress, and covered in a dozen blankets.

A large trunk holds clothing.

5. Work-room: this room is locked (-65% to Devise when attempting to pick): when the lock is touched it releases a Large Shade (into room 5, not the corridor), the release of this Shade is the signal for the release of a Ghost, which is the signal for the release of a second Ghost, and so on until all Ghosts are released. By the time the door is opened a number of Ghosts equal to the number of rounds it took to open the door will flood out and attack anyone in sight (the Shade Ghosts should be generated as needed). There are twelve Ghosts bound in this room.

One wall holds three shelves of books. A table with a single chair sits in the middle of the room. On the table is The Book; this tome is a book of matrices, one to a page, for those spells that Sasorlim rarely uses. The book-shelf holds some

useful works on sorcery: works which will teach any dozen sorcery spells which Sasorlim has, and a work on each of the magic skills, two works on Ceremony, four on Summon, and three on Enchant (multiple books must be studied together to get the benefit of the knowledge contained within them).

A large chest holds Sasorlim's Ritual paraphernalia: the chest has an ENC of 20 and is suitably stuffed with robes, incense, a length of black cloth, a wolf hide, a skull, and a hundred or more other items of questionable worth.

If a Detect Magic is used at least thirty of these will prove to be magical, these are Spirit Magic matrices (usually only three or four points but occasionally more) which Sasorlim uses as trade items. The flint dagger with the Create Vampire matrix will be here. There is also a small chest containing 1,200 gold coins.

The Book: Homing Circle 54, Apprentice Bonding, Armoring Enchantment, Magic Point Matrix Enchantment, Spell Matrix Enchantment, Strengthening Enchantment, Create Familiar STR, Homing Circle, Summon Shade, Summon Salamander, Summon Intellect Spirit, Summon Ghost, Summon Wraith, Summon Magic Spirit, Dominate Shade 59, Dominate Salamander 52, Dominate Intellect Spirit 53, Dominate Ghost 50, Dominate Wraith 52, Dominate Magic Spirit 57, Salamander Binding Enchantment, Shade Binding Enchantment, Intellect Spirit Binding Enchantment, Power Spirit Binding Enchantment, Magic Spirit Binding Enchantment.

6. Summoning Room: the door to this chamber is locked (-65% to Devise when attempting to pick). If the door is touched it triggers a Phantom Voice which will whisper "Go away," repeating the message seven times.

This large, bare stone room is covered in painted symbols on walls, floor and ceiling, including a large pentagram on the floor. A large brazier has been thrown in one corner of the room.

When the door is opened the Snake Demon will begin to form, worming its way out of a spiral pattern on the far wall. This Demon has INT 13 POW 34, when it overcomes an opponents magic points the opponent will be effected by poison equal to its POW; the poison will take effect at the end of the next round. The demon cannot disengage from spirit combat until its current opponent is dead.

Temple of the Troll Death God

Kagozga's Mashers and Manglers are almost certainly the most powerful group in Eldarad at this time. Fortunately they have no political ambition, nor do they thirst for conquest when there is Chaos to fight.

The Company consists of 15 Mobs of Dark Troll warriors, each with a Mob leader, and 5 Death Lords who commands three Mobs each. Each Mob member has 10 years experience as a Warrior/initiate. Mob leaders have an average of 15 years experience. Kagozga has one Mob of highly experienced

veterans of 15 years experience, with leaders of 20 years experience.

The Temple, so-called for there are enough initiates here to sustain a full temple, has been in existence for eighty years and has migrated through the underworld of the city as Chaos has been eradicated in each area. The task is far from finished and the temple will not cease to exist even when there is no Chaos in the Chaos Quarter and Chaos Forest; it will simply move on.

The temple had links with the imported Chaos fighters of the empire which arrived when the Trading Post was founded but these have long since degenerated in the oral history of the Temple to a single line: "we employed some human troops as cannon fodder for a year but they ran away a lot."

The trolls of the Temple raid for provisions when necessary: often sending a foraging party to raid caravans making for Eldarad.

Trade: Kagozga is quite willing to trade with beings he has some modicum of respect for. If some effort is made to communicate their presence, rather than just marching into the temple, Kagozga will be willing to talk; and trade. Any information on Chaos in the area will be welcome, but if given will result in an "invitation" to join them in an attack on any substantial group. He will be insulted if this invitation is turned down and will demand a "gift" to aid in the fight instead. This latter request is not one which should be turned down.

Kagozga: Dark Troll Death Lord and Commander of Kagozga Company.

STR	24	Move 3	R Leg	9/10	
CON	24	Hit Points 23 + 7 = 30	L Leg	9/10	
SIZ	21	Fatigue 48 - 59 = -(11)	Abdomen	9/10	
INT	12	Magic Points 14	Chest	9/12	
POW	14	DEX SR 1	R Arm	9/8	
DEX	20		L Arm	9/8	
APP	11		Head	9/10	

Weapon	SR	Attk%	Damage	Parr%	Pts
H Mace	3	112	1D10 + 2D6	29	10
Sling	1/5/9	77	1D8	—	—
Maul	2	137	2D8 + 2D6	124	16
Hoplite Shield	—	—	—	99	16

Spirit Spells: (11%) Darkwall (2), Demoralize (2), Detect Enemy (1), Dullblade 5.

Divine Spells: (41%) Create Ghost, Ghost Binding Enchantment, Create Zombie, Sever Spirit, Seal Wound, Fear x2, Crush 4, Sanctify, Worship (Troll War God).

Skills: Throw 98, Orate 39, First Aid 67, Plant Lore 37, Read/Write Dark-tongue 32, World Lore 37, Conceal 89, Listen 109, Darksense/Scan 111, Darksense/Search 62, Track 72, Hide 45, Sneak 45, Ceremony 61, Summon 46, Enchant 21.

Magic Item: his mace holds Divine matrices for Berserker x2, and Crush 4, and (one-use) Shield of Darkness 5: this item has the user condition that it may only be used by a Troll.

Allied Spirit (in mace) Blackblood: INT 13 POW 14 Divine Magic (100%) Spirit Block 4.

Notes: if not wearing armor add 11 to most skills and 40 to his fatigue.

Gushgarak: subservient Dark Troll Death Lord.

STR	19	Move 3	R Leg	7/7	
CON	16	Hit Points 20	L Leg	7/7	
SIZ	24	Fatigue 35 - 39 = -(4)	Abdomen	7/7	
INT	11	Magic Points 14	Chest	7/9	
POW	14	DEX SR 2	R Arm	7/6	
DEX	17		L Arm	7/6	
APP	09		Head	7/7	

Weapon	SR	Attk%	Damage	Parr%	Pts
H Mace	4	98	1D10 + 2D6	23	10
Sling	2/7	78	1D8	—	—
Maul	3	113	2D8 + 2D6	98	16
Hoplite Shield	—	—	—	103	16

Spirit Spells: (31%) Demoralize (2), Bludgeon 4.

Divine Spells: (61%) Heal Wound x3, Warding 1, Berserker, Fear, Crush x3.

Skills: Throw 63, Orate 26, First Aid 51, Plant Lore 46, Read/Write Dark-tongue 21, Conceal 91, Listen 91, Darksense/Search 51, Track 51, Hide 29, Sneak 29, Ceremony 55.

Magic Item: matrix in lead arrow head amulet for Protection 5.

Notes: if not wearing armor add 4 to most skills and 28 to fatigue.

Zarugar: subservient Dark Troll Death Lord.

STR	17	Move 3	R Leg	7/7	
CON	17	Hit Points 20	L Leg	7/7	
SIZ	22	Fatigue 34 - 39 = -(5)	Abdomen	7/7	
INT	12	Magic Points 17	Chest	7/9	
POW	17	DEX SR 3	R Arm	7/6	
DEX	12		L Arm	7/6	
APP	11		Head	7/7	

Weapon	SR	Attk%	Damage	Parr%	Pts
H Mace	5	121	1D10 + 1D6	19	10
Sling	3/9	97	1D8	—	—
Maul	4	116	2D8 + 1D6	102	16
Hoplite Shield	—	—	—	107	16

Spirit Spells: (46%) Darkwall (2), Detect Enemy (1), Extinguish 3.

Divine Spells: (61%) Heal x2, Spirit Block 2, Command Shade, Berserker, Fear, Crush 2.

Skills: Throw 63, Orate 29, First Aid 56, Plant Lore 51, Read/Write Dark-tongue 24, Conceal 57, Listen 99, Darksense/Scan 97, Darksense/Search 58, Track 38, Hide 25, Sneak 25, Ceremony 59.

Magic Item: onyx stone on lead chain contains an 8 Cubic Meter Shade. (STR 27, POW 32, HP 19, Move 6)

Notes: if not wearing armor add 5 to most skills and 28 to fatigue.

Magrak: subservient Dark Troll Death Lord.

STR	19	Move 3	R Leg	7/7	
CON	19	Hit Points 19	L Leg	7/7	
SIZ	19	Fatigue 38 - 35 = 3	Abdomen	7/7	
INT	11	Magic Points 14	Chest	7/9	
POW	14	DEX SR 3	R Arm	7/6	
DEX	11		L Arm	7/6	
APP	17		Head	7/7	

Weapon	SR	Attk%	Damage	Parr%	Pts
H Mace	6	92	1D10 + 1D6	22	10
Sling	3/9	90	1D8	—	—
Maul	5	107	2D8 + 1D6	97	16
Hoplite Shield	—	—	—	98	16

Spirit Spells: (31%) Darkwall (2), Detect Enemy (1), Bludgeon 3.

Divine Spells: (61%) Spirit Block 2, Sever Spirit, Berserker, Fear, Crush 6.

Skills: Throw 62, Orate 26, First Aid 51, Plant Lore 46, Read/Write Dark-tongue 21, Conceal 52, Listen 93, Darksense/Scan 93, Darkness/Search 53, Track 33, Hide 34, Sneak 34, Ceremony 46.

Magic Item: Firearrow, Shimmer 3, matrices on leather glove (wears tucked into belt as it is too small to fit him).

Allied Spirit in skull: Darkeye INT 13 POW 17 Divine Magic (100%) Fear x2. AP 7 through Armoring Enchantment.

Notes: if not wearing armor add 24 to fatigue.

Oggalagruk: subservient Dark Troll Death Lord.

STR	21	Move 3	R Leg	7/6	
CON	06	Hit Points 16	L Leg	7/6	
SIZ	19	Fatigue 27 - 35 = -(8)	Abdomen	7/6	
INT	17	Magic Points 15	Chest	7/8	
POW	15	DEX SR 1	R Arm	7/5	
DEX	20		L Arm	7/5	
APP	04		Head	7/6	

Weapon	SR	Attk%	Damage	Parr%	Pts
H Mace	4	107	1D10 + 1D6	25	10
Sling	1/5/9	87	1D8	—	—
Maul	3	122	2D8 + 1D6	99	16
Hoplite Shield	—	—	—	111	16

Spirit Spells: (46%) Detect Enemy (1), Extinguish 2, Bludgeon 5, Firearrow.

Divine Spells: (61 %) Heal × 1, Warding 3, Berserker, Fear, Crush 3, Seal Wound.

Skills: Throw 71, Orate 32, First Aid 57, Plant Lore 52, Read/Write Darktongue 27, Conceal 97, Listen 93, Darksense/ Scan 93, Darksense/Search 53, Track 33, Hide 33, Sneak 36, Ceremony 57.

Magic Item: an ebony rod contains a Magic Spirit INT 11 POW 19 Spells: Countermagic 8.

Notes: if not wearing armor add 8 to most skills and 24 to fatigue.

Temple Locations

1. Ruined Building: aside from the once meter-high walls which remain the only surviving part of this building is the stairway which leads to the cellar. The ruin shows sign of having been cleared of overgrowth, and some soil remains. Driven into the soil are a dozen stakes holding skulls of various creatures, Broo prominent amongst them.

2. Cellar: this area is not guarded.

3. Main Entrance: this cave-like area has been recently excavated. A sharp incline leads to a narrow tunnel. Again there are many skulls of Chaos beings on stakes here. This area is not guarded.

3a. A single Troll skull is stuck on a stake at the junction of these tunnels. This is Magrak's allied spirit and it will warn him of intruders.

A. Quarters of a Death Lord; choose one at random for each chamber. Each will have 3 treasures of B.C.4, D100 Lara, and 2D100 Lead Coins.

B. Quarters for a Mob of Trolls, ten per room. Each will have 1D20 Lara, 2D20 Lead Coins.

C. Quarters for Mob leaders, three in each chamber. Each will have a treasure of B.C.3, 2D20 Lara, and 1D100 Lead Coins.

4. Trap: even if the skull of Magrak's allied spirit the Troll guards permanently stationed here will hear the footsteps, and see any light through peep holes, of anyone passing through the corridor. The walls leading to 4a and 4b are compacted earth, just like the rest of the tunnel, but at this point the walls are only an inch thick. If anyone passes the guard will send a warning to the temple and break through the wall in order to cut off the retreat of the enemy. There are always four guards at each post.

4a and b. Guard Posts.

5. Pit: a black cloth, drawn taught and pegged into the ground has been covered with a thin layer of earth. The pit is three meters deep and falls to wooden stakes which will do 1D10 points of damage if they fail a POW × 3; falling damage is 1D6. A broad wooden platform leans against the wall some eight meters further down the corridor, this acts as a portable portcullis.

Note: From this point on there will be a Troll Zombie standing against the wall every three meters, lining both this corridor and the corridor to seven. They will attack non trolls unless they are in the company of troll.

6. Store Room: this room contains the remnants of the food gained in the last raid. There is enough food here to maintain the temple for six days; some

of the items here are not considered food by other races (a saddle for instance).

7. Antechamber: there are two guards here at all times.

8. Temple: a large stone totem stands at the far end of this huge cavern, the statue may be recognised as a troll by those with artistic insight. The sanctum is protected by a Warding 4; in addition the first non Troll to enter this chamber will be struck by a Fear spell backed by a POW of 15.

9. Sewer: this narrow tunnel leads into the sewer complex beneath the city; after a very unpleasant fifteen minute journey it breaks into the open.

10. Kagozga's Chamber: this was a cellar. The stair has been blocked by rubble. A large table fills most of the room, the table has a map spread across it as a permanent feature. The map is a sketch map of the city, there are hundreds of notes scrawled across the map in many hands; all in Darktongue. The map is a history of an eighty year campaign against Chaos in the city. Many areas are shaded by wide bands of straight lines, these are areas cleared of Chaos. In one of these areas is a note (if the characters can read darktongue and manage to get a look at the map in the first place) which reads "Vampire, still here!" Other notes read "Broo Village here," "Useful Hag,"; many are much more cryptic.

Kagozga is singularly uninterested in treasure, he has none. There is a manual detailing exercises to increase DEX, this is in a large leather bag containing gaudy clothing including a white fur cloak.

Also here are 1D10 matrices, each either Sorcery in which he has no interest, or with a User condition which makes it unusable by Trolls. These will usually be 2 or 3 point matrices, but may be more powerful if the Characters have something substantial to trade.

Jakal's Lair

Jakal hunts by night,, and he will not take human meat unless there is nothing else available. He lives in the cellar of a ruined building. His only possessions are two water skins, a fresh kill and half dozen skins which he uses as bedding, four of these are of good quality furs (Barter Class 3).

Jakal: 33 year old Tiger's Head tribesman, primitive hunter.

STR	23	Move 3	R Leg	2/5	___
CON	15	Hit Points 13	L Leg	2/5	___
SIZ	10	Fatigue 38 = 38	Abdomen	2/5	___
INT	10	Magic Points 08	Chest	2/6	___
POW	08	DEX SR 3	R Arm	2/4	___
DEX	14		L Arm	2/4	___
APP	11		Head	2/5	___

Weapon	SR	Attk%	Damage	Parr%	Pts
Bite	8	54	1D10 + 1D6	—	—
Claw	8	54	1D6 + 1D6	34	5 ___
Dagger	8	18	1D4 + 2 + 1D6	24	6 ___

Spells: (spirit 50%) Demoralize, Heal 3.

Skills: Climb 67, Dodge 52, Jump 75, Animal Lore 41, Craft Leather 28, Craft Stone 28, Plant Lore 47, Listen 81, Scan 81, Track 61, Hide 70, Sneak 88.

Moarn's Lair

This building is one of seven buildings arranged around a central courtyard. All the buildings save this are gutted. It is the haunt of a vampire.

- 1. **Antechamber:** this room is completely bare.
- 2. **Living Chamber:** this room is unfurnished. The floor above is visible through the beams which once supported the floor above, a stairway leads to the gutted second story. Rubble is piled in one corner. The shutters on one window have rotted away, on the other they have warped and can no longer be closed.
- 3. **Kitchen:** this room is bare of furnishings except for a coffin which rests in the centre of the room.

Denizens: a Basilisk roams the room (this creature was created by Moarn before he became a Vampire).

Search: a doorway in the east wall has been bricked up except for a small hole which has been drilled through the masonry.

- 4. **Pantry:** bare.
- 5. **Cellar:** the entrance to the cellar has been bricked up except for a small hole, as in 3. This is where Moarn rests through the day. There is a small chest tucked away in one corner of the room, this is neither locked nor trapped and contains a book detailing three sorcery spells, another which will teach Ceremony to 37%, and a third which will teach Duration to 23%. Also in the chest there is a pouch containing 13 assorted medium gem stones, totalling 295 carats; and a pouch containing mixed gold and silver coins of an ancient minting: there are 47 silver and 23 gold coins each bearing the head of a lion on one side and the palm of a hand on the other.

A homing circle exists in another corner of the room (created by Moarn before he became a Vampire).

Moarn has two other coffins located in other parts of the city, each is hidden in the same way.

Moarn: 50 year old Vampire, sorcerer.

STR	26	Move 4	R Leg	0/7	
CON	24	Hit Points 20	L Leg	0/7	
SIZ	15	Fatigue 50 - 2 = 48	Abdomen	0/7	
INT	13	Magic Points 17	Chest	0/9	
DEX	16	DEX SR 2	R Arm	0/6	
APP	13		L Arm	0/6	
			Head	0/7	

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	6	49	1D6 + 1 + 2D6	31	10
Touch	7	64	1D4 + 2D6 + magic point drain		
Bite	7	39	1D6 + fatigue drain		
Dagger	7	29	1D4 + 2 + 2D6	21	6

Spells: (sorcery) Cast Back 34, Dominate Basilisk 11, Damage Boosting 29, Damage Resistance 28, Homing Circle 10, Neutralize Magic 21, Palsy 22, Smother 14, Spell Resistance 38, Spirit Resistance 21, Teleport 30, Venom 27.

