

Legends of the Ancient World
presents



The Sorcerer's Manor

A Fantasy Adventure by
Bret Winters

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The Sorcerer's Manor

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Redpoint is in upheaval. Gomar has broken from Demetrian rule and declared himself to be king. A series of alliances with certain upland despots and beast-man nations has given him power, which he is now consolidating in campaigns to the south of the city-state.

With King Gomar's attention focused elsewhere, several groups have gained power. The slavers guild has doubled their traffic through the port; a rise in illicit trade has generated two additional thieves guilds to compete with the ancient original; killers in dark robes have been spotted all over the city; and hideous beings terrorize neighborhoods neglected by the watch.

The Maul is an old region of the city, in the common district and swept by decades of slaves and other immigrants. It is now a series of slums, and a low priority of the city watch.

There is a new evil with the Maul as its home. Murders and abductions are at an alarming high, and those responsible seem to be the robed men, perhaps aided by grotesque minions. It is beneath the notice of the government, and the people are powerless and scared.

You are raw adventurers, ready to make your way through the world with your steel and your wits. Despite all the martial and criminal activity ongoing throughout the city, it is seemingly impossible to find work as independent blades. But then you hear old rumors of a sorcerer's treasure somewhere in the Maul. Considering your lack of prospects, you decide these are worth investigating.

You learn the location of the Sorcerer's Manor from Honest Alzander, a crazy map-seller in the bazaar of the Maul. It is an ancient structure that pre-dates the current civilization in Redpoint, that at one recent time housed a strange man of great power. He has not been seen in decades, but none who have tried to burgle or collect taxes from the manor have returned. Now it is the rumored home of ghosts and demons. And some odd comings and goings...

Even though you are inexperienced, you are confident in your abilities. So it is in the pre-dawn darkness that you climb over the wall and drop to the courtyard beyond. The great stone house is fairly a fortress. But the central doors hang ajar, and with the first light you will enter.

INTRODUCTION

This is a role-playing adventure for Dark City Games' *Legends of the Ancient world*. The adventure is designed to be played either solitaire or with other players. If played with others, one player should be the Game Master (GM), reading the instructions aloud and keeping

close track of the current entry number and game time.

Entries

The adventure comprises a series of numbered entries. Do not read the entries sequentially, they are intentionally scrambled. As you play, you will be directed to the different numbered entries.

Options

While reading an entry, you will find options directly followed by numbers in parentheses. If you decide to take an option, turn immediately to the corresponding entry number. Continue playing from that point.

Plot Words

Occasionally, an upper case word in parentheses follows a sentence or phrase. This indicates that you have now acquired this plot word. Retain all plot words until specifically instructed to discard them. Plot words have an impact on your fate.

Trait Tests

Unless otherwise specified, trait tests have a TN=4. Some trait tests may normally be opposed (such as spell effects), but if there is not a character listed, assume TN=4 as well.

Game Board

Letters correspond to locations on the game board. For example, you might read that "You are at A in a Type III room." Find the Type III room on the game board and place your characters on the hexes marked A. If all A hexes are full, place your characters immediately adjacent.

Making Observations

Any option preceded by a tilde (~) requires that one character in the party attempt a Notice roll. If the character passes, turn immediately to the corresponding entry. If the character fails, the option is not available.

Characters

Players start with four Novice characters. Players can also play characters of different races from appendix A. All characters are fully provisioned with food and water. Characters may begin with any Medieval gear they can afford, but armor only up to chainmail.

While it is not necessary, using the free Wizards and Warriors supplement available on the Pinnacle website should enhance your enjoyment of this adventure.

Encounters

Whenever the party selects the *attack* option, the party has the initiative. Whenever the party selects the *talk* option, players must decide what they will say before proceeding. Unless otherwise stated, adversaries fight to the death. Dead adversaries do not rejuvenate upon subsequent visits. Only once all adversaries are

defeated can the party loot bodies, search the location or leave through a different entrance than the one used to enter.