Skills: Climb 61, Dodge 51, Jump 36, Throw 71, Fast Talk 30, Orate 60, Sing 50, Bargain 53, Speak Armanian 65, Speak Tradetongue 35, Evaluate 43, Human Lore 78, Mineral Lore 18, Plant lore 18, Read/Write Armanian 78, Read/Write Tradetongue 13, World Lore 38, Conceal 34, Devise 94, Sleight 33, Search 53, Hide 26, Sneak 21, Ceremony 26, Enchant 21, Duration 76, Intensity 46, Multispell 11, Range 11.

Notes: Moarn doesn't wear any armor, nor does he carry any wealth. Some of Moarn's spells have become useless as he no longer possesses Characteristic POW.

Basilisk

STR	10	Move 2/3 flying
CON	18	Hit Points 11
SIZ	03	Fatigue 28 - 0 = 28
INT	03	DEX SR 3
POW	07	
DEX	10	

Hit Location	Melee	Missile	Points
Tail	01-02	01	2/3
RH Leg	03-04	02	2/4
LH Leg	05-06	03	2/4
Hind Q	07-08	04-08	2/5
Fore Q	09-10	09-14	2/5
R Wing	11-12	15	2/3
L Wing	13-14	16	2/3
RF Leg	15-16	17	2/4
LF Leg	17-18	18	2/4
Head	19-20	19-20	2/4

Weapon	SR	Attk%	Damage
Glance	1	100	Death
Bite/Peck	9	33	1D6 + poison

Skills: Scan 34, Search 24, Hide 50, Dodge 32.

The Chaos Quarter

Areas (Chaos Quarter)

01-45	Total Ruins (foundations only)
56-65	Partial Ruins (one or more wall standing)
66-70	Gutted Ruins (all walls remain)
71-77	Habitable Ruins (one room roofed)*
78-81	Good Ruins (all walls standing and roofed)*
82-84	Inhabited Building (rebuilt or repaired)*
85-89	Chaos Forest (see Wilderness Chapter)
90-94	Wilderness (see Wilderness Chapter)
95-00	Group or Individual

* Possible Location Encounter

D00	Location
01-27	Broo Community
28-56	The Scorpion Run
57-66	Geeta in residence
67-76	Square of Statues
77-79	Chaos Garden (see Chaos Garden Location Table 1).
80-00	Group or Individual

D00	Group or Individual (Day or Night)
01-04	Moarn (Night only)
05-12	Corpse
13-21	Broo Patrol
22-29	Dragonsnail
30-37	Walktapus
38-46	Gorp
47-54	Basilisk
55-61	Headhanger
62-69	Stoorworm
70-76	Scorpion Men
77-82	Troll Patrol
83-87	Group of Adventurers
88-89	Madman
90-00	Victim

Broo Community

The Broo village has existed for a little over five years, founded and ruled by Zamier Gan. Zamier was a man who dabbled in Chaos as a route to power, unfortunately his plan backfired and his first and only Feature of Chaos transformed him into a Broo. He adjusted swiftly and laid new plans; power hungry and ambitious he decided to the Broo race as a stariway to power. He took control of a small group of Broo raiders and began to institute new

guide-lines, strongly resisted by the Broos chaotic nature. Instead of slaying captives, whatever their race, he had them enslaved, though they were not treated well. Those who showed a desire to better their personal situation he raised to slave masters, eventually they would have equal status with the Broo who ruled them. He used cannibalism as a binding force, which was especially effective with the human candidates.

He also commanded that his subjects build a permanent settlement, a plan much at odds with Broo nature; and instituted a breeding program to stabilize the Broo under his command.

The population of the village is now just under three hundred, seventy five percent of which are male Broo (human bodied with the heads of deer); ten percent are Broo female of the same sort; ten percent are human, ogre and other races; only five percent are Broo which are not standardized by his breeding program, and these are simply those which are to useful to cull.

Individual treasure is equal to a single item of B.C.2.

Broo Community Locations

The village is surrounded by a 3 meter stockade which is regularly patrolled day and night by ten Broo guards.

The village is made up of single room huts of a very primitive nature. There are four Halls: one for Zamier and his best twenty warriors, another for Yarethen and his apprentices (though he has none at the moment), a third for the bachelors who cannot be bothered to build huts of their own (this is crowded), and the fourth for the slaves (male and females, they are bound each night for sleep) and their overseers.

Zamier's elite warriors each have a single item of treasure equal to B.C.3.

Personalities

Zamier Gan is a powerful and charismatic individual whose leadership is rarely disputed. He is ambitious and has dreams of an empire dominated by his adopted race.

Yarethen is a Broo Shaman who sees the advantages of Zamier Gan's way of life, in fact he has been influenced by Zamier's charismatic abilities.

Zamier Gan: 24 year old male Broo (once a merchant).

STR	17	Move 4	R Leg	2/5	—
CON	16	Hit Points 13	L Leg	2/5	—
SIZ	10	Fatigue 33 - 7 = 26	Abdomen	4/5	—
INT	12	Magic Points 10	Chest	4/6	—
POW	10	FREE INT 2	R Arm	3/4	—
DEX	11	DEX SR 3	L Arm	3/4	—
APP	23		Head	3/5	—

Chaos Feature: gain 2D6 APP and ability to attack APP vs INT; if foe is overcome he or she will develop an absolute and unreasoning trust in its judgement, obeying its every whim.

Weapon	SR	Attk%	Damage	Parr%	Pts
Shortsword	7	51	1D6 + 1 + 1D4	34	10
Dagger	8	26	1D4 + 2 + 1D4	20	6
Head Butt	8	57	1D6 + 1D4	—	—
Sling	3/9	42	1D8	—	—

Spells: (sorcery) Venom 10. (spirit 43%) Bladesharp 4, Demoralize, Detect Enemy, Dullblade 2, Countermagic 2.

Skills: Dodge 25, Throw 38, Fast Talk 28, Orate 20, Speak Armanian 49, Speak Tradetongue 15, Animal Lore 17, Evaluate 27, First Aid 16, Human Lore 27, Plant Lore 12, Read/Write Armanian 10, Conceal 22, Devise 20, Listen 40, Scan 45, Search 34, Track 45, Hide 31, Sneak 26, Intensity 12.

Magic Item: Heal 4 on Broo horn, Chaos Feature on mummified hand.

Treasure: wears broad silver armband, and gold chain (B.C.4) entwined around one horn. Has 1D10 items of Barter Classes 3-4 within his hall.

Notes: wears bezainted hauberk, hard leather greaves, and cuirboulilli vambraces.

Yarethen: 29 year old male Broo, Shaman.

STR	16	Move 4	R Leg	2/6	—
CON	18	Hit Points 18	L Leg	2/6	—
SIZ	17	Fatigue 34 - 6 = 28	Abdomen	2/6	—
INT	16	Magic Points 12	Chest	2/8	—
POW	12	DEX SR 4	R Arm	2/5	—
DEX	08		L Arm	2/5	—
APP	04		Head	3/6	—

Weapon	SR	Attk%	Damage	Parr%	Pts
Club	7	61	1D10 + 1D6	19	10
Heat Butt	8	47	1D6 + 1D6	19	—

Spells: (spirit 54%) Bludgeon 4, Demoralize, Heal 4, Summon Salamander, Summon Spell Spirit, Summon Power Spirit, Control Salamander, Control Spell Spirit, Control Power Spirit; (in mind of Intellect Spirit) Salamander Binding Enchantment, Spell Spirit Binding Enchantment, Power Spirit Binding Enchantment, Fanaticism 2, Ignite.

Skills: Sing 37, Animal Lore 53, First Aid 58, Broo Lore 39, Plant Lore 39, World Lore 53, Listen 63, Scan 63, Track 63, Sneak 13, Ceremony 39, Enchant 34, Summon 34.

Magic Item: matrices on shrunken head for Spirit Screen 4, Countermagic 3, Protection 3, and Binding Enchantments for two Power Spirits (POW 14, POW 15), and a Magic Spirit (INT 13 POW 17 Spells: (divine 100% effectively all one use as shrines to the relevant god is rare): Sever Spirit).

Fetch: INT 16 POW 10. Controls Intellect Spirit (INT 6 POW 10).

Notes: wears hard leather on all locations except head.

Average Standardized Elite Warrior

STR	14	Move 4	R Leg	2/5	—
CON	16	Hit Points 15	L Leg	2/5	—
SIZ	14	Fatigue 30 - 9 = 21	Abdomen	2/5	—
INT	14	Magic Points 10	Chest	2/6	—
POW	10	DEX SR 2	R Arm	2/4	—
DEX	16		L Arm	2/4	—
APP	05		Head	3/5	—

Weapon	SR	Attk%	Damage	Parr%	Pts
Head Butt	7	62	1D6 + 1D4	—	—
1HS Spear	6	52	1D8 + 1 + 1D4	29	10
Target Shield	—	—	—	44	12
Thrown Spear	2/7	47	1D8 + 1	—	—

Skills: Animal Lore 19, Plant Lore 14, Conceal 47, Listen 42, Scan 47, Track 47, Hide 32, Sneak 27.

Treasure: heavy gold nose-ring.

Notes: wears thick leather hides.

Average Standardized Broo

STR	12	Move 4	R Leg	2/6	—
CON	17	Hit Points 16	L Leg	2/6	—
SIZ	14	Fatigue 29 - 10 = 19	Abdomen	2/6	—
INT	08	Magic Points 7	Chest	2/8	—
POW	07	DEX SR 3	R Arm	2/5	—
DEX	13		L Arm	2/5	—
APP	08		Head	3/6	—

Weapon	SR	Attk%	Damage	Parr%	Pts
Head Butt	8	48	1D6 + 1D4	—	—
1HS Spear	7	36	1D8 + 1 + 1D4	25	10
Target Shield	—	—	—	34	12
Thrown Spear	3/9	33	1D8 + 1	—	—

Skills: Animal Lore 09, Plant Lore 06, Conceal 33, Listen 31, Scan 34, Track 34, Hide 24, Sneak 21.

Notes: wears thick leather hides.

Sample Elite Non-Standard Broo

STR	12	Move 4
CON	18	Hit Points 18
SIZ	17	Fatigue 32 - 11 = 21
INT	13	Magic Points 13
POW	09	DEX SR 3
DEX	13	
APP	10	

Chaotic Feature: has functional (wyvern like) wings.

Hit Location	Melee	Missile	Points
R Leg	01-03	01-02	2/6
L Leg	04-06	03-04	2/6
Abdomen	07-09	06-08	2/6
Chest	10	09-13	2/8
R Wing	11-12	14-15	0/5
L Wing	13-14	16-17	0/5
R Arm	15-16	18	2/5
L Arm	17-18	19	2/5
Head	19-20	20	3/6

Weapon	SR	Attk%	Damage
Head Butt	7	53	1D6 + 1D4
Javelin	3/9	38	1D8

Skills: Dodge 39, Animal Lore 14, Plant Lore 11, Conceal 38, Listen 41, Scan 44, Track 44, Hide 18, Sneak 15.

Treasure: 43 carat Amber on light silver chain.

Notes: carries four javelin.

Geeta's Hut

Geeta is a Lamia. She has resided in the Chaos Quarter of Eldarad for several years. She currently has one warrior as a protector. They live in a small, one room, mud hut. This is quite plainly visible from a hundred yards or so away, as it is situated on an area of wasteland near the border between city and wilderness.

Danak is fanatically protective of Geeta and will take offence on her behalf at the slightest opportunity.

The hut contains sleeping mats and other such necessities; in addition there are 1D3 items from each of Barter Classes 1-4.

Geeta

STR	12	Move 3
CON	10	Hit Points 13
SIZ	16	Fatigue 22 = 22
INT	15	Magic Points 12
DEX	14	DEX SR 3
APP	19	

Weapon	SR	Attk%	Damage
Blite	7	50	1D6 + 1D4 + STR drain
Kiss	7	50	POW drain
Constrict	10	70	2D4

Skills: Hide 88, Sneak 88.

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

Magic items: broad gold armband with Damage Resistance Intensity - 4 (07) and Holdfast (07).

Danak: 18 year old warrior, enamoured of Geeta.

STR	14	Move 3	R Leg	0/5
CON	13	Hit Points 14	L Leg	0/5
SIZ	14	Fatigue 27 - 13 = 14	Abdomen	7/5
INT	13	Magic Points 10	Chest	7/6
POW	10	DEX SR 2	R Arm	0/4
DEX	16		L Arm	0/4
APP	12		Head	0/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Broadsword	6	48	1D8 + 1D4	29	10
Target Shield	—	—	—	41	12
Javelin	2/7	42	1D8	—	—
Dagger	7	29	1D4 + 2 + 1D4	19	6

Spells: (spirit 37%) Bladesharp 1, Heal 2.

Skills: Throw 35, First Aid 19, Plant Lore 14, Conceal 14, Listen 39, Scan 39, Search 33, Track 16, Hide 15, Sneak 15, Ceremony 25.

Notes: Danak wears a chain hauberk most of the time and his weapons are always close to hand.

Square of Statues

This is a large open square filled with 48 statues of men and women, and males and females of other races. A Gorgon makes her lair in one of the ruined buildings. The lair is a small patch of floor at the top of a stairway leading to a second story: the rest of the floor has fallen in long since. There is nothing of interest here except, 35% chance, the Gorgon herself.

If the Gorgon is not in her lair she will be prowling the area and will stumble upon the Characters, or be stumbled upon, after 2D3 melee rounds.

The victims will still be wearing armor and weapons, which will be rusty, rotted or otherwise decayed. These will have a lessened AP value but rusty chain is better than leather. There will be 1D10 pieces of jewelry from Barter Classes 2-4. One or two matrices may be present at the Gamemastrs discretion.

Gorgon

STR	15	Move 3/8 flying
CON	16	Hit Points 14
SIZ	12	Fatigue 31 = 31
INT	10	Magic Points 17
POW	17	DEX SR 2
DEX	16	
APP	01	

Weapon	SR	Attk%	Damage
Talons	7	59	1D6 + 1D4
Serpents	7	100	2D3 + poison
Appearance	1	Auto	Petrifies

Hit Location	Melee	Missile	Points
R Leg	01-03	01-02	8/5
L Leg	04-06	03-04	8/5
Abdomen	07-09	05-08	8/5
Chest	10	09-13	8/6
R Wing	11-12	14-15	8/4
L Wing	13-14	16-17	8/4
R Arm	15-16	18	8/4
L Arm	17-18	19	8/4
Head	19-20	20	8/5

Scorpion Men Ruins

The Scorpion Men have taken over the ruined buildings centred on a courtyard. These buildings provide basic shelter only. They are grouped three or four to a house.

There are twelve Scorpion Men in this group. They intend to raid and loot for some five weeks before returning to their village in the south (see Wilderness Chapter). They are led by Shaktuke, who is the only one amongst them with a Chaotic Feature. They will torture captives for information of the city and, once they have gained confidence

in the lawless ways of the major part of Eldarad, may venture into the Slum, Lost, or Other Quarters. They will be unlikely to hold any one for ransom.

Shaktuke

STR	18	Move 3
CON	13	Hit Points 15
SIZ	16	Fatigue 31 - 3 = 28
INT	06	Magic Points 10
POW	10	DEX SR 3
DEX	15	
APP	10	

Chaos Feature: regenerates 2D6-5 hit points per round (minimum of 1 point) in each injured hit location until dead.

Hit Location	Melee	Missile	Points
RH Leg	01	01	3/3
RC Leg	02	02	3/3
RF Leg	03-04	03	3/3
LH Leg	05	04	3/3
LC Leg	06	05	3/3
LF Leg	07-08	06	3/3
Tail	09-10	07	3/5
Thorax	11-12	08-10	5/5
Chest	13-14	11-15	5/6
R Arm	15-16	16-17	3/4
L Arm	17-18	18-19	3/4
Head	19-20	20	3/5

Weapon	SR	Attk%	Damage	Parr%	Pts
Club	6	47	1D10 + 1D6	45	10
Sling	3/9	47	1D8	—	—
Sting	9	53	1D6 + 1D6 + venom	—	—

Magic: (spirit 47%) Protection 2, Speedart, Bludgeon 1.

Skills: Climb 53, Devise 45.

Average Scorpion Man

STR	19	Move 3
CON	11	Hit Points 15
SIZ	19	Fatigue 30 - 1 = 29
INT	07	Magic Points 7
POW	07	DEX SR 3
DEX	13	
APP	10	

Chaos Feature: regenerates 2D6-5 hit points per round (minimum of 1 point) in each injured hit location until dead.

Weapon	SR	Attk%	Damage	Parr%	Pts
Club	6	36	1D10 + 1D6	30	10
Sling	3/9	36	1D8	—	—
Sting	9	46	1D6 + 1D6 + venom	—	—

Magic: (spirit 34%) Speedart, Bludgeon 1.

Skills: Climb 50, Devise 46.

Hit Location	Melee	Missile	Points
RH Leg	01	01	3/3
RC Leg	02	02	3/3
RF Leg	03-04	03	3/3
LH Leg	05	04	3/3
LC Leg	06	05	3/3
LF Leg	07-08	06	3/3
Tail	09-10	07	3/5
Thorax	11-12	08-10	3/5
Chest	13-14	11-15	3/6
R Arm	15-16	16-17	3/4
L Arm	17-18	18-19	3/4
Head	19-20	20	3/5

The Chaos Garden

This awful area centres on an ancient palatial garden, which is now a nucleus of primal chaos, a place where chaos has gained a foothold in the world. Chaos spreads from the garden like ripples in a pool, becoming weaker and more widely spaced with distance.

The ruined streets around the garden are dangerous as there is a high density of Chaos creatures in this area.

D00 Encounter Table I

01-12	Dragonsnail
13-26	Giant Beetle
27-39	Jack O'Bear
40-51	Walktapus
52-64	Stoorworm
65-77	Giant Ant
78-00	Table II

D00 Encounter Table II

01-09	Dragonsnail (1D3)
10-19	Giant Beetle (1D3)
20-28	Walktapus
29-39	Stoorworm
40-51	Warped Creature
52-61	Chaos Gang
62-71	Giant Ant (1D6)
71-82	Root
82-90	Old Headhanger
91-00	Table III

D00 Encounter Table III

01-09	Gorp
10-19	Dragonsnail (1D3)
20-29	Walktapus
30-40	Giant Ant (2D6)
41-49	Root
50-60	Whip Vine
61-69	Reflective Gorp
70-79	Drain Blooms
80-91	Tumble Weed
92-00	Table IV

D00 Encounter Table IV

01-09	Giant Ant (3D6 and nest)
10-19	Root
20-28	Tangle Vine
29-38	Drain Blooms
39-48	Tumble Weed
49-58	Whip Tree
59-68	Screaming Tree
69-78	Basilisk
79-88	Chaos Bird
89-00	Chaos Garden

CHAOS CREATURES

Sample Dragonsnail One

STR	28	Move 1
CON	08	Hit Points 20
SIZ	32	Fatigue 36 = 36
INT	02	DEX SR 4
POW	05	
DEX	08	

Chaos Feature: reflects spells up to 10 magic points back at caster without harm to itself. Breathes 3D10 fire once per day; single target 3 meter range.

Weapon	SR	Attk%	Damage
Bite	7	35	1D6 + 3D6
Hit Location		Missile/Melee	Points
Shell		01-08	8/10 _____
Body		09-14	4/8 _____
Head		15-20	4/8 _____

Sample Dragonsnail Two

STR	32	Move 1
CON	18	Hit Points 30
SIZ	41	Fatigue 50 = 50
INT	02	DEX SR 4
POW	10	
DEX	07	

Chaos Feature: plus 4D6 to SIZ. Plus 6 point skin.

Weapon	SR	Attk%	Damage
Bite	7	32	1D6 + 4D6

Hit Location	Missile/Melee	Points
Shell	01-07	14/15
Body	08-12	10/12
Head	13-16	10/12
Head	17-20	10/12

Sample Chaos Giant Beetle

STR	17	Move 6
CON	21	Hit Points 22
SIZ	23	Fatigue 38 = 38
INT	02	DEX SR 3
POW	12	
DEX	14	

Chaos Feature: spirit attacks the character who killed it in spirit combat after it is dead. If it possesses its killer, it will take him over (this might effect the characters sanity, if the spirit is later exorcised).

Weapon	SR	Attk%	Damage
Bite	7	50	1D10 + 1D6

Hit Location	Melee	Points
RH Leg	01	6/4
LH Leg	02	6/4
RC Leg	03	6/4
LG Leg	04	6/4
Abdomen	05-09	6/10
Thorax	10-13	6/10
RF Leg	14	6/4
LF Leg	15	6/4
Head	16-20	6/10

Walktapus

STR	27	Move 3
CON	14	Hit Points 22
SIZ	30	Fatigue 41 = 41
INT	02	DEX SR 4
POW	10	
DEX	03	

Chaos Feature: appearance extremely confusing subtract 40% from all foes attacks.

Weapon	SR	Attk%	Damage
Tentacle	7	30	3D6
Constrict	1	Auto	3D6
Gas Cloud	1	Auto	POT 14 poison

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 1	11	10	4/6
Tentacle 2	12	11	4/6
Tentacle 3	13	12	4/6
Tentacle 4	14	12	4/6
Tentacle 5	15	14	4/6
Tentacle 6	16	15	4/6
Tentacle 7	17	16	4/6
Tentacle 8	18	17	4/6
Head	19-20	18-20	4/10

Stoorworm

STR	49	Move 6
CON	28	Hit Points 36
SIZ	44	Fatigue 77 = 77
INT	09	DEX SR 4
POW	14	
DEX	07	

Chaos Feature: double move rate.

Weapon	SR	Attk%	Damage
Bite	7	57	1D10 + 5D6
Breath	1	100	POT 14 poison

Hit Location	Melee and Missile	Points
Tail	01-06	10/12
Body	07-14	10/15
Head	15-20	10/12

Jack O'Bear

STR	18	Move 4	R Leg	9/5
CON	12	Hit Points 14	L Leg	9/5
SIZ	16	Fatigue 30 = 30	Abdomen	9/5
INT	08	Magic Points 14	Chest	9/6
POW	14	DEX SR 3	R Arm	9/4
DEX	13		L Arm	9/4
APP	15		Head	9/5

Chaotic Feature: plus 6 point skin armor.

Weapon	SR	Attk%	Damage
Claw	7	30	1D6 + 1D6
	10	30	1D6 + 1D6
Harmonize	1	Auto	

Skills: Hide 53, Sneak 53.

Giant Ants: only one in five Giant Ants will sport Chaotic Features.

When ants are killed other ants will be attracted to the area ant 25% chance of 1D3 per round.

There is an accumulative 5% chance per encounter that the nest will be nearby. If an ant is killed within the vicinity of the nest ant encounters will increase in a one square mile area around the nest; with a 20% chance per round of encountering 1D6 ants.

Sample Chaos Giant Ant

STR	14	Move 4
CON	16	Hit Points 12
SIZ	08	Fatigue 30 = 30
INT	02	DEX SR 1
POW	05	
DEX	21	

Chaos Feature: plus 2D6 dexterity.

Weapon	SR	Attk%	Damage
Bite	7	45	1D10
Sting	7	45	1D6

Skills: Track 80, Climb 81, Dodge 36.

Hit Location	Melee and Missile	Points
RH Leg	01	5/2
LH Leg	02	5/2
RC Leg	03	5/2
LC Leg	04	5/2
Abdomen	05-09	5/5
Thorax	10-13	5/5
RF Leg	14	5/2
LF Leg	15	5/2
Head	16-20	5/5

Sample Giant Ant

STR	14	Move 4
CON	16	Hit Points 12
SIZ	07	Fatigue 30 = 30
INT	02	DEX SR 6
POW	08	
DEX	13	

Weapon	SR	Attk%	Damage
Bite	9	37	1D10
Sting	9	37	1D6

Skills: Track 84, Climb 72, Dodge 72.

Hit Location	Melee and Missile	Points
RH Leg	01	5/2
LH Leg	02	5/2
RC Leg	03	5/2
LC Leg	04	5/2
Abdomen	05-09	5/5
Thorax	10-13	5/5
RF Leg	14	5/2
LF Leg	15	5/2
Head	16-20	5/5

Root: the roots are the prime reason that the Chaos Garden has been able to spread. They burrow beneath the earth, rising to the surface periodically, breaking whatever masonry might prevent their access to the surface. A root encounter will be with the tip of the root soon after it has burrowed a way to the surface. The root will attack until it is destroyed. The death of the root is not the death of the plant so further Root encounters may occur.

Root**Characteristics****Average**

STR	6D6 + 32	53	Move 1
SIZ	6D6 + 32	53	Hit Points 12D6 _____
POW	3D6	10-11	Fatigue 12D6 + 64
DEX	3D6	10-11	

Hit Location**D20****Points**

Body	01-20	10/41(all) _____
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Weapon**SR****Attk%****Damage**

Root	5	60 + 6	2D6
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Notes: the root will be several meters long and can loop itself around several opponents or one opponent several times, creating one loop per 10 SIZ points of the root. On the round after a root hits it will constrict doing damage equal to half its damage bonus per loop per round. Armor will protect against this damage only until broken through.

Skills: Smell Life 80 + 1.

Armor: 10-point bark.

Whip Vine: this gorp has the appearance of a patch of blue sky with clouds scudding across its surface. It lies in a depression and pretends to be a puddle of water. A successful Search roll will reveal its nature. It has characteristics identical to a normal Gorp.

Reflective Gorp: this gorp has the appearance of a patch of blue sky with clouds scudding across its surface. It lies in a depression and pretends to be a puddle of water. A successful Search roll will reveal its nature. It has characteristics identical to a normal Gorp.

Drain Blooms: these flowered bushes grow in large colonies. They drain a characteristics (D4): 1 STR, 2 CON, 3 POW, 4 DEX, at a rate of 1D3 points per round spent in their vicinity. Characteristic loss is permanent.

Tumble Weed: this appears to be a harmless, dried out bush which is blown randomly by any breeze. On contact with any surface it ejects 1D20 + 20 seeds, which have a 10% attack chance and do one point of damage. The total damage done is applied against CON as per poison.

Tangle Tree: this appears to be a thick limbed weeping willow. The tree will attack any who come within range and will attack until it is destroyed or no other targets remain.

Tangle trees have a SIZ and STR range of 2D6 to 30D6. The trees CON will be equal to half its SIZ in D6s (round up). The tree will have a variable number of operative branches, though it will have many more that do not move. The average number of branches is ten though some may have as many as fifteen.

Characteristics**Average**

STR	2-30D6	7-115	Hit Points 5-68 _____
CON	1-6D6	3-32	Fatigue 10-136 _____
SIZ	2-30D6	7-115	
INT	2	2	
POW	3D6	10-11	
DEX	3D6	10-11	

Hit Location**Melee and Missile (D20)****Points**

Branch	01	6/9 (.25) _____
Branch	02	6/9 (.25) _____
Branch	03	6/9 (.25) _____
Branch	04	6/9 (.25) _____
Branch	05	6/9 (.25) _____
Branch	06	6/9 (.25) _____
Branch	07	6/9 (.25) _____
Branch	08	6/9 (.25) _____
Branch	09	6/9 (.25) _____
Branch	10	6/9 (.25) _____
Trunk	11-20	12/14 (.40) _____

Note: this assumes an average Tree, with STR and SIZ of 15D6 and 10 branches.

Weapon**SR****Attk%****Damage**

Branch	6	50-2	6D3
--------	---	------	-----

Notes: a branch does no damage when it strikes but clings to the location struck. On the round after it strikes the branch will constrict, doing damage equal to half the Trees damage bonus each round. Armor protects against this damage only until broken through.

Armor: Tangle Trees have armor equal to 6 plus one point per D6 of damage bonus they have on the trunk only. The branches have 3 plus one point per 2D6 of damage bonus the tree has.

Warped Creatures

Warped Bear: this creature is quite prepared to go about its own business and will only attack if provoked or attacked.

STR	27 _____	Move 7
CON	17 _____	Hit Points 22 _____
SIZ	27 _____	Fatigue 44 = 44 _____
INT	05 _____	DEX SR 3
POW	05 _____	
DEX	14 _____	

Chaos Feature: two extra legs, functional.

Weapon	SR	Attk%	Damage
Bite	9	29	1D10 + 2D6
Claw	6	44	1D6 + 2D6

Skills: Climb 22, Listen 26, Track 21, Sneak 22.

Hit Location	Melee	Missile	Points
RH Leg	01	01	3/6 _____
LH Leg	02	02	3/6 _____
RC Leg	03	03	3/6 _____
LC Leg	04	04	3/6 _____
Hind Q	05-07	05-09	3/10 _____
Fore Q	08-10	10-14	3/10 _____
RF Leg	11-13	15-16	3/6 _____
LF Leg	14-16	17-18	3/6 _____
Head	17-20	19-20	3/8 _____

Warped Horse: this creature has staked its claim on a territory and will brook no interference; it will give plenty of warning, making mock charges etc., and will attack if these are ignored.

Sample Wild Dog

STR	42 _____	Move 10
CON	18 _____	Hit Points 28 _____
SIZ	38 _____	Fatigue 60 = 60 _____
INT	04 _____	DEX SR 2
POW	12 _____	
DEX	16 _____	

Chaos Feature: plus 12 point skin armor.

Weapon	SR	Attk%	Damage
Bite	5	67	1D8
Kick	5	52	1D6 + 4D6
Rear & Plunge	5	37	2D6 + 4D6
Trample	5	97	8D6 vs prone target

Hit Location	Melee	Missile	Points
RH Leg	01-02	01-02	14/8 _____
LH Leg	03-04	03-04	14/8 _____
Hind Q	05-07	05-09	14/12 _____
Fore Q	08-10	10-14	14/12 _____
RF Leg	11-13	15-16	14/8 _____
LF Leg	14-16	17-18	14/8 _____
Head	17-20	19-20	14/10 _____

Warped Wolf: this creature is quite intelligent and can speak. She has grown cunning and wary over the years and will avoid contact with humans where possible. If needful she will attempt to bargain her way out of trouble, she knows the whereabouts of a Class 3 tomb and will lead the characters there if they spare her life.

STR	13 _____	Move 7
CON	14 _____	Hit Points 13 _____
SIZ	11 _____	Fatigue 27 = 27 _____
INT	12 _____	DEX SR 1
POW	11 _____	
DEX	22 _____	

Weapon	SR	Attk%	Damage
Bite	6	61	1D8

Skills: Dodge 78, Speak Tradetongue 33, Track 95.

Hit Location	Melee	Missile	Points
RH Leg	01-02	01-02	2/4 _____
LH Leg	03-04	03-04	2/4 _____
Hind Q	05-07	05-09	2/6 _____
Fore Q	08-10	10-14	2/6 _____
RF Leg	11-13	15-16	2/4 _____
LF Leg	14-16	17-18	2/4 _____
Head	17-20	19-20	2/5 _____

Old Headhanger: 12 heads

STR 27 ____ Move 3
 CON 22 ____ Hit Points 27 ____
 SIZ 31 ____ Fatigue 49 = 49 ____
 INT 22 ____ Magic Points 21 ____
 POW 21 ____ DEX SR 2
 DEX 16 ____

Hit Location	Melee	Missile	Points
RH Leg	01-02	01-02	4/9 ____
LH Leg	03-04	03-04	4/9 ____
Hind Q	05-07	05-09	4/11 ____
Fore Q	08-10	10-14	4/11 ____
RF Leg	11-13	15-16	4/9 ____
LF Leg	14-16	17-18	4/9 ____
Heads	17-20	19-20	4/5 ____

Weapon	SR	Attk%	Damage
Claw	5	83	1D8 + 3D6
Claw	8	83	1D8 + 3D6

Spells: (sorcery) Damage Boosting 28, Damage Resistance 39, Haste 13, Regenerate 14, Venom 22. Spell Resistance 28. (spirit 105%) Befuddle, Speedart, Shimmer 5, Glamour 3, Disruption, Bladesharp 2, Detect Magic. (divine 100%) Chaos Spawn, Extension, Cloud Clear.

Skills: Sense Intelligent Life 62, Climb 92, Dodge 82, Jump 49, Throw 63, Fast Talk 41, Speak Armanian 94, Speak Tradetongue 49, World Lore, First Aid 25, Evaluate 53, Human Lore 39, Conceal 63, Devise 49, Sleight 48, Listen 37, Scan 37, Hide 59, Sneak 53, Intensity 24, Enchant 24.

Chaos Gang

These are a group of Chaos worshippers.

Taliman

STR 06 ____ Move 4
 CON 16 ____ Hit Points 21 ____
 SIZ 26 ____ Fatigue 22 - 2 = 20 ____
 INT 10 ____ Magic Points 12 ____
 POW 12 ____ DEX SR 3
 DEX 12 ____
 APP 09 ____

R Leg	0/7 ____
L Leg	0/7 ____
Abdomen	0/7 ____
Chest	0/9 ____
R Arm	0/6 ____
L Arm	0/6 ____
Head	0/7 ____

Chaotic Feature: plus 2D6 SIZ.

Weapon	SR	Attk%	Damage	Parr%	Pts
2HL Spear	4	37	1D10 + 1 + 1D4	21	10 ____

Skills: Plant Lore 16, Listen 12, Scan 12, Track 12.

Man with unicorn horn in forehead.

STR 17 ____ Move 3
 CON 07 ____ Hit Points 8 ____
 SIZ 08 ____ Fatigue 24 = 24 ____
 INT 08 ____ Magic Points 16 ____
 POW 16 ____ DEX SR 3
 DEX 10 ____
 APP 08 ____

R Leg	0/3 ____
L Leg	0/3 ____
Abdomen	0/3 ____
Chest	0/4 ____
R Arm	0/3 ____
L Arm	0/3 ____
Head	0/3 ____

Weapon	SR	Attk%	Damage
Butt	9	39	1D10 + 1D4

Skills: Dodge 30, Animal Lore 11, Plant Lore 07, Conceal 14, Listen 32, Scan 26, Track 19, Hide 22, Sneak 20.

Short Man who breathes fire.

STR 06 ____ Move 3
 CON 10 ____ Hit Points 8 ____
 SIZ 05 ____ Fatigue 16 = 16 ____
 INT 10 ____ Magic Points 12 ____
 POW 12 ____ DEX SR 2
 DEX 18 ____
 APP 03 ____

R Leg	0/3 ____
L Leg	0/3 ____
Abdomen	0/3 ____
Chest	0/4 ____
R Arm	0/3 ____
L Arm	0/3 ____
Head	0/3 ____

Chaos Feature: breathes 3D10 fire 5 times per day; single target, 3 meter range.

Weapon	SR	Attk%	Damage
Breath	1	36	3D10

Skills: Climb 51, Dodge 41, Jump 36, Hide 31, Sneak 31.

Head: Humanoid being with no characteristic STR, carried by Body.

CON 11 ____ Move 0
 SIZ 03 ____ Hit Points 3 ____
 INT 14 ____ Fatigue 11 = 11 ____
 POW 21 ____ Magic Points 21 ____
 DEX 10 ____ DEX SR 3
 APP 10 ____

Chaotic Feature: attack form (see below)

Hit Location	Melee and Missile	Points
Body	01-20	0/3 ____

Special Attacks Only: if it overcomes targets magic points target takes damage equal to number of magic points expended to random hit location, armor does not subtract from this damage.

Innate ability to Dominate (as per Sorcery spell) any one creature with Fixed INT, duration permanent.

Body: humanoid creature with Fixed INT, carries Head. If Body is commanded to attack it will first place head in a suitably safe place. If Head is killed this creature will flee.

STR 20 ____ Move 3
 CON 07 ____ Hit Points 9 ____
 SIZ 11 ____ Fatigue 27 = 27 ____
 INT 04 ____ Magic Points 10 ____
 POW 10 ____ DEX SR 3
 DEX 11 ____
 APP 10 ____

R Leg	0/3 ____
L Leg	0/3 ____
Abdomen	0/3 ____
Chest	0/4 ____
R Arm	0/3 ____
L Arm	0/3 ____
Head	0/3 ____

Weapon	SR	Attk%	Damage
Fist	8	47	1D3 + 1D4

Human with skin colouring as a Killer Whale.

STR 14 ____ Move 3
 CON 16 ____ Hit Points 17 ____
 SIZ 17 ____ Fatigue 30 - 2 = 28 ____
 INT 10 ____ Magic Points 10 ____
 POW 10 ____ DEX SR 3
 DEX 11 ____
 APP 12 ____

R Leg	12/6 ____
L Leg	12/6 ____
Abdomen	12/6 ____
Chest	12/8 ____
R Arm	12/5 ____
L Arm	12/5 ____
Head	12/6 ____

Chaotic Feature: plus 12 point skin armor.