Leaving Characters Behind

A party may leave companions behind, but upon returning to that entry, one player rolls one die. On a one or two, the companion is still there in the same condition as before. Otherwise the companion is gone, never to be heard from again.

Time

There is no opportunity for Healing rolls, as this adventure is one long encounter, although healing spells may still be used.

Special Notes

The six grey circles on the board denote columns. These spaces are completely off-limits. The columns block all movement, sight and missile weapons fire. Unless otherwise noted, these columns are always in play. Conversely, the stairway in the middle of the board is non-existent unless otherwise noted.

Begin

Go to (000) and begin.

000

The pre-dawn cold goes to your bones. The eastern glow brightens to reveal the time-ravaged manor, an intricate house of gothic splendor. The weight and scars of time have only accented the dark grandeur. There are a myriad of small holes in the front wall. You cross the courtyard. On the small porch before the fractured doors is the body of Tigran; she has been eviscerated. Weapons and spells ready, you push aside the remains of a once stout portal, and enter the sorcerer's manor through the North door (001).

001

This is the entrance hall to the sorcerer's manor. Light-beams, stabbing through rotted holes in the walls, reveal a once-regal room decayed by time and violence. In the middle of the room lie many bodies: a dwarf, two humans, three Orcs, and five unidentifiable. You can tell these are victims of different combats, given the range of decomposition. Reddened rats scurry away as you enter.

You can take the main door to the north, which leads outside (049), or you can go down hallways leading east (020) and west (045). To the south is a hallway beyond a pair of open doors (011). You may also search the room ~ (018).

002

There are several bodies cocooned here. Now drained husks, they have long ago been looted.

As you look up, you see a backpack webbed to the ceiling. There seem to be enough handholds in the decayed wall to reach it.

You may leave down the stairs (011), to the north (025) or you may try and retrieve the pack. If you want to climb up and retrieve it, make a Climbing roll. Each character may make an attempt; failure results in 2D6 damage (a fifteen foot drop) If one successfully makes the roll, they retrieve it (016).

003

"The Worm God hungers, my loves," one of them states. "We are the Dwarrgs. You people call us 'sewer dwarves.' We will fight for our rightful place in the world--and surely you know what that is. Softening the Earth with blood, for its return. Surely you recognize our might, and see your destiny as worm food." (014).

004

There is a gas canister behind the panel that activates the secret door. Now that you have found it, it is an easy task to disarm it.

You may head south, down the short hallway beyond the secret door (010), or leave to the east (040) or west (001).

005

At one time, this was probably an opulent bedroom. Now it is burned, but not by fire. An alchemist will recognize acidic action on the ancient furniture and the walls. Holes eaten through the paneling let light pour in. But at the center of the room lies a pool of shadow. As you enter the room, slimy worms, each over a meter in length, crawl out of this darkness and flail toward you.

You are at B on the room map; two worms are adjacent to "column" Y, which is the pool of shadow. A is north. Every three turns that the worms live, two more sewer-worms emerge from the pool. If you survive, you may search the room ~ (008) or depart to the east (025).

Sewer-worms (one for each character)

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Notice d6

Pace: 5; Parry: 5; Toughness: 3

Special Abilities

Acidic Bite: Str+d4 (bypasses any armor)

Size -2: Sewer-worms are roughly the size of a snake

Small: All attacks against a sewer worm are at -2

006

"And justt what would we have to ssay?" He speaks in the common tongue. "Ssoon, you will be dead. All peopless. Praisee Set." You wonder

if these creatures account for some of the sightings and violence in the Maul. He pauses as if ready to strike, then speaks. "Thiss iss older than your race. You are innocent of original ssin, but you mustst sstill pay."

You have the plot word SERPENT; the serpent attacks (017).

007

This is the diary of the elven wizard Myseere. Evidently, he came with a companion to search the manor for spell books, twelve years ago according to last entries. You read the final lines, written with the precise elven characters but by a frail hand.

"Jubal is dead, and I bleed beyond hope in this hall. Such is the fate of Myseere. To whoever finds this journal, deliver it to my family in the Everbleak marshes. As a reward for the task, I have hidden a spell under a loose floor stone in the kitchen. "

There is no more. The bodies on the floor are obviously more recent than Myseere's death.

You prepare to leave the room (001) (MYSEERE).

008

You find a small metal case that has survived the acid of the worms. There is nothing inside, but this is a durable container! It is big enough to contain several documents. In the ruins of the bed, you find a blue metallic torch. There is no obvious way to light it (005).

009

Your weapons have no effect. You are unable to affect this being in any physical way (025).

010

You find yourselves in a bizarre antechamber, with a host of horrific artwork arranged about a bench. These are paintings and sculptures depicting a variety of tortures and perversions. The scenes are uncannily graphic. You are repulsed--but there is a hideous, hypnotic power here. From a painting at the opposite end of the room, a shadow emerges and drifts toward you.

Every character must make a Spirit roll to resist the Puppet power. If they fail, they are initially helpless (essentially told to stand still and do nothing) during the upcoming fight, until hit in combat the first time, when they regain their senses.

You are at A on the room map; the shadows are at C. The rectangle is the bench; it cannot be moved through, though you may fire missile weapons or spells over it. The room is dark. If you survive, you may search ~ (023) or leave to the north (020).

Shadows (WC) (2):

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8

Pace: 8; Parry: 6; Toughness: 6

Special Abilities

Quick: Shadows are fast and dart in and out quickly. They may discard action cards of 5 or lower and draw another. They must keep the replacement card, however.

Shadow form: Shadows are always considered to be in the Dark. If the area is already Dark, Shadows are assumed to be in Complete Darkness.

Spectral Claw: Str+d4.

Unholy Touch (-2): Characters hit by the Shadow's attack must make a successful Vigor roll or suffer a -2 on Spirit checks for 2d6 rounds. Alternatively, the Shadow may elect to use a touch attack (with no damage) to deliver an Unholy Touch.

011

This dim area stinks of decayed flesh, and you hear low noises. You come to a large room with a staircase in the center, leading upward. Your eyes momentarily water as you step into the room. When your eyes adjust, you see madness.

Two gore-spattered, degenerate dwarves are hunched over a vivisected humanoid, feasting. The humanoid quivers in its death throes. The dwarves look up at your entrance, and emerge from red pools and clumps. *You may talk to them (003), or attack (014).*

012

It is difficult to tell whether the tunnel is roughly-hewn or crumbling with age. There are caged fire-bugs in sconces along both walls. It goes on for 300 feet (50 inches) or so before you come to a room reeking of mud and venom. It appears empty at first, but then you make out a form slithering upright. "Vissitorss," it says. "Good."

You may flee back down the tunnel (040), attack the serpent-man (017), or try to talk with him (006).

013

You have shown the small, strange idol to several sages, but none are able to ascertain anything about its origins. On a tip, you visit a wise woman among the Shod, a local human ethnic group that still maintains a sense of identity. She is cold and uninterested until you display the idol.

"By Thanatos' grim scythe! That is a representation of Bosk, an ancient hero." She touches it with trembling fingers. "So much of what we were as a people is gone, first through

enslavement and then assimilation." A few tears run down her age-seamed face.

"Obviously, we are poor and I cannot pay you for this. But I will instead give you a half-dozen vials of Mashu (*a concoction made by the Shod, healing 1 wound (and removing a shaken condition); each vial contains one dose*) and I will sing your praises to our people.

You may accept or decline (049).

014

They yell and charge you, with froth, blood, and curses flying from their lips.

You are at A on the room map; the enemies are at C. A is north; the stairwell in the middle of the board is a solid obstacle for this fight. If you survive, you may search ~(021), leave to the north (001) or take the staircase to the upper level (030).

Sewer-dwarves (Dwarggs) (4)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d6, Stealth d6, Throwing d6

Pace: 5; Parry: 6; Toughness: 8 (2)

Gear: Chain shirt (+2, covers torso), axe (Str+d6), small shield (+1 parry)

Special Abilities

Infravision: Half penalty for poor light vs. heat-producing targets.