Weapon	SR	Attk%	Damage	Parr%	Pts
2HL Spear	5	53	1D10 + 1 + 1D4	48	10 ____

Screaming Tree: this is simply a tree with the chaos feature Agonising screams when moving; as the tree sways in a breeze it screams.

Basillisk:

STR 04 ____ Move 2/3 flying
 CON 15 ____ Hit Points 8 ____
 SIZ 01 ____ Fatigue 19 = 19 ____
 INT 03 ____ Magic Points 13 ____
 POW 13 ____ DEX SR 4
 DEX 07 ____

Weapon	SR	Attk%	Damage
Glance	1	100	Death
Bite/Peck	10	27	1D6 + poison POT 30

Skills: Scan 39, Search 39, Hide 43, Dodge 28.

Hit Location	Melee	Missile	Points
Tail	01-02	01	2/3 ____
RH Leg	03-04	02	2/3 ____
LH Leg	05-06	03	2/3 ____
Hind Q	07-08	04-08	2/4 ____
Fore Q	09-10	09-14	2/4 ____
R Wing	11-12	15	2/3 ____
L Wing	13-14	16	2/3 ____
RF Leg	15-16	17	2/3 ____
LF Leg	17-18	18	2/3 ____
Head	19-20	19-20	2/3 ____

Chaos Garden

The centre of the intense chaos in this small part of what is usually termed the Chaos Quarter is a palatial garden. The garden is walled, though there are many gaping holes in its circuit. The walls are smothered in chaos growths, and the vegetation within the wall is dense and perilous.

Encounters will occur at a rate of one per melee round.

D00 Encounter

01-05	Root
06-11	Whip Vine
12-18	Reflective Gorp
19-24	Drain Blooms
25-31	Tumble Weed
32-36	Screaming Tree
37-42	Reflective Gorp
43-49	Poison Bloom
50-56	Stink Bush
57-62	Dragon Bush
63-67	Hallucinogenic Fungi
68-73	Dryad
74-78	Drop Net
79-84	Dragonsnail
85-89	Walktapus
90-94	Stoorworm
95-98	Basilisk
99-00	The Pool

Poison Bloom: this is simply a bush of flowers which secrete a poison of POT 1D20, any creature coming into contact with the bush will be effected in one location only.

Stink Bush: this is a bush with a chaotic feature. Stench overpowering; make CON $\times 5$ or less on D100 or loose consciousness.

Dragon Bush: this is bush with a chaotic feature. It will have a single, large red bloom amid the other lesser blooms of the bush. The larger bloom breathes 3D10 fire 1D6 times per day; single target, 3-meter range.

Hallucinogenic Fungi: this fungi releases a spore at dusk which produces hallucinations in all who inhale the invisible spores and fail a CON $\times 2$ roll on percentile dice. These hallucinations will range from seeing a friend change into a Zombie before your eyes, to seeing a dozen vampire style bats attempting to drink your blood. The fact that these are only hallucinations should be withheld from the effected Characters.

Drop Net: these large organic nets hang in the branches of trees like a network of vines; they drop on any creature which passes beneath their position. Each net will be large enough to entangle 1D20+20 SIZ points. They do no damage but will retain their grip with a STR of 1D20+20. They will only release their grip if they are bathed in water. If retained and properly treated these nets will retain their gripping ability though their STR will be reduced by half.

Dryad: this being has been perverted by chaos and is completely malignant.

Dryad

STR	06	Move 3	R Leg	0/5	___
CON	15	Hit Points 13	L Leg	0/5	___
SIZ	10	Fatigue 21 - 1 = 20	Abdomen	0/5	___
INT	13	Magic Points 25	Chest	0/6	___
POW	25	DEX SR 1	R Arm	0/4	___
DEX	20		L Arm	0/4	___
APP	19		Head	0/5	___

Chaotic Feature: appearance extremely confusing — subtract 40% from all foes attacks.

Weapon	SR	Attk%	Damage	Parr%	Pts
Staff	4	21	1D8	18	8

Spells: (spirit 125%) Befuddle, Countermagic 3, Heal 4, Second Sight, Disruption.

Skills: Conceal 99, Hide 85, Sneak 85.

Pool: this is a large pool, roughly eight meters across, which is infested with primal chaos. The grey water shifts as though its waters were storm tossed and it shapes itself into many forms; grey human and nonhuman limbs occasionally rise from its surface, faces and screaming heads rise from its waters; moans and sighs and whispered conversations may be heard.

There is a 01% chance that something will pull itself from the waters whilst the characters are watching. It will be a malformed travesty of the nearest equivalent creature. If humanoid it will have several twisted limbs, an extra head, either on a second neck or appearing on its chest or back. It may have one eye or several dotted over its body.

INDEX—City Book

Sections

Adding Characters and Sections To Eldarad	4
Alchemical Workshop of Sylus Lun	24-25
Artisans	26
Barter Classes	9-10
Boran's Tomb Inn	26
Borjahn's Hiring Hall and Temple	22
Broo Community	46-48
The Chaos Garden	49-53
Characters Encountered Within the City	19-21
Clearwine Inn	25
Currency in Eldarad	9
Dealing with Cults	4
Establishments of The Artisans' Quarter	25
Geeta's Hut	48
Getting There	7
Herb Garden	34
History and Development of Eldarad	3
Inbound Personalities	7-8
Information	10
Information By Barter Class	12-16
Information From the Immaryl	10-12
Jakar's Inn	34
Jakal's Lair	45
Lands, Regions, And People	6-7
The Lost City of Eldarad	1
Maps	17
Moarn's Lair	46
Parthim At: Escorts	25
Placing Eldarad	1-2
Quarrymens' Hall	26
Reavers' Keep	39-40
Sajan's Hostelry	25-26
Scorpion Man Ruins	48-49
Shan San's Dream Palace	34
Slavers' Compound	38-39
Square of Statues	48
Taran's Drinking House	26
Temple of the Storm God	24
Temple of The Troll Death God	43-45
Thieves' Plaza	32-33
The Tower of Sasorlim	42-43
Trade in Eldarad	8-9
Trade Routes to Eldarad	9
Trickster Screams (Trickster Shrine)	30-32
Using The Encounter Tables	19
The Withered Oak	16
A Wood in the City	34-35

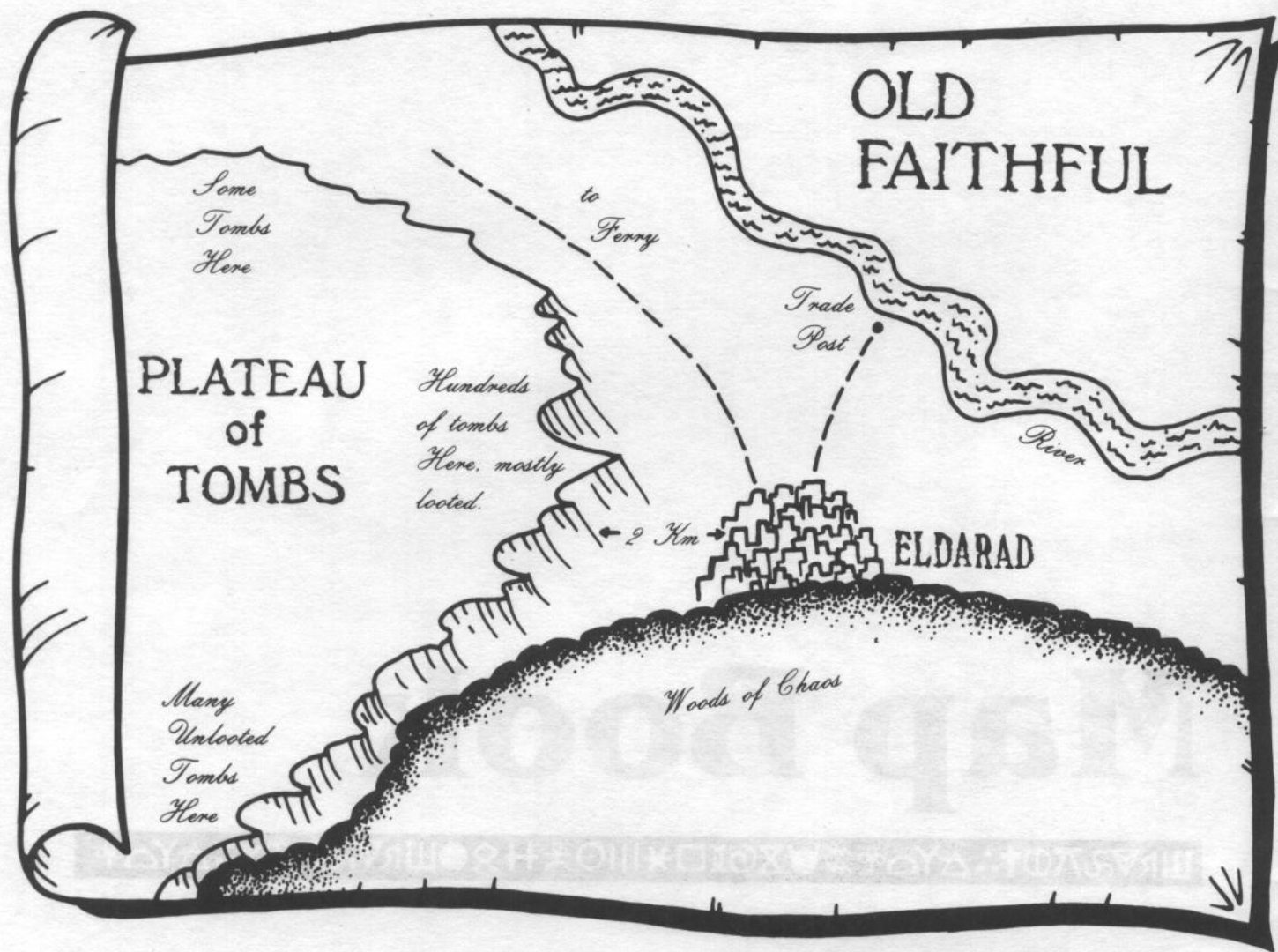
People

Alad	36
Angar	29
Ashani Stormwalker	24
Banach Yasalen	30
Borjahn	22
Canart Leth	36
Carthag	39
Cilsil	8
Danak	48
Erakosa	8
Ethrall	29
Gallad	32
Geeta	48
Gushgarak	44
Jakal	45
Kagozga	44
Karec	28
Karmar	18
Korina	29
Lan	8
Lanak	38
Lasade	8
Lorr	32-33
Mabrath	26-28
Magrak	44
Marr	36-37
Missael	28-29
Moarn	46
Oggalagruk	44-45
Paril Mas	38
Regda	40
Sasorlim	42
Shaktuke	49
Sylus Jun	24-25
Tainion	7-8
Tann and Ulann	33
Tarambar The Smith	4
Thessen	28
Vaniam	33
Yarethan	47
Yasalian Clan Assassins	37
Zamier Gan	47
Zarugar	44



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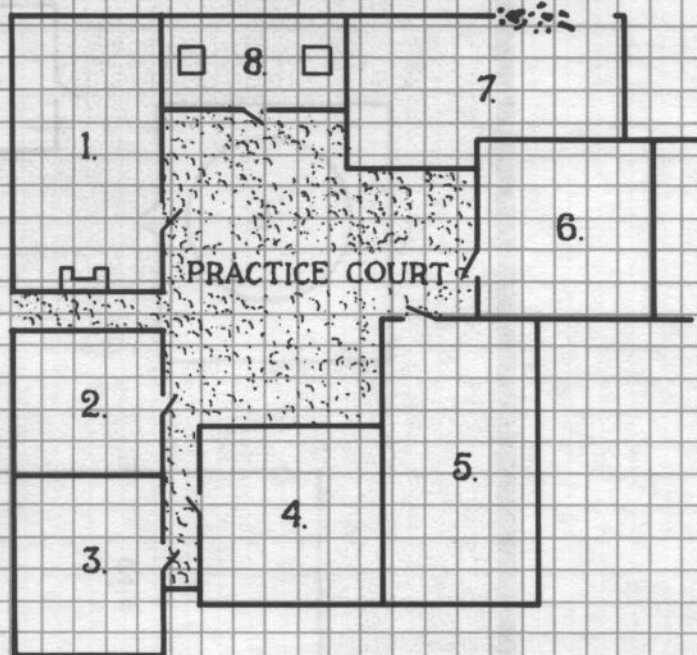
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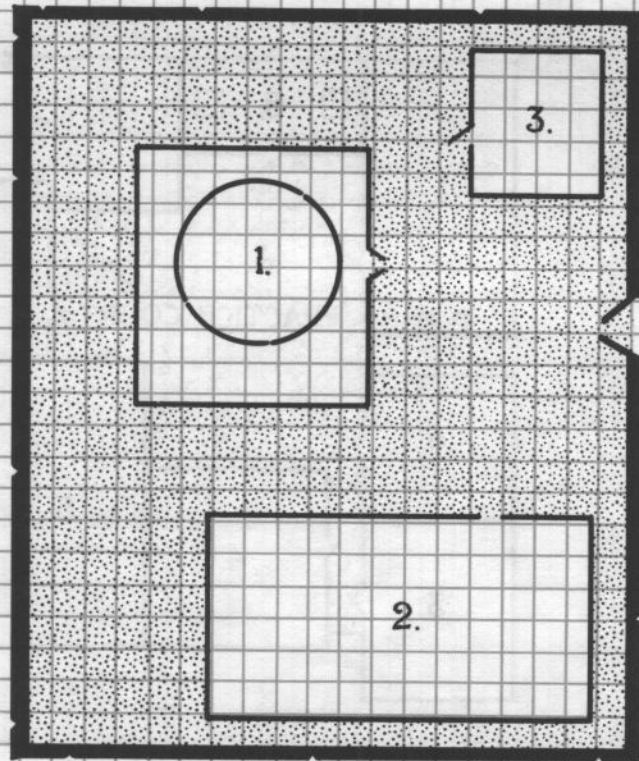
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Borjahn's
Hiring
Hall
and
Temple