015

You discover an odd parchment in a corner of the room. It depicts a strange door, and pictographically elaborates on how to open it. You investigate the tunnel leaving this chamber, long enough to know that it stretches on for many miles – too many to explore now. You now leave (040).

If you run through the Sewers of Redpoint, you may use these instructions to open a certain door. If you find yourself at instruction (10) during the course of that adventure, you have the option of going to instruction (82) and continuing from there.

016

In the backpack you find a stone flask, a bag of 40 silvers, and an odd blue gem that glows faintly.

Pass a common knowledge roll at -2 (no penalty if you have an Arcane Background) to determine what the stone is (022). Pass a Healing or Survival roll to know what the potion is (019). You may leave by the hallway to the north (025) or down the stairs (049).

017

You are at C on the room map; the serpent-men are at B and D the serpent man champion is at

A; A is north. If you survive, you may search the room ~(015) or depart (040).

Serpent-men (4)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Notice d8, Shooting d6

Pace: 8; Parry: 7; Toughness: 7(1)

Gear: Cutlass (Str+d6), Small bow (2d6), small shield (Parry +1)

Special Abilities

Armor +1: Thick hide.

Bite: Str

Enhanced Senses: Due to their enhanced sense of smell, Serpent-men suffer no darkness penalties when targeting living creatures.

Serpent-man champion (WC)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Intimidate d8, Notice d8

Pace: 8; Parry: 7; Toughness: 10(3)

Gear: Large Cutlass (Str+d8), small shield (Parry +1)

Special Abilities

Armor +3: The thick hide of a serpent-man champion offers extra physical protection.

Bite: Str

Brawny: Toughness +1.

Enhanced Senses: Due to their enhanced sense of smell, Serpent-men suffer no Darkness penalties when targeting living creatures.

018

On one of the bodies, you find a purse with 20 silver pieces. Under a pile of wood and plaster, against a wall, you find a small book. You can read it if you are literate in Elvish (007) or you move on from the room (001).

019

This is *drang*, a powerful but vile concoction of some forgotten culture. By drinking it and passing a Vigor roll, a character is healed of all poison and disease, and up to two wounds of damage. There is enough here for two doses (016).

020

This was a dining hall. The once-elegant table is fractured and decayed, and rotted tapestries still cover parts of the walls. A long table, still standing after these years, divides the foul-smelling room. On the floor, you make out more bodies. There are two fairly recent corpses, and a dozen or so skeletal forms. As you watch in the dim light, some of them stir and begin to rise: two skeletons wielding axes and shields. Their jaws are clacking, as if they are taunting, as they advance upon you!

You are at D on the room map; the skeletons are at B. A is north; the stairway in the center is the table (it cannot be moved through, though you may fire missiles and spells over it.) If you survive, you may search the room ~ (024), head down the eastern (040) or western (001) hallways.

Skeletons (one for each character)

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Notice d4

Pace: 6; Parry: 6; Toughness: 7

Gear: Axe (Str+d6), Small Shield (Parry+1)

Special Abilities

Fearless: Skeletons are immune to fear and Intimidation

Undead: +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage.

021

On one of the dwarfgs' bodies, you find a cameo, with a miniature painting inside, of a beautiful woman. If you keep it, you have the plot word CAMEO. There is nothing else of note in the room, aside from the precisely dissected body (014).

022

This is a power stone. Each day it allows the wielding mage an extra two power points (016).

023

You find the body of an adventurer in the corner, stuffed under a hollow pedestal. There is a stone flask at his belt, and nothing else of value.

If you pass a Healing or Survival roll, you identify the potion in the stone flask as Mashu, a concoction made by the Shod, a local ethnic group here in Redpoint, healing one wound (and removing a shaken condition). There are two doses in the flask.

Otherwise, you deem it a bad idea to sample it now, and save it for later. You now leave the room and head north (020).