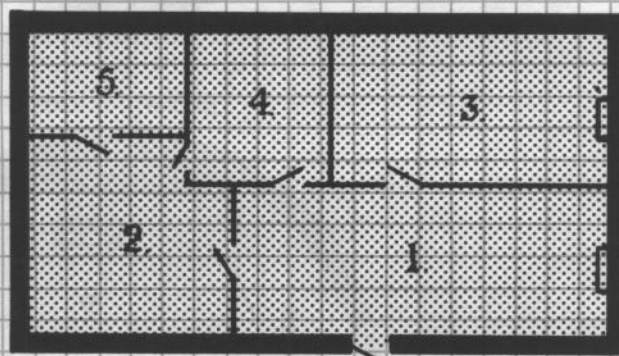
1 Square = 2.5 Meters

TEMPLE of the STORM GOD



1 Square = 2.5 Meters

Alchemical Workshop of Sylus Lun



— - Door

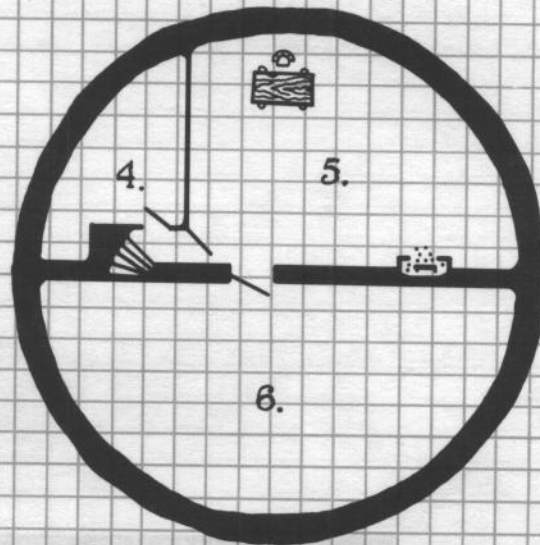
[Fireplace

1 Square = $\frac{1}{2}$ Meter

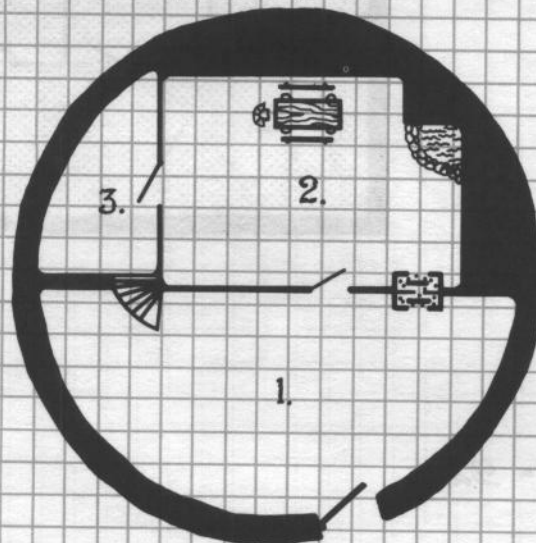
The Tower of Sasorlim


1 Square = 1 Meter


first floor





ground floor



 Fireplace


 Stairs

 Stone Vat

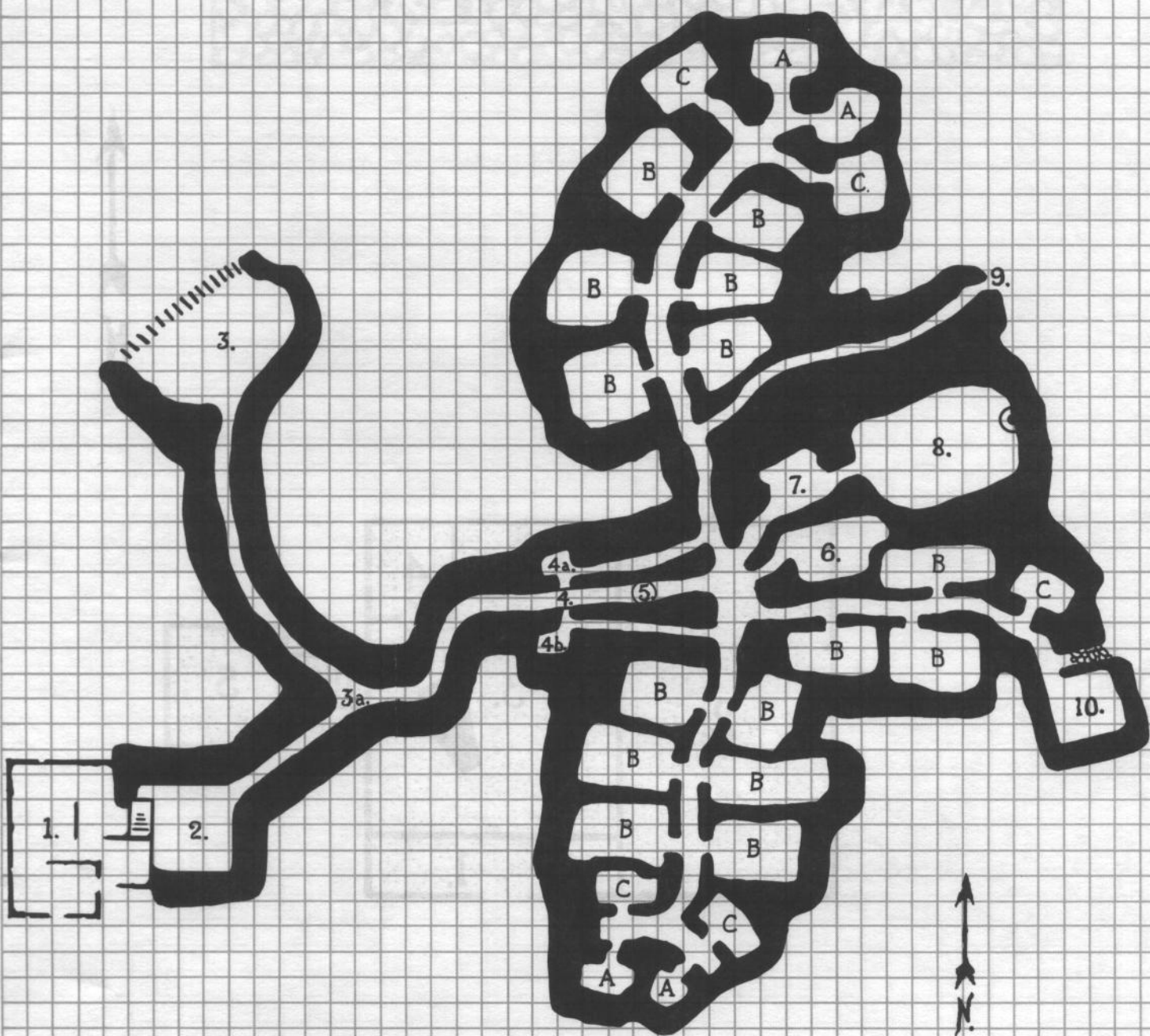
 Door

 Table

 Bench

 Chair

The Temple of the Troll Death God

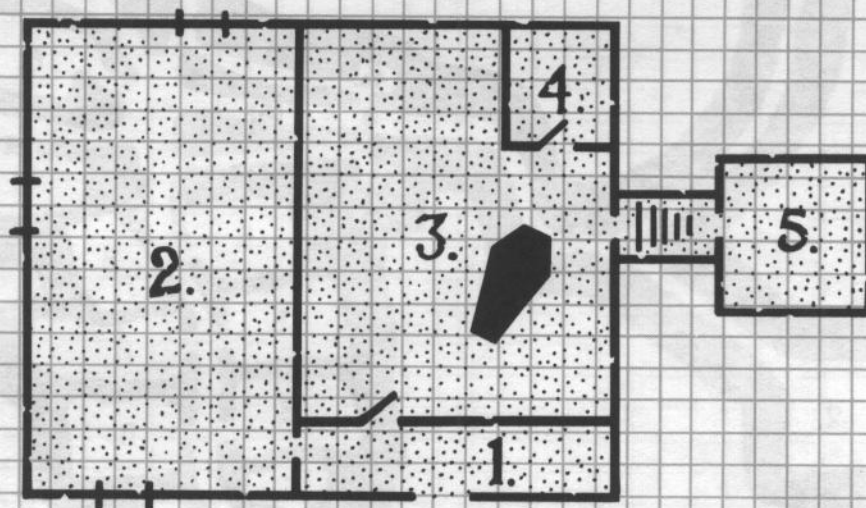


● Stone Fall

≡ Stairs Down

1 Square = 2 Meters

Moarn's Lair



└ - Door

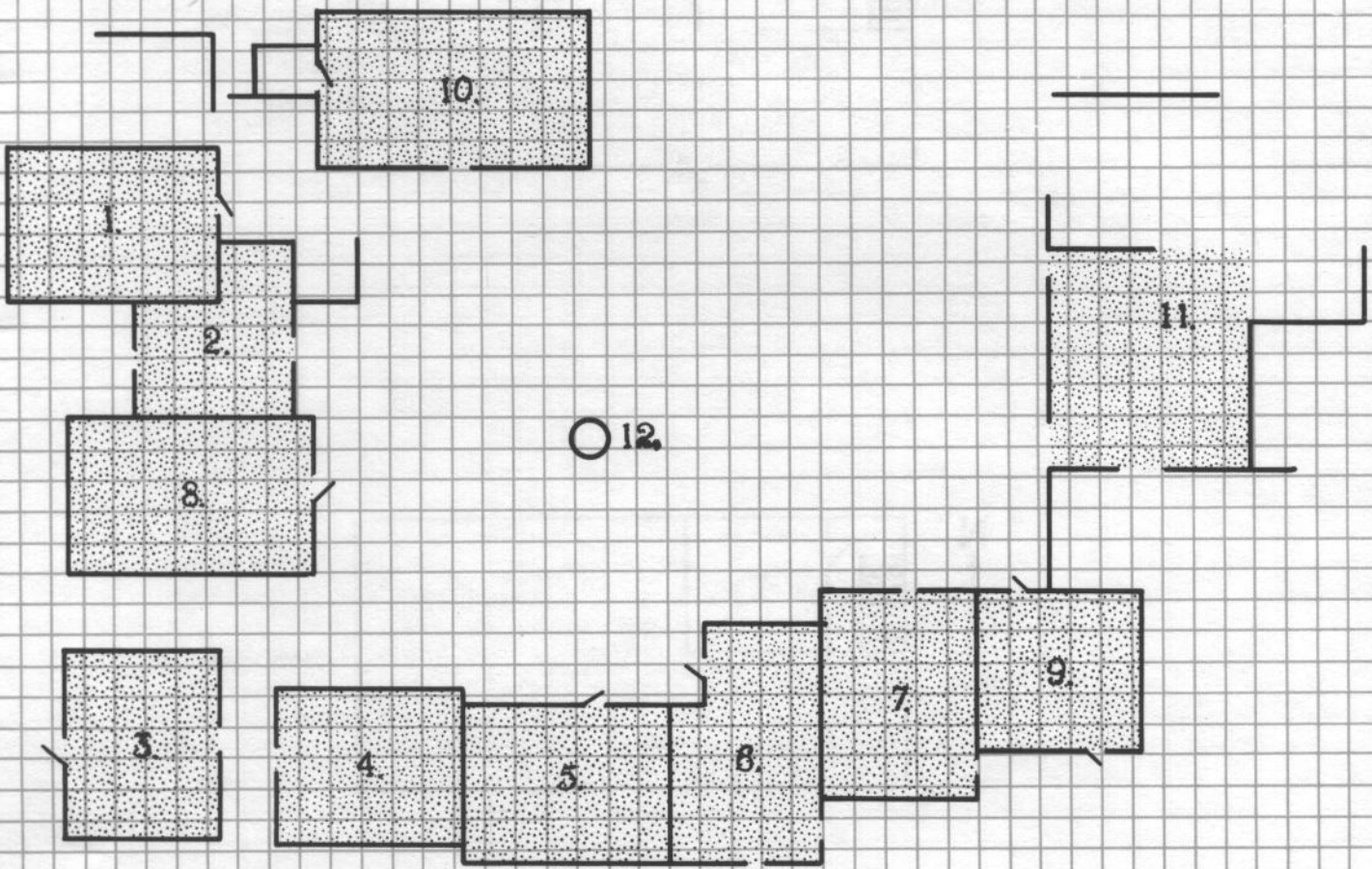
■ Coffin

— Window

||| Stairs Down

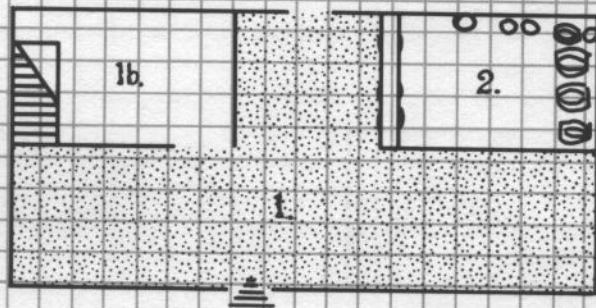
1 Square = 1 Meter

Thieves' Plaza

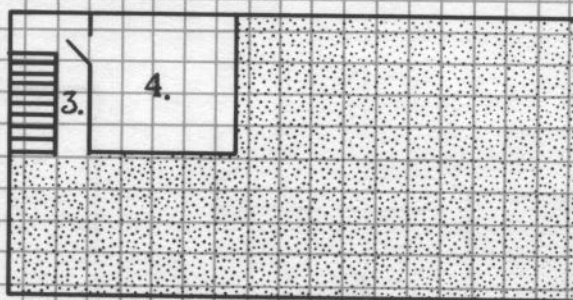


1 Square = 1 Meter

Jakar's Inn



Ground Floor

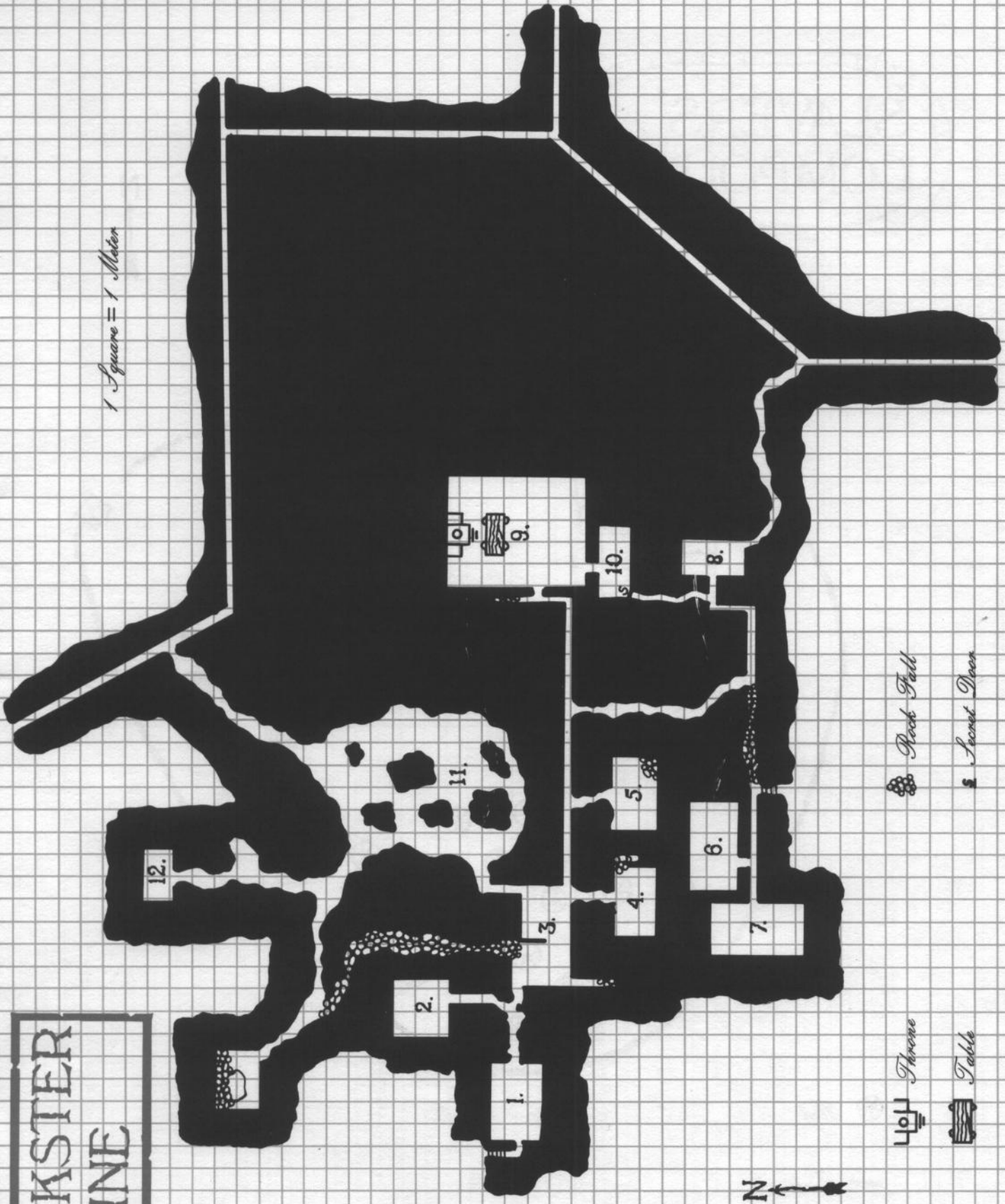


Upper Floor

1 Square = 1 Meter

TRICKSTER SHRINE

1 Square = 1 Meter



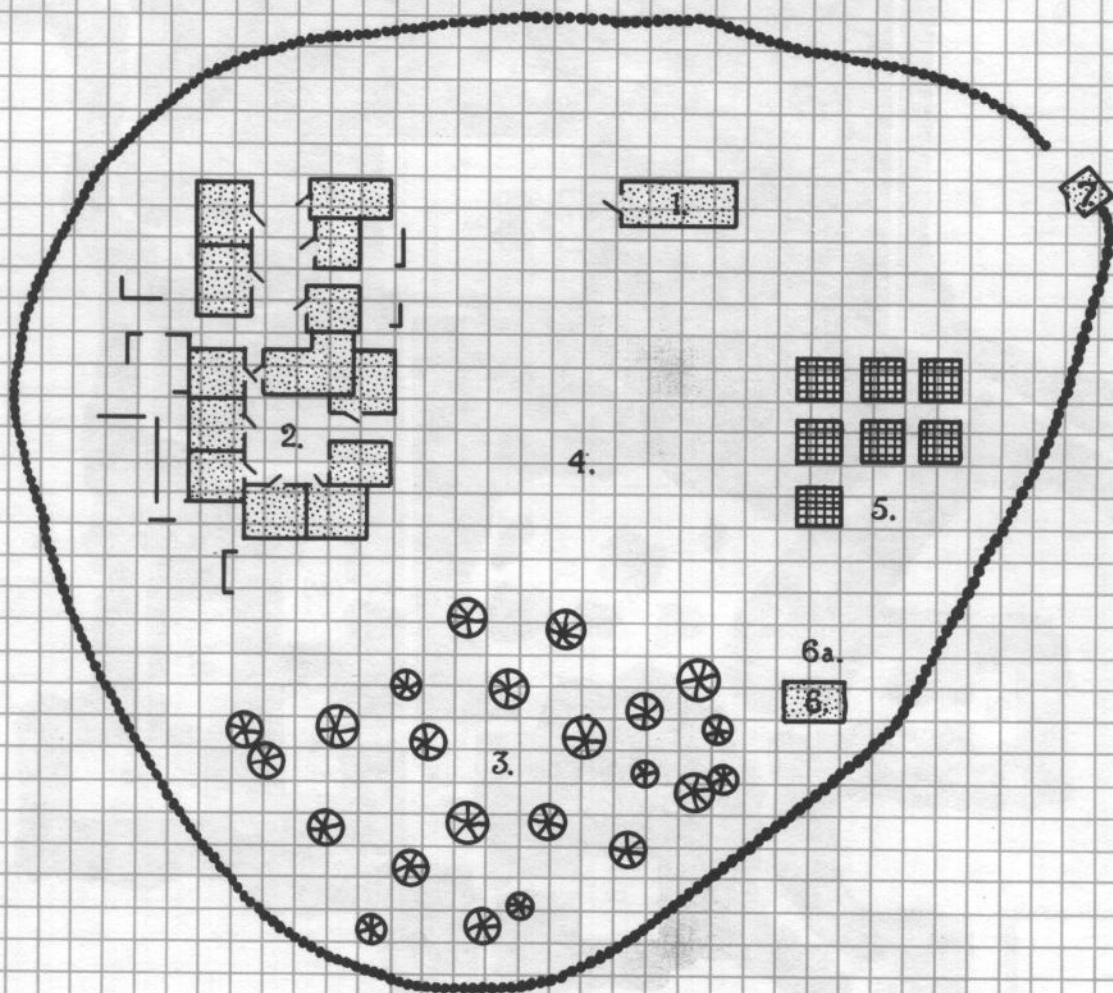
Throne


Table


Rock Fall


Secret Door

SLAVERS' COMPOUND



 Hut

 Fence

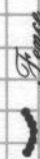
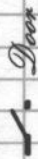
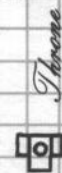
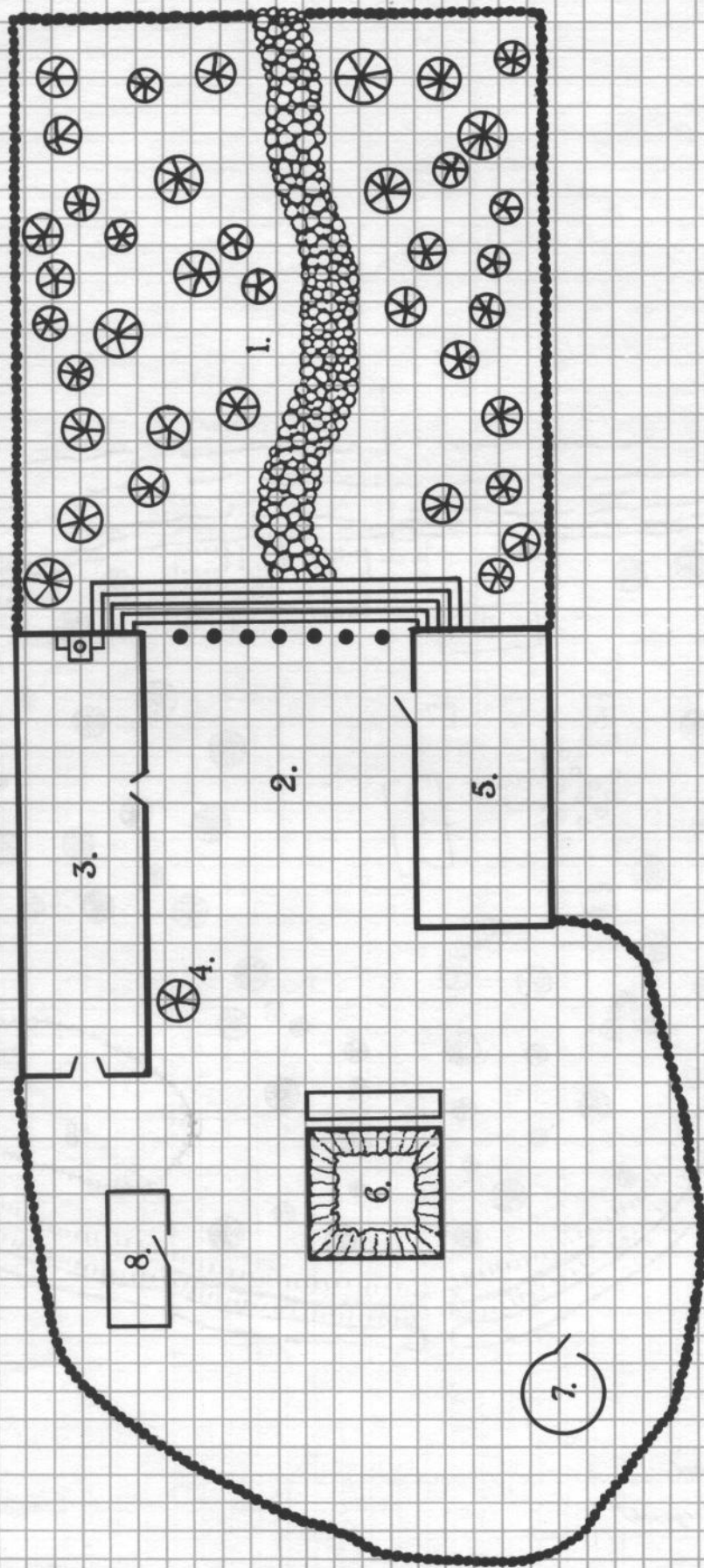
 Door

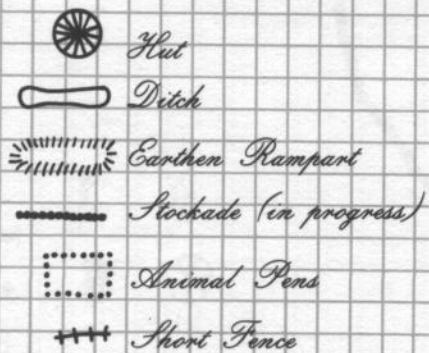
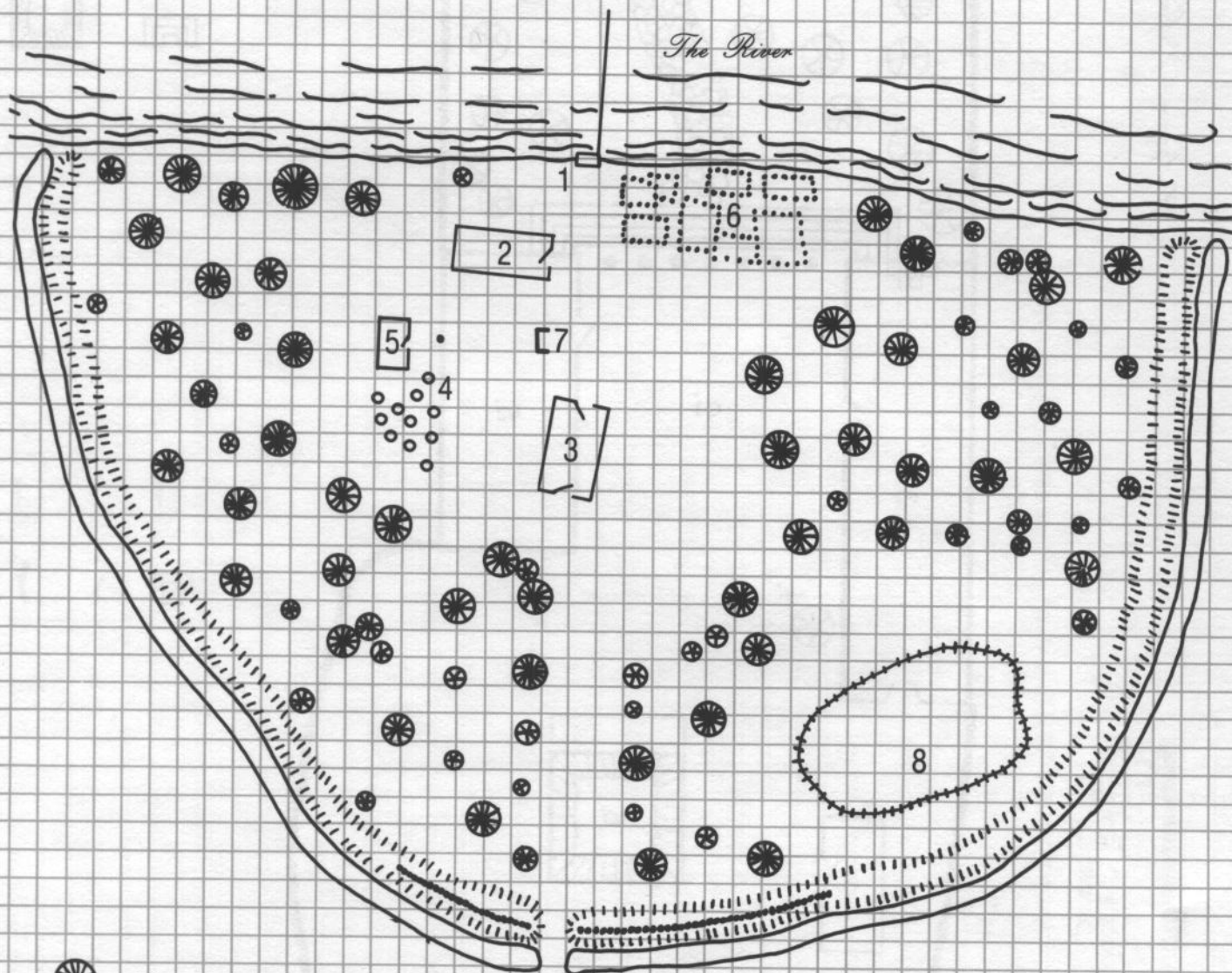
 Pit

1 Square = 2.5 Meters

Reavers' Keep

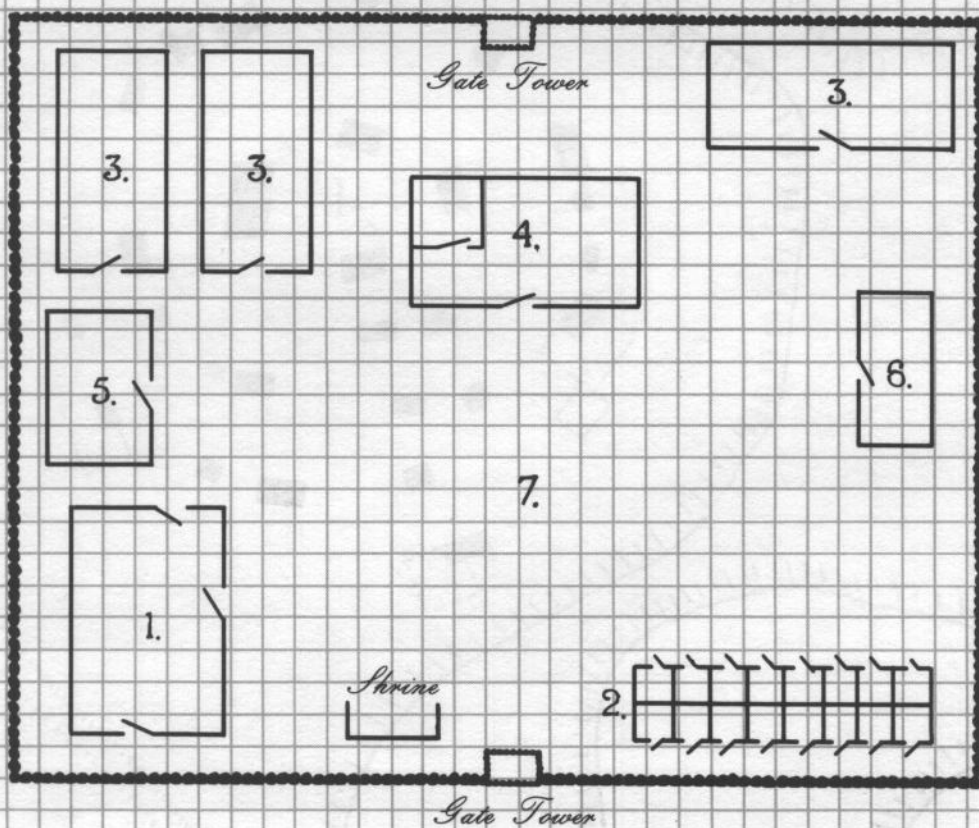
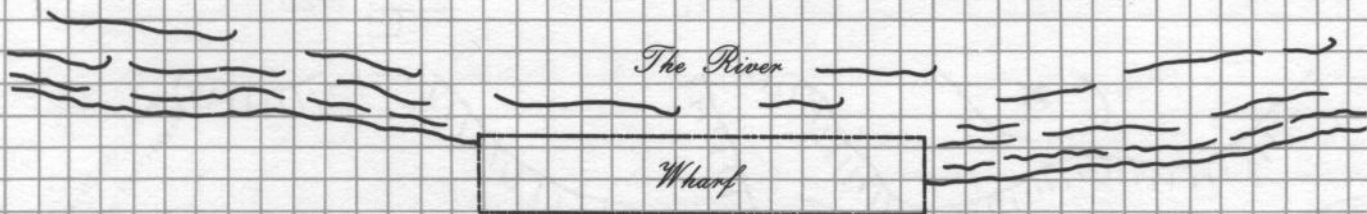
1 Square = 2 Meters












1 Square = 10 Meters

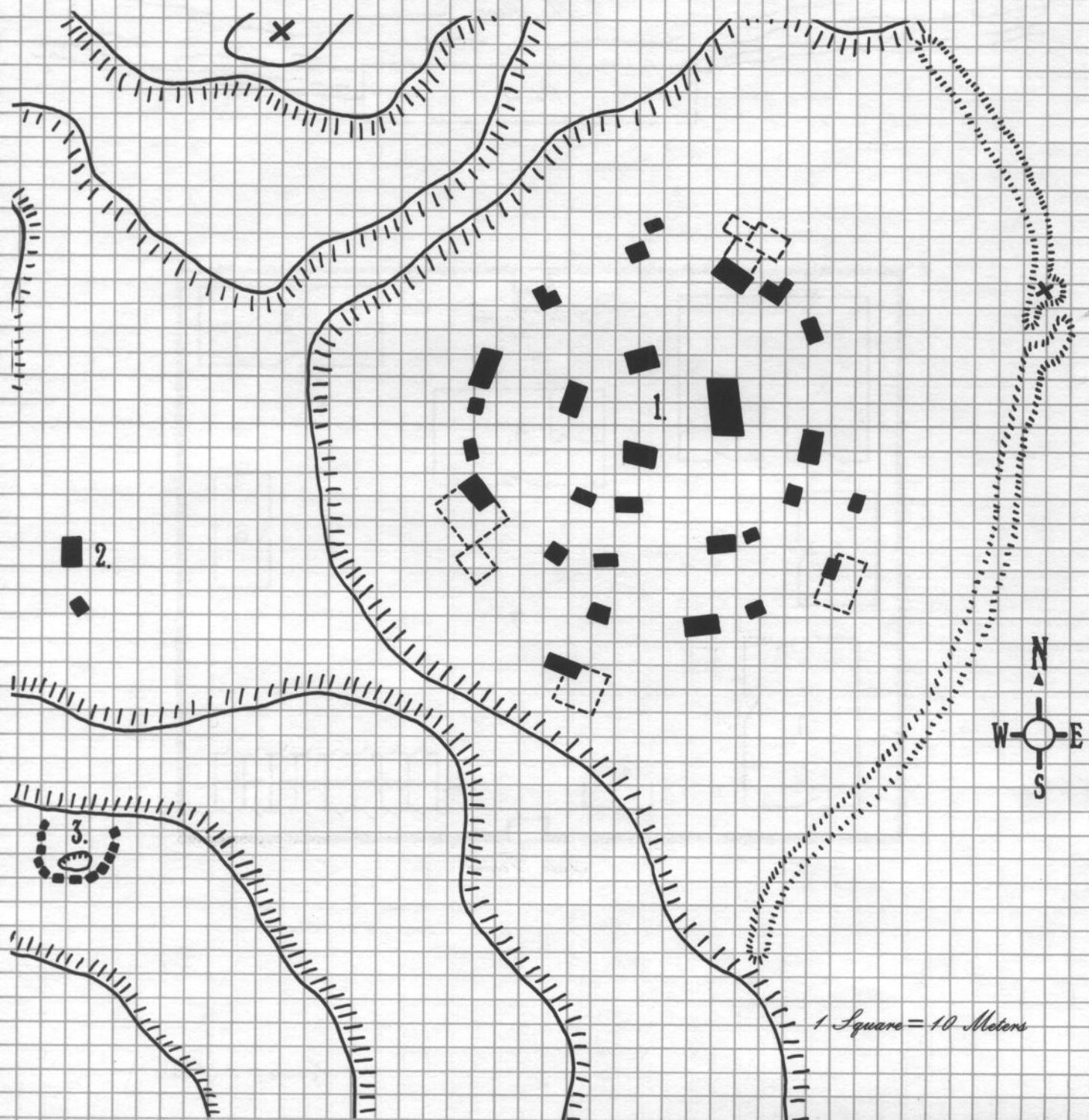
The
Trading
Post



1 Square = 2 Metres

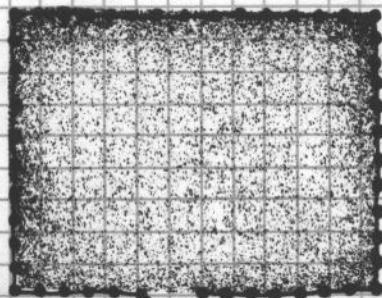
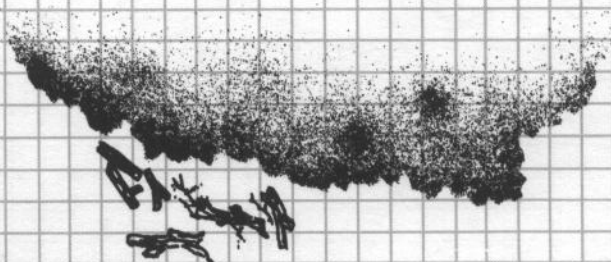
Snake Brother Village

-  Building
-  Standing Stones
-  Pit
-  Earth Bank
-  Location of Guards/Lookouts
-  Slope (Down)
-  Pens