024

There are a half-dozen more skeletons strewn about the floor, but none are moving. Among the debris, you find a pair of silver candlesticks that should fetch a nice sum at any market (200 silvers). In the middle of the south wall, you find the outline of a door in the stones.

If you pass a Lockpicking roll, go to (004). Otherwise, as you find the panel that activates the door, a jet of dark gas sprays from the wall. Everyone who fails a Vigor roll takes 1 fatigue level from internal damage as their lungs are burned! When able to continue, you may head south, down the short hallway beyond the secret

door (010), or leave to the east (040) or west (001).

025

You come into a room lit by series of small gems set into the ceiling, and at several desks spaced out about the room. Every possible available measure of space along the walls has been covered by shelves, stacks of books and scrolls. There are a trio of recent bodies on the ground, and several skeletons as well. A luminous being appears before you, not quite substantial. "Yes?"

You may attack (009), reach for one of the manuscripts (038), speak with the being (029), or leave to the south (030), the west (005) or the east (042).

026

"That is indeed her likeness," Honest Alzander says through his gap-toothed grin. "And I heard of who it was that took her. Maybe even where she is--an old church, converted to a warehouse." 20 silver pieces later you have purchased a map from him of the late Gothic period of Redpoint's architectural history. With Alzander's commentary, you pinpoint several possibilities.

That night you get to work, and the first one you investigate, belonging to the Drake shipping family, is empty. Save for a single prisoner. As you approach the bound woman, there is movement in the darkness about you.

You are within three hexes of X on the room map; the dwarfgs are at A and the cultists are at C. A is north. If you survive, you have rescued fair Saellia! You return her to her father – who is now under house arrest, being held for ransom. Nonetheless, he gives you 500 silver pieces, and she gives you a kiss (049).

Sewer-dwarves (Dwarfgs) (3)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d6, Stealth d6, Throwing d6

Pace: 5; Parry: 7; Toughness: 8 (2)

Gear: Chain shirt (+2, covers torso), Axe (Str+d6), Small Shield (+1 parry)

Special Abilities

Infravision: Half penalty for poor light vs. heat-producing targets.

Cultists (one for each character)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Intimidation d4, Notice d4

Pace: 6; Parry: 6; Toughness: 5

Edges: Frenzy

Gear: Cutlass (Str+d6), Medium Shield (+1 parry, +2 armor to ranged attacks)

027

You find a sloppily-concealed trapdoor in one corner of the room. It is well-oiled; the serpent-men must travel this way. You carefully lift it and see a short drop to a tunnel running south. Foul vapors drift toward you. You may investigate the tunnel (012) or leave to the west (020).

028

Ximon seems surprised that his defenses were so easily breached; he curses you and teleports away on his next action. You cannot trace him. You have made a powerful enemy (XIMON) (035).

029

It is talkative. "I am the sorcerer's librarian. Very important, you know. Though he hasn't asked for my assistance in a while. May I help you find a spell?"

A single magical character may receive a scroll with any one novice power (except Healing); after the adventure, he may study it and gain that power, without having to take the Extra Power Edge. The scroll disintegrates after one reading. You have the plot word LIBRARY (025).

030

The stairs from the first floor meet this dank, moldy room. The ceiling is lost in blackness; there is an archway to the north, and a hallway beyond. The room is empty. As you cautiously pass through, there is movement from above. Spiders... big spiders...

You are at C on the room map; the spiders are at A; A is north. The stairway in the middle of the board is a solid obstacle for this fight. If you survive, you may search ~ (002), or exit either to the north (025) or down the stairs (011).

Spiders (4)

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d10, Vigor d6

Skills: Climbing d12, Fighting d8, Intimidation d8, Notice d8, Stealth d10

Pace: 8; Parry: 6; Toughness: 5

Special Abilities

Bite: Str+d4

Poison (-4): The bite of the spider causes intense pain. The character must make a successful Vigor roll or suffer a -2 to all Agility-based rolls for 2d6 rounds.

031

You place the torches in the appropriate brackets. They suddenly flare to life, and the wall between them becomes dark and then opaque, as if you are looking through a membrane. You realize this is a mystic gate.