Sample Wilderness Cabin and Environs

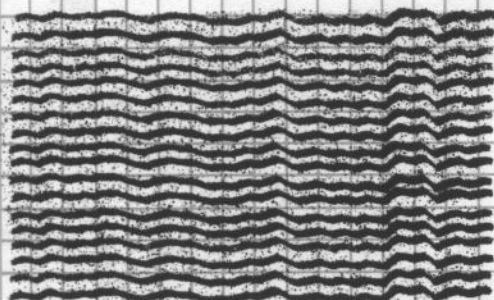
1 Square = 1 Meter



Animal Pen



Ploughed Field



Grave

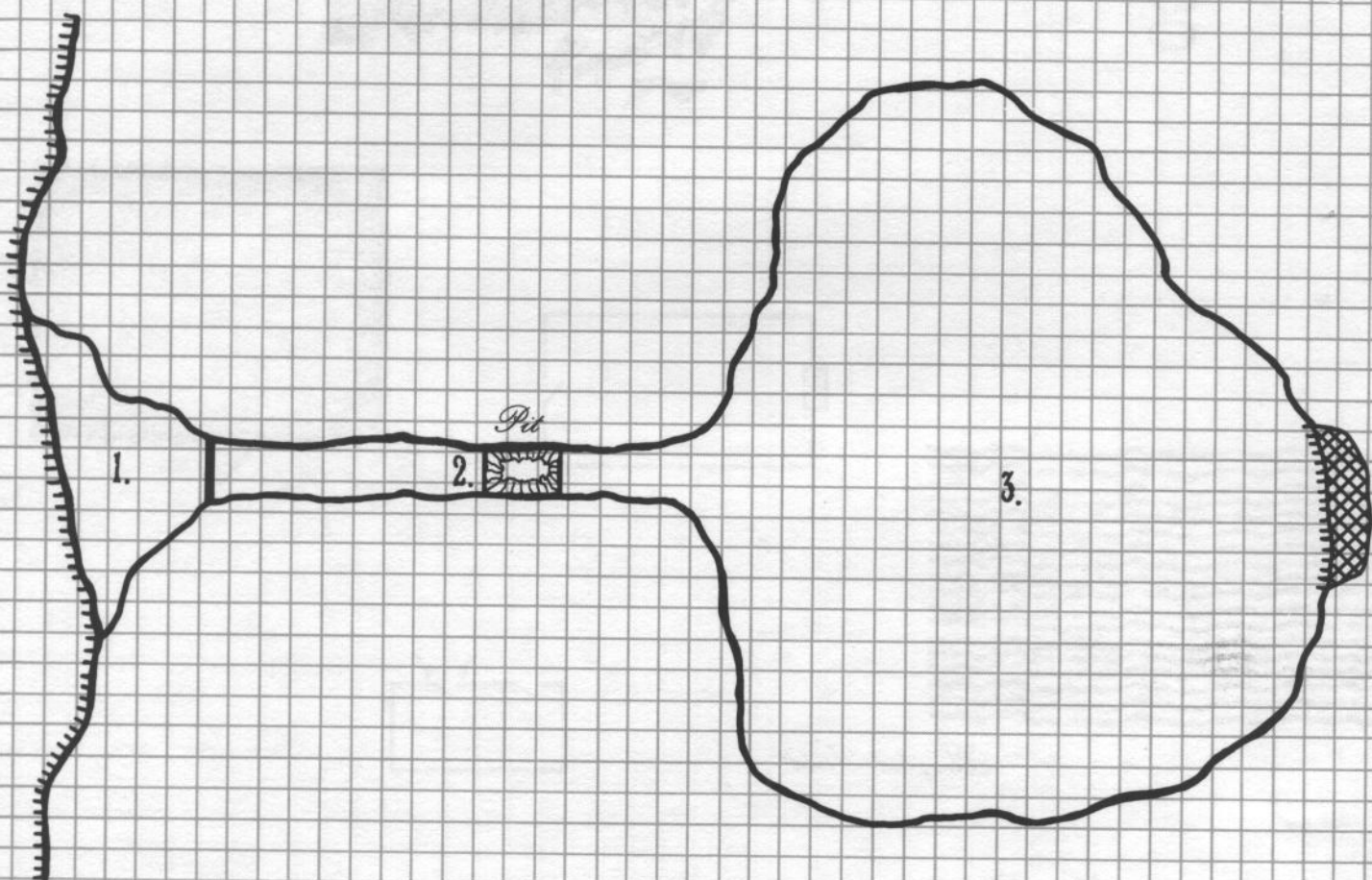


Wood



Fireplace

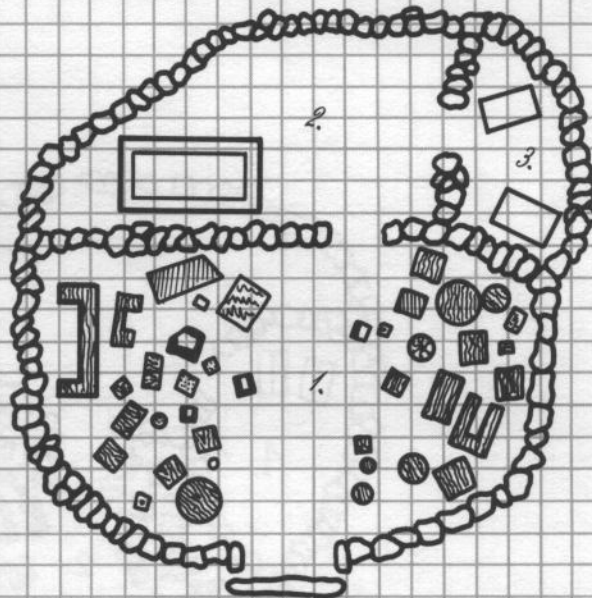
Average Tomb
of the Plateau
of Tombs





1 Square = $\frac{1}{2}$ Meter

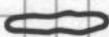
BARROW

*Note: Most likely
location is
Barrow Hills.*



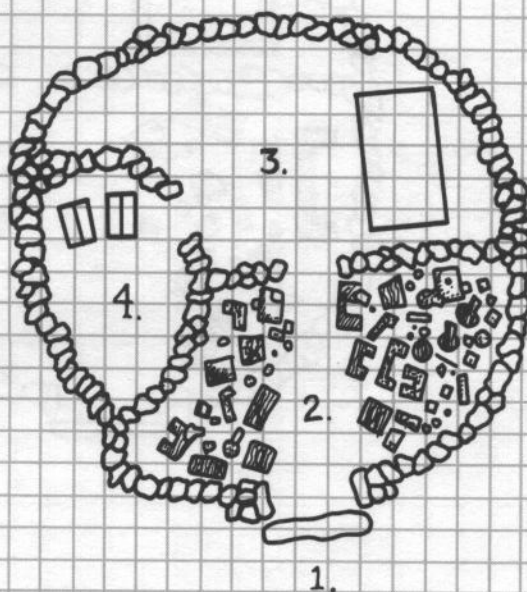
 *Various Objects
(chests, furniture, etc.)*


 *Large Stones*

 *Stone Slab*


1 Square = $\frac{1}{2}$ Meter

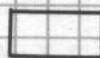
Barrow of the Hag



 Various Objects
(chests, furniture, etc.)

 Stones

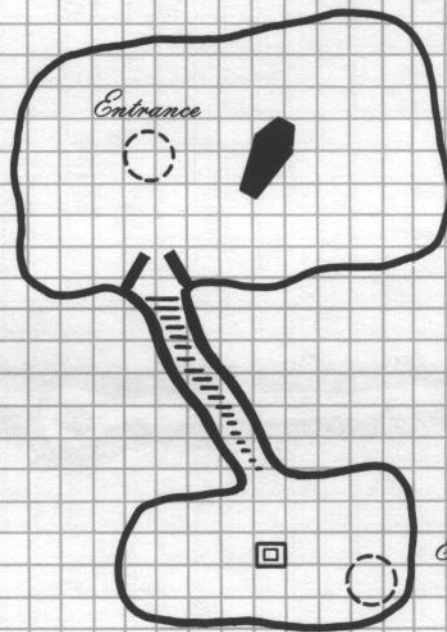
 Chest

 Crypt

1 Square = $\frac{1}{2}$ Meter

Mahab' Vana's Barrow


Top View




1 Square = 1/2 Meter

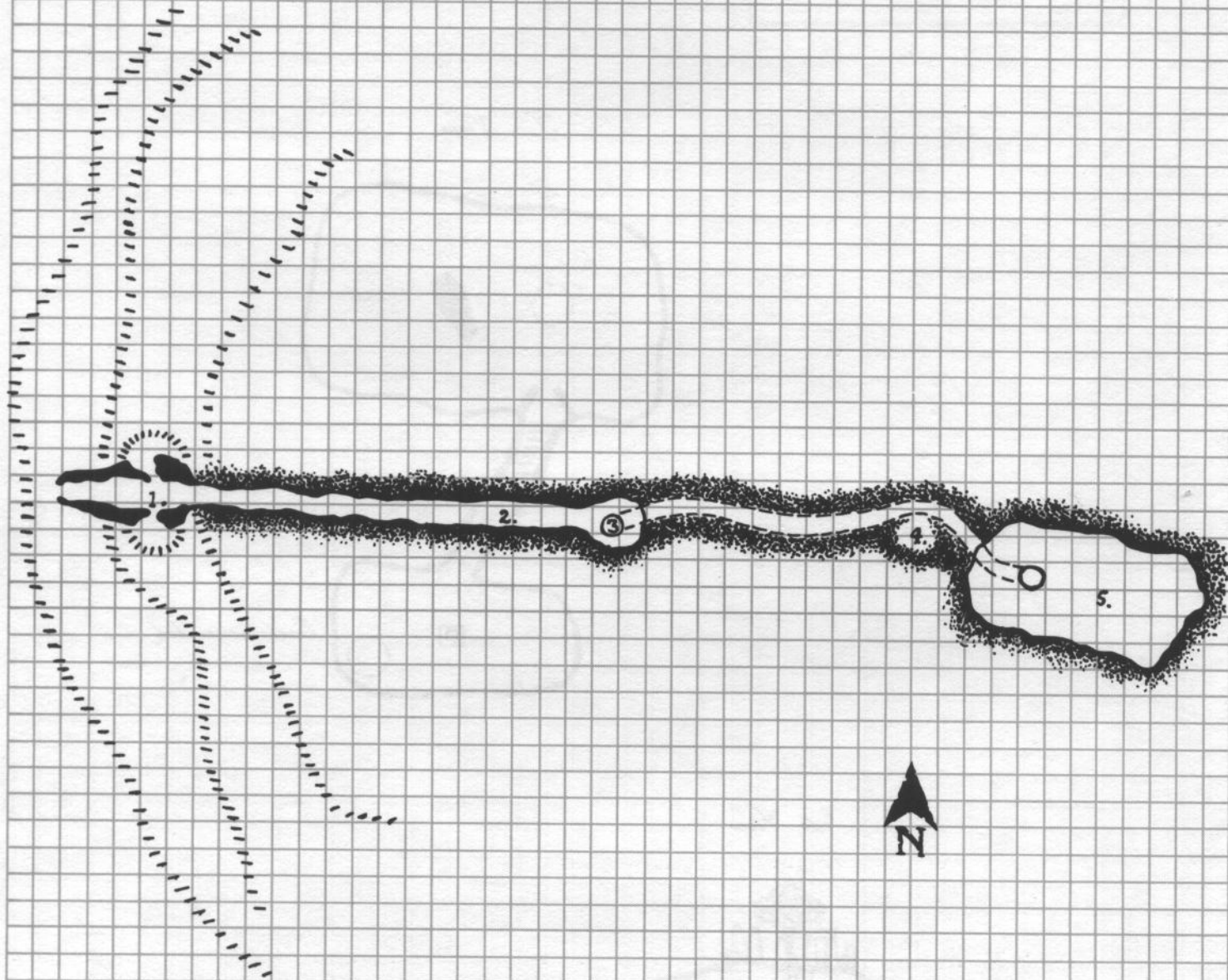
Side View



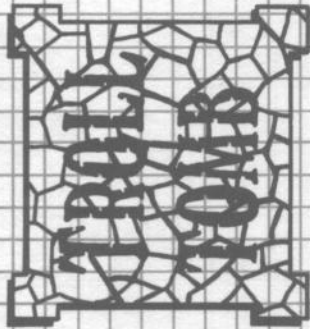
 *Firepit*

 *Stairs*

Tomb of Snake Brother Shaman



1 Square = 5 Meters



--- False Wall

□ Sarcophagus

□ Pit

A.

2.

A.

Side View

5.

4.

3.

Current

Current

Water

3.

A.

2.

1.

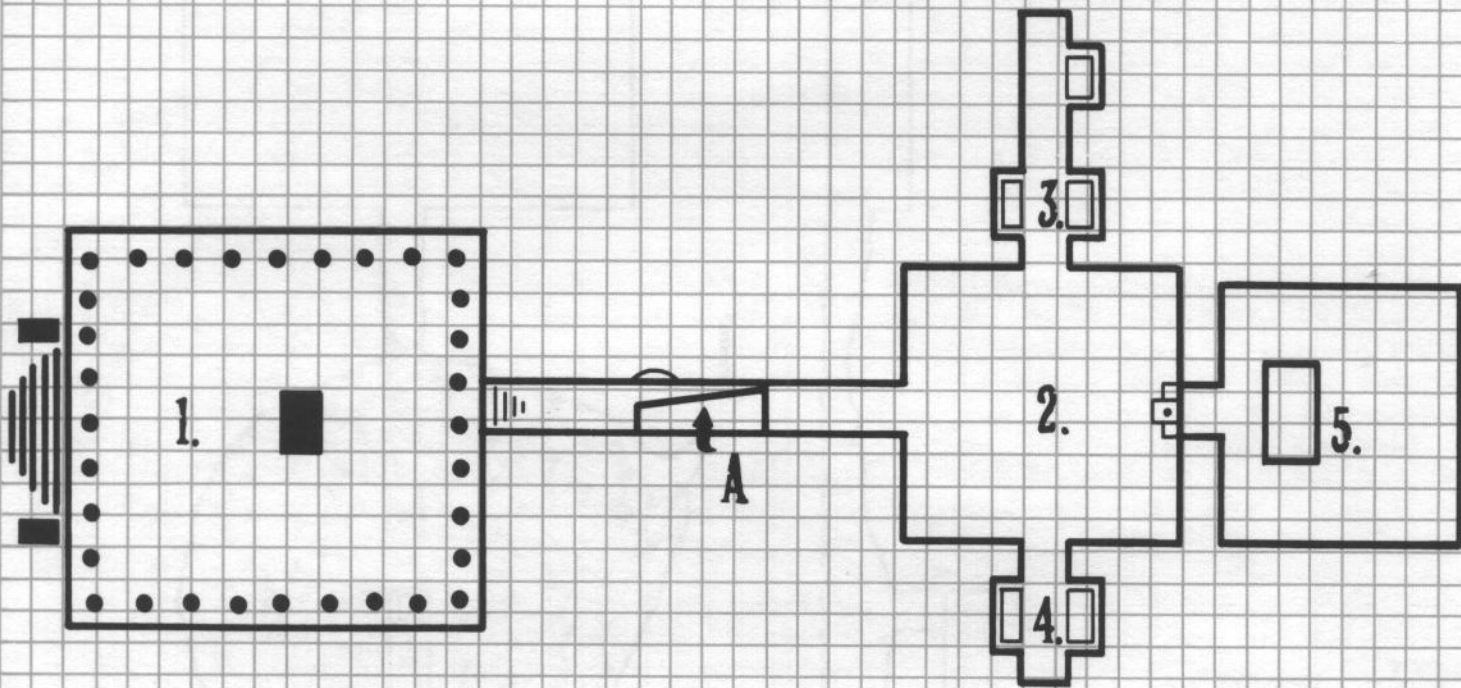
A.




Top View


1 Square = 1/2 Meter


Tomb Hidden Beneath Shrine



 Sarcophagus

 Throne

 Pillar

 Stairs

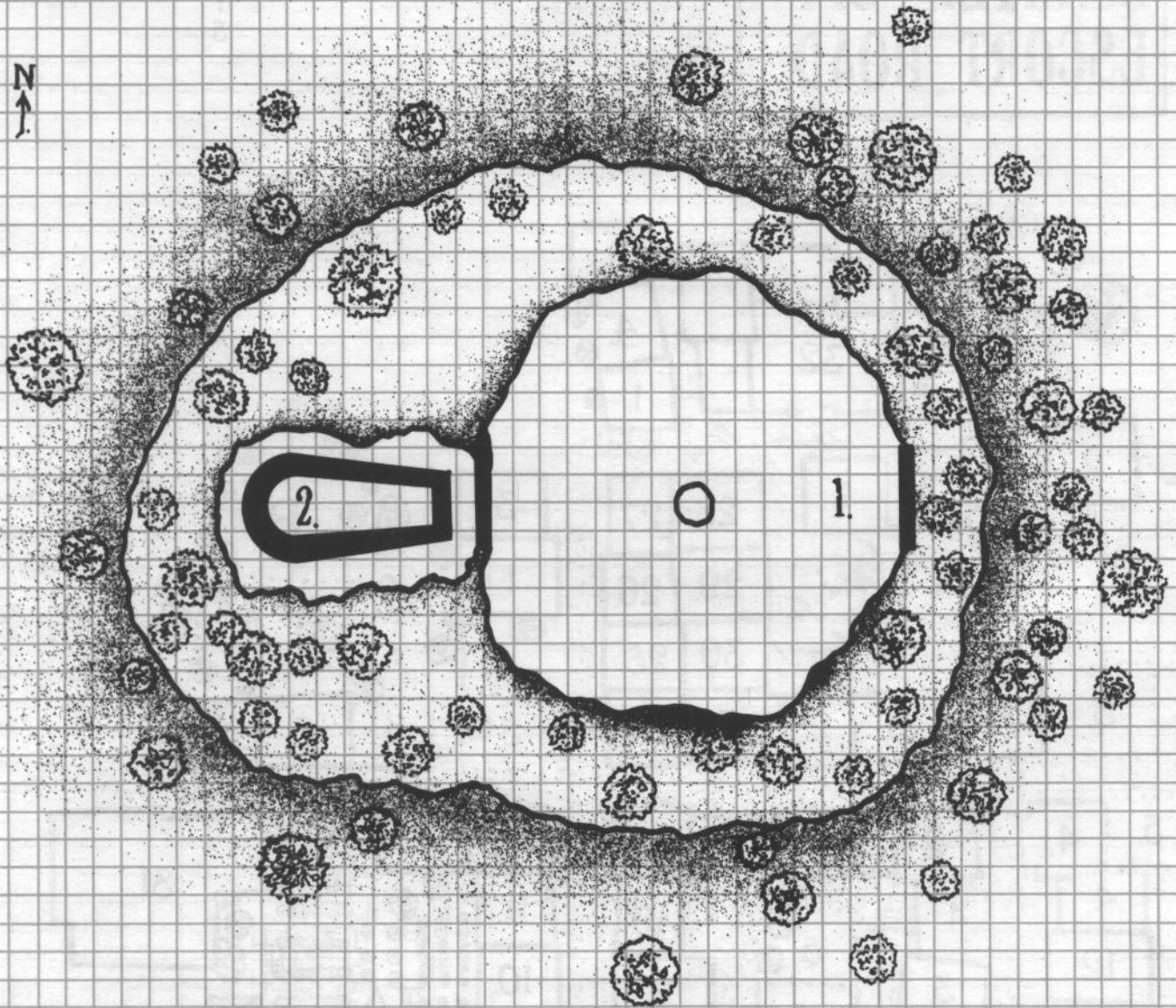
 Altar

1 Square = 1 Meter

Tomb of Yarmadier Trade Lord

1 Square = $\frac{1}{4}$ Meter

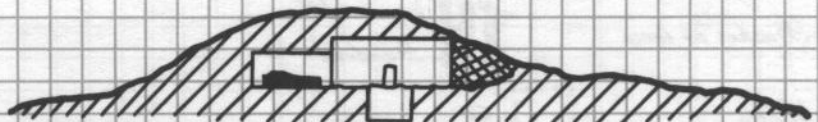
N
↑



Heavy Door

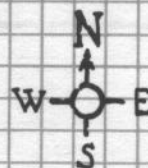
Slope down

Dense Undergrowth Areas
(Rhombushes, etc.)