You may step through (035) or leave to the west (025).

032

You find the loose stone. Underneath you find a scroll case. On the scroll is an enhancement to the *Entangle* power. After the adventure, if one of your characters already knows (or learns) the *Entangle* power, you have learned how to cast it in a Small template for three power points. The scroll disintegrates after one reading (040).

033

"This does match the description of jewelry she wore. Where did you find this?" The sergeant seems earnest about his work. You describe the fight with the dwarogs—including the body, but without the vile feasting.

"I see. Well, as long as she has been missing, it is unlikely they would have just killed her, so that probably wasn't her body. Dwarogs? There have been reports in certain areas of the city, of strange dwarves living in the sewers. But I always thought that Gomar had this lassie kidnapped. Huh."

With no more information, if you pass a Streetwise roll, you can gather more information from street contacts (026), or you can look for further employment (049).

034

The serpent-man's words about the dark god Set resurface on in your mind. You make inquiries and learn of a sage named Moffitt. "Interesting...though it may be a hoax. A few of those are going around." He glances at your sword. "Nothing personal." He looks at the map you recovered. "This appears authentic. Some of these hieroglyphs I recognize. Hmm... Maybe you could scout one of these locations for me?" Yes (044) or no (049).

035

You experience a sudden nausea, but it passes and you find yourself in a cold chamber of black stone, the gate to your back. In the center of the room is a large, blood-drawn pentagram. Within it, dark forces swirl and seem to be coalescing. On the opposite side of the pentagram from you, a man in black robes chants and gestures, his concentration being on the events in the pentagram. Beside him are two skeletons. As soon as you enter the chamber, they come to life and advance upon you. He looks up, startled at your entry, and he stops his chant. The power that was being concentrated in the pentagram disperses, but a dark tension remains in the room, wanting to integrate.

"I suppose you found those damned torches, and killed my guards." His distinct baritone deepens as his black eyes shine from under the hood. "No matter. Once you are dead, an avatar

of my lord, the Worm God, will writhe forth. I am Ximon, and you have angered me greatly."

You are at C on the room map; X and the six adjacent hexes constitute the pentagram. The six grey circles represent solid columns; characters may neither move into or fire through those spaces. The wizard is directly across the pentagram from you. The skeletons stand at B and at D. Any character stepping into the pentagram must make a Spirit roll at -4 or else is sucked into a demonic world and is lost forever. The mage will cast Fireball each round, until he is Shaken for the first time, whereupon he reacts unexpectedly (028). If you survive, you can look around (047) or step back through the gate (042).

Ximon (WC)

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Shooting d8, Spellcasting d8, Taunt d10

Pace: 6; Parry: 4; Toughness: 6 (1)

Edges: AB(Magic), Combat Reflexes, Extra power points

Gear: Dagger (Str+d4), Leather armor (+1)

Power Points: 15

Powers: Burst(Fireball), Teleport, Zombie

Skeletons (one for each character)

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Notice d4

Pace: 6; Parry: 5; Toughness: 7

Gear: Short sword (Str+d6)

Special Abilities

Fearless: Skeletons are immune to fear and Intimidation

Undead: +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage.

036

The stairs are ill defined and worn, as if made and used for serpent bodies. You go down slowly, and at that pace you have little difficulty. Your torch occasionally wavers, indicating that there is some air flow. You eventually come to a landing. Several tunnels join here, forming a kind of crossroads chamber. There is a strong odor of scales and venom. You can make out distant sibilant sounds, though you cannot tell from which tunnel they drift. As you look about, four serpent-men, with blades and bows, wind into the chamber. "Humanss are bold," says one. "But it ssavess uss having to hunt for food."

You are at D on the room map; the serpent-men are at B. A is north. It is dark. The stairway in the middle of the board is a solid obstacle. If you survive, you search (048).

Serpent-men (4)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Notice d8, Shooting d6

Pace: 8; Parry: 7; Toughness: 7(1)

Gear: Cutlass (Str+d6), Small bow (2d6), small shield (Parry +1)

Special Abilities

Armor +1: Thick hide.