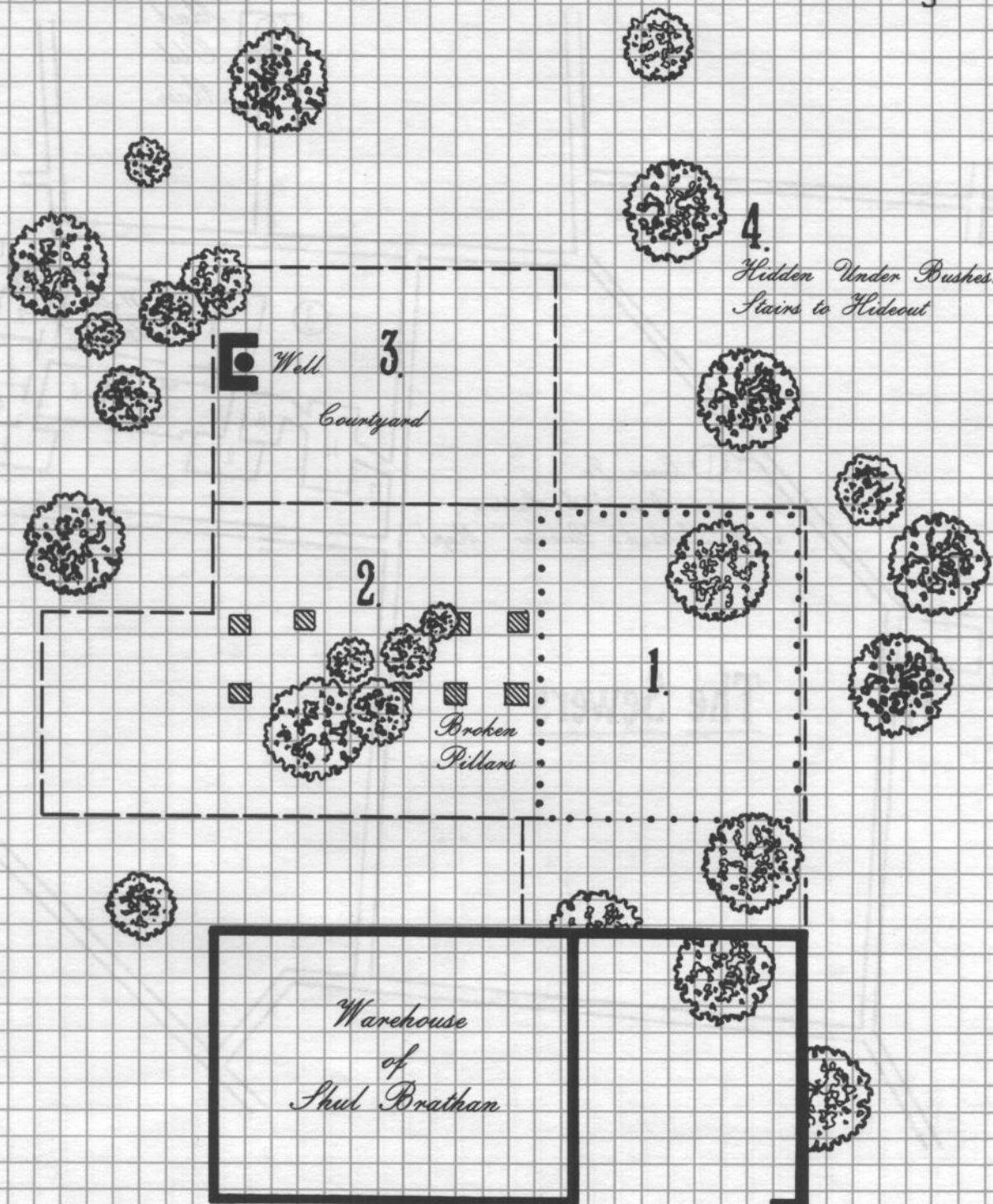
Side View

A SECTION OF THE ARTISANS' QUARTER: OFF ESCORT ROAD



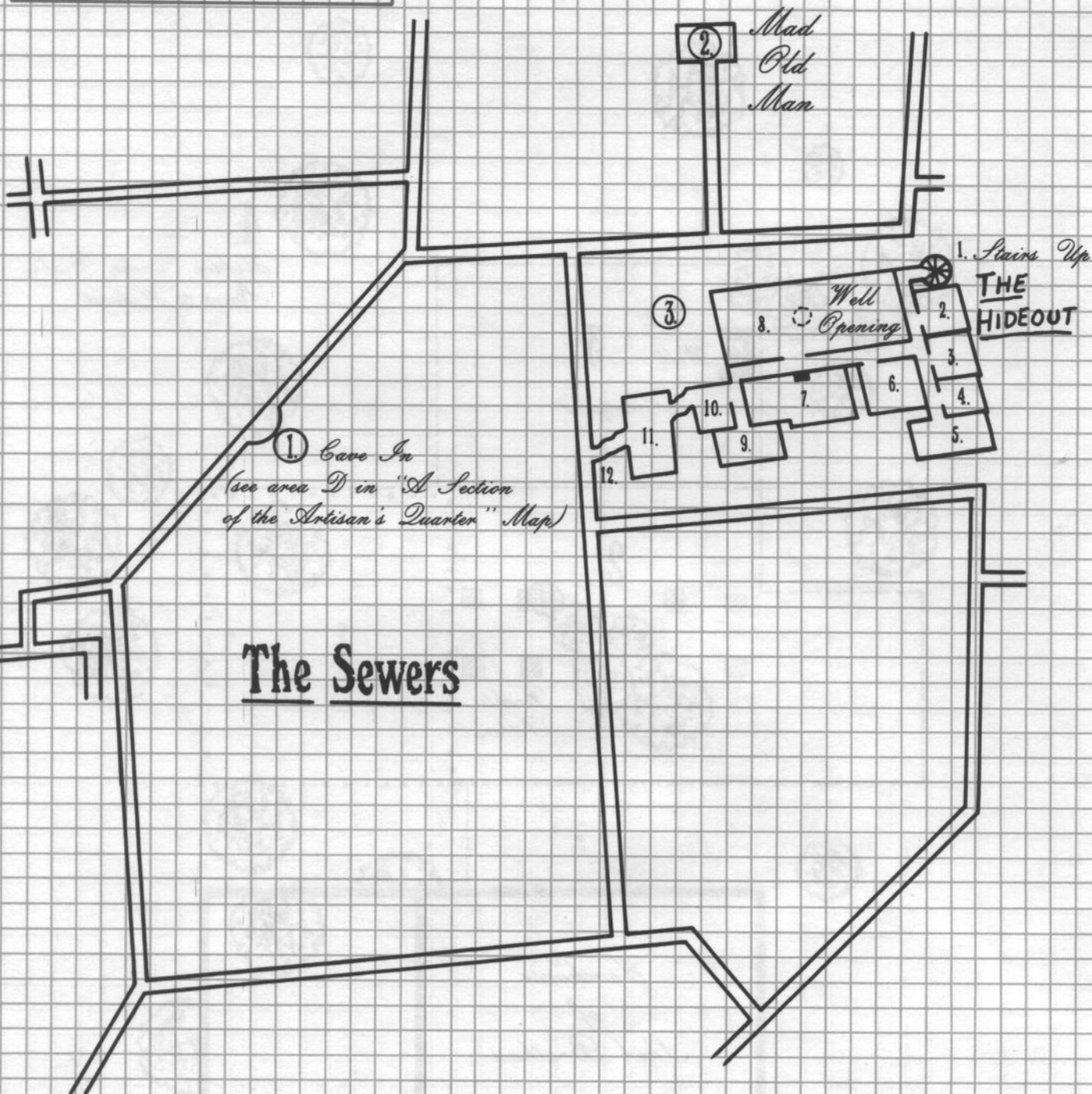
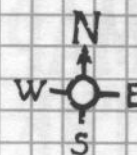
1 Square = 2.5 Meters

MAP OF THE RUINS



1 Square = 1 Meter

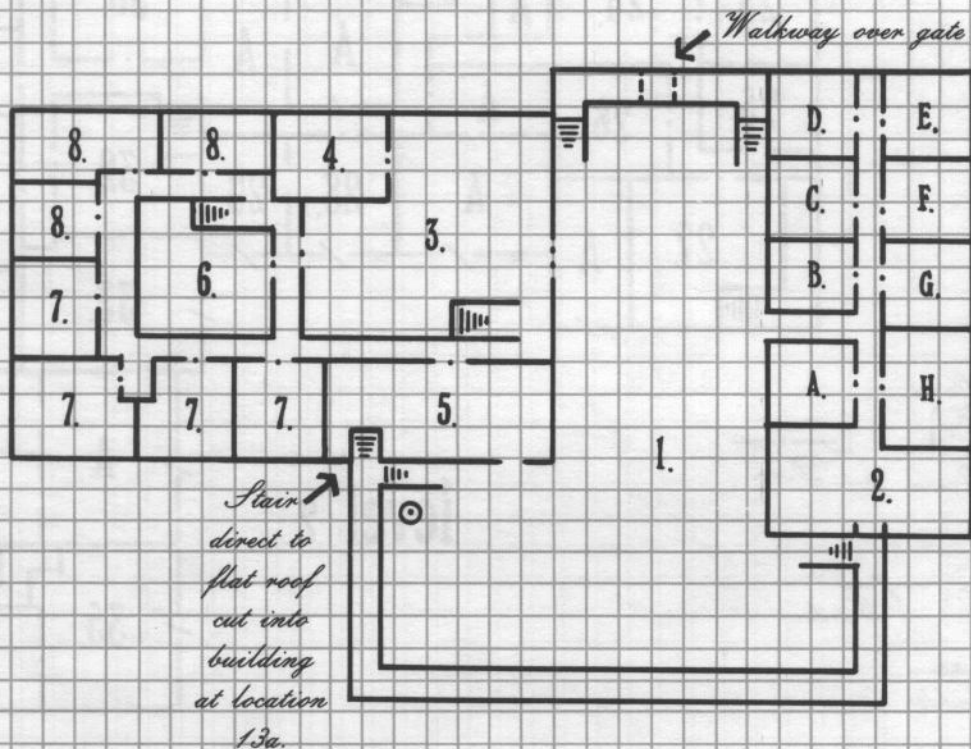
BENEATH THE ARTISANS' QUARTER



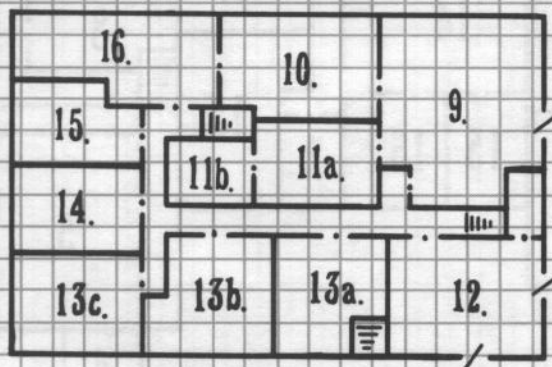
1 Square = 2.5 Meters

The Keep of Mistarnil Em

Level 1



Level 2



Well

Door

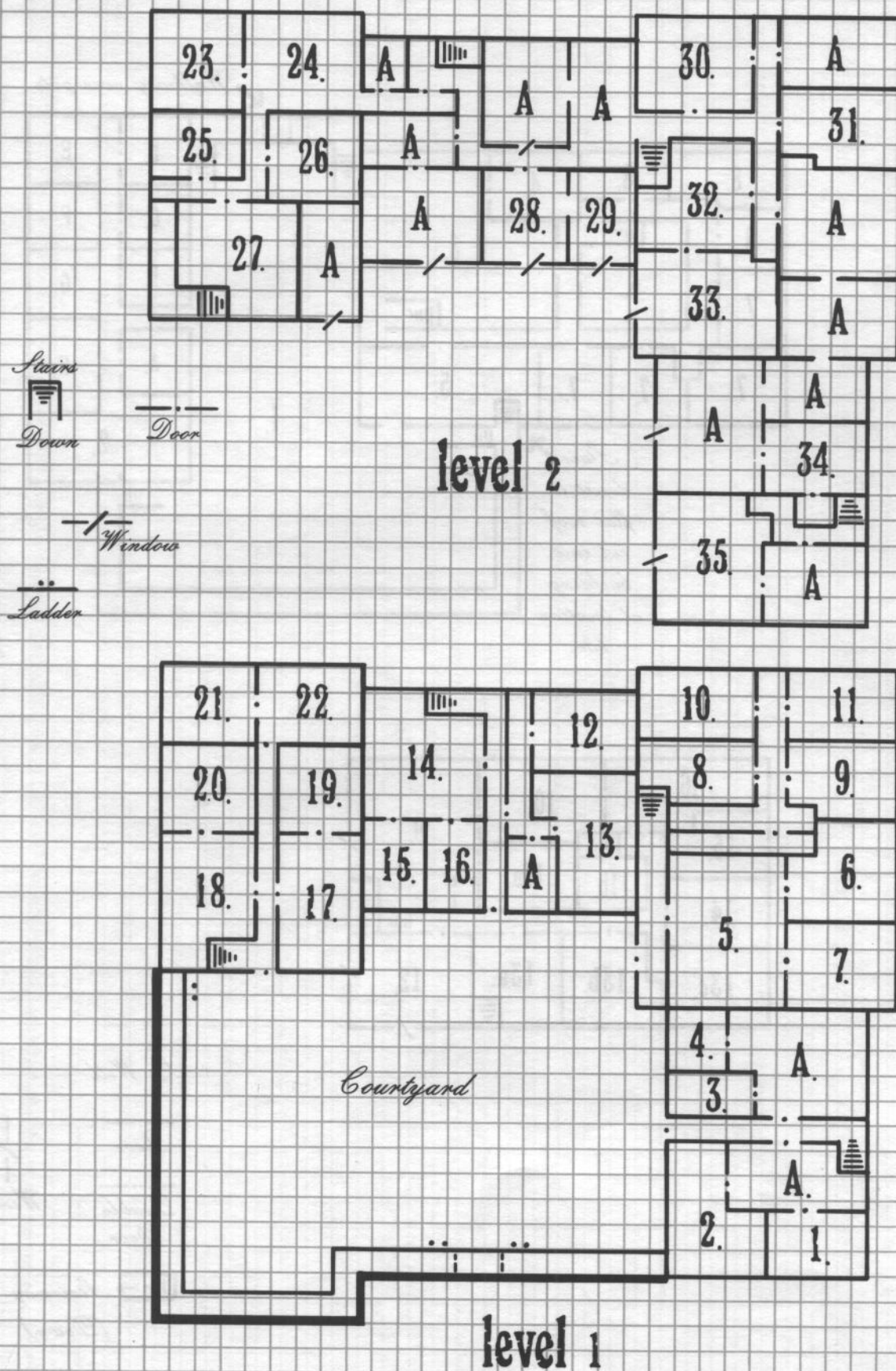
Double Door

Stairway (Down)

Window

Spearmen's Keep

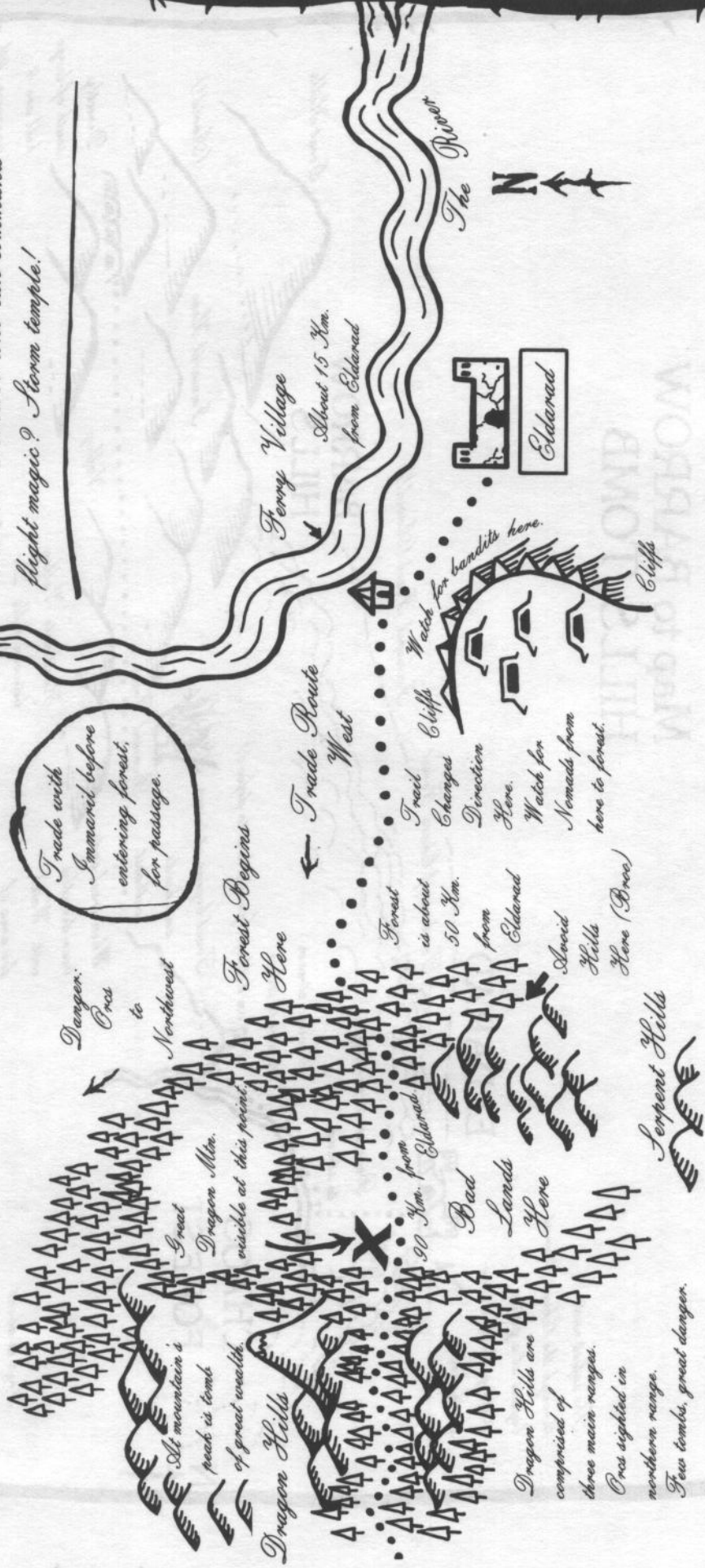
1 Square = 1 Meter



Map to DRAGON HILLS

110 Kilometers to
Great Dragon Mountain.

Take 100 meters strong rope (Laharabad?)
Pitons? Sorcever who can command
flight magic? Storm temple!



Danger:
Ons to
Northwest

Forest Begins
Here

Trade Route
West

Forest
is about
50 Km.
from
Eldarad

Watch for
Nomads from
here to forest.

Serpent
Hills
Here (Dons)

Serpent Hills

Bad
Lands
Here

Dragon Hills are
comprised of
three main ranges.
Ons sighted in
northern range.
Few tombs, great danger.

visible at this point.

Great
Dragon Mtn.

Alt mountain is
peak is tomb
of great wealth.

Dragon Hills

The River

N

About 15 Km.
from Eldarad

Ferry Village

Eldarad

Watch for bandits here.

Cliffs

Map to BARROW HILLS TOMB

The safest route
through the Chaos Forest
begins at a gullied
4-story tower in the
southwest.

ELDARAD

Tree-line of Chaos Forest

Immanil Trail (Avoid!!)

BARROW
HILLS

Follow stream
to small tower
on hilltop (good place to defend)

Trail begins at tower
and heads
southeast.

Burned Trees

When trail ends
bear directly
east. Watch
for area of
burned trees.

Hills begin just
after trees.

Trips is about
25 Km. Be ready
to hide from Chaos.

Head into Valley
between hills. Do
not diverge north (Immanil)

Directly
south of large
hill are 4
barrows. 4th
is unlabeled

Great Hills

Immanil Flow
(Avoid!!)

Valley

N