Bite: Str

Enhanced Senses: Due to their enhanced sense of smell, Serpent-men suffer no darkness penalties when targeting living creatures.

037

You look around the room but find no treasure. You realize you have come to a dead end. As you are about to leave, you look at the wall that the cultists were standing by expectantly. About five meters apart from each other are two torch brackets, one red and one blue.

If you have found two torches in your adventure through the manor and you wish to place them in the brackets, go to (031). Otherwise, you leave to the west (025).

038

A small lightning bolt leaps out from the book before you touch it. Make an Agility roll at -2. If you fail, you take 1d6+1 points of damage. "Next time, the bolt will be substantially more powerful, if what I have seen previously is indicative of what is about to transpire." The being seems to grow in stature a bit. "Now, what may I do for you?" (025).

039

You find a silver dagger in the hand of one of the statues; it is easily removable, and fit for use. You also find a torch of red metal, though there is no apparent way to light it. You do not find the bell you heard. Return to the east (001).

040

At one time, this was used as a kitchen. Old utensils still hang above splintered counters. As your eyes adjust to the new gloom, you see sinuous movement. "Hu-manssss," a voice hisses from the dark. "Alwaysss curioss. Makess you vulnerable, for our return. Praissee be to Set." Two serpent-men rise and quickly slither toward you!

You are at D on the room map; the serpent-men are at B. A is north; the circles are impassable columns. It is dark. If you survive, you may search ~ (027) or leave to the west (020). If you have the plot word MYSEERE, go to (032).

Serpent-men (4)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Notice d8, Shooting d6

Pace: 8; Parry: 7; Toughness: 7(1)
 Gear: Cutlass (Str+d6), Small bow (2d6), small shield (Parry +1)
 Special Abilities
 Armor +1: Thick hide.
 Bite: Str
 Enhanced Senses: Due to their enhanced sense of smell, Serpent-men suffer no darkness penalties when targeting living creatures.

041

A week later, after you have healed, you look to sell the cameo. There are a few reputable jewelers in the Commons, and the one you take the cameo to, a dwarf, recognizes the woman in the picture. "That is the daughter of the Demetrian ambassador. I can't touch this; there will be too many questions for one such as myself. You can sell it to someone in the street for 50 silvers (049) or take it to the constable (033); I don't care. Nice shoes."

042

Once this was a fantastic laboratory, with glass and metal tubes, and beakers, and tools. Now these are all smashed, and this is apparently a rough barracks of some kind. Two armed men in robes, who appear to be waiting for something, yell at your arrival and draw weapons. You can tell negotiation will not work here, as they charge you!

You are at A on the room map; the cultists are at C; B is north. If you survive, you look around (037).

Cultists (4)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6
 Skills: Fighting d6, Intimidation d4, Notice d4
 Pace: 6; Parry: 6; Toughness: 5
 Edges: Frenzy
 Gear: Cutlass (Str+d6), Medium Shield (+1 parry, +2 armor to ranged attacks)

043

The next time one (and only one) of your characters advances, you may take the New Power edge and an extra arcane skill die at the same time (assuming the skill is equal to or less than its linked attribute). If you try it again, the sorcerer has returned--but that is another tale (049).

044

All work, no reward...why were you doing this again? You scout several of the locations Moffitt gives you, but they have all so far turned up empty or non-existent. Maybe the map was a decoy, or perhaps a plan of what is to be rather than what is. Or maybe it marks time-lost locations?

You look at the last spot he gave you, an old municipal building. For the last century or so it has been deserted and used as a refuge by the homeless. You are somewhat surprised to find a hollow space behind a crumbled wall. You see a sinuous rune, nearly faded by time, on the panel facing you. You push it open, and foul air wafts up from descending stairs. *You may continue (036) or leave (049).*

045

This large room is a hall of statues. A half-dozen are spaced about in the gloom, of varied warriors and monsters, all poised for battle. There is the hollow sound of a distant bell, and then one of the marble figures creaks to life! It is the statue of a large, muscled wrestler. It comes toward you with surprising agility!

You are at B on the room map; the living statue is at Y; A is north. The statue grapples the closest character. If you survive, you may search ~ (039) or leave, back to the east (001).

Living Statue

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d10
 Skills: Fighting d8

Pace: 6; Parry: 6; Toughness: 11

Special Abilities

Construct: +2 to recover from being shaken, Called shots do no extra damage, immune to poison and disease

Grappler: The Living statue gets a +2 to its Fighting roll when initiating a grapple.

Hardy: A second Shaken condition does not cause a wound

Living Stone: Toughness +4, a critical failure on a fighting attack breaks the weapon.

Single minded: Tests of will, Taunt and Intimidate have no effect.

Stonefist: Str+d4

046

The Everbleak marshes are far to the southwest of Redpoint, and they are home to Myseere's elven tribe. Retain this plot word for use in *The Dark Vale* (049).

047

There is seemingly little of value in this dark room. If you pass a common knowledge roll at -2 (no penalty if you have the Rich or Noble edge), you retrieve a perfect opal (300 silvers). If you pass a common knowledge roll at -2 (+1 for each Knowledge skill you have), you find a small, curious idol among others of little worth (IDOL). When ready to leave, you step back through the gate (042).

048

You find nothing around the room that seems significant, but on one of the serpent-men, you find an amulet that makes you shudder. Though repulsed, you take it with you to show Moffitt. When you return, you describe to him the deep crossroads and he is frightened. But when you produce the amulet, his eyes bulge. "These are no mere Set-worshipping serpents. This amulet is known to me as a Venom-mark. As I understand it, only those who have sworn their lives to killing all for Set, essentially becoming a berserker, are given these by the vile priests. "It seems we have enemies below our very feet."

He gives you 40 silvers, and says that he will pursue his studies, and will try to communicate his findings to those in Gomar's court that would be willing to listen. He may contact you for further aid in the future (049).

049

You have survived! Congratulations. This is worth three experience points on its own merits. Likewise, if you encountered Ximon and earned his enmity, that is worth another experience point. You have put a few more coins in your purse, and have a tale to tell.

You may have acquired some plot words. You may rest up to your full strength, and then investigate them: CAMEO (041); MYSEERE (046); LIBRARY (043); SERPENT (034); IDOL (013).

APPENDIX A: RACES

Note: If you are using Wizards and Warriors (W&W), you may substitute races as indicated below.

Humans comprise a multitude of sub-races, a few native to the Stormreach peninsula, plus a dozen waves of immigrants and slaves. Thus a Redpoint native human may be of any skin hue.

Dwarves were dominant here a millennium ago, but were displaced by human invaders. There are now only several minor, isolated kingdoms in the mountainous spines to the peninsula.

Tigrans originate from the grasslands along the eastern coast of the peninsula. They are numerous, and Gomar has allied with them rather than attack them. Use elves from W&W but give them Stealth d6 instead of Infravision.

Elves are rare in this part of the world, though there are two established communities on the Stormreach. One is to the southwest in the Everbleak marshes; the other is far upland, in a wooded vale to the southeast.

Orcs were long ago driven to the marshes along the western coast. Over 50 years ago, hordes swept across the reach, but they were eventually destroyed, and the war was then carried deep

into the marshes. The Orcs have yet to recover, and are rare outside of their dank homelands. Use half-orcs from W&W.

Ursans are bear-men. They live in tribal nations in the uplands. Gomar has exploited natural rivalries to become a power among them. Use half-orcs from W&W, but give them natural armor of 1 point instead of infravision.

Gnomes dwell in hills far away from settled areas. They are generally reclusive, but some young gnomes get wanderlust before they retire to their burrows. Use half-folk from W&W.

Caprians, or goatmen, were believed to be extinct for the last millennia or so; recently, they have been encountered in the hills and marshes and western shores. Use half-folk from W&W, but give them Intimidate d6 instead of Luck.





