
Succession to the throne campaign

The setting is very bleak as king Dimitri of the land has become sick from the land he led a crusade against the previous month. The council thinks it is because of a spell cast to spite him by the chaste shaman Hillek who was decapitated by the king himself. The war is over and the chastes are welcome in all cities once more as thier wild kin have returned home because of thier lack of food stuffs and need to regroup. They were not followed by the imperial soldiers as they would run out of supples quickly themselves. The king was in the thick of battle and they suspect that he was targeted by some altered wild putrify or something, as he was bruised from bumping shoulders in the battle but didn't get cut at all. It is a week after the battle.

Bounty hunters

If the characters want to exercise thier skills they may go on bounty hunts with the soldiers into the forest that is close by, or, if they keep going, into the swamp. The game master should get them back to the city to continue with the story at some point...

The Slave debate

The player characters should be knowing each other already. They start off at a town meeting held by the mayor of what this village should do to get the best out of the taxation system, as there is a waste of money somewhere but they are not sure where. Patrick the noisy heckler will not shut up and demands that the taxes be used to fix the street lights that that lead to the tavern as vandals have seen to it that they were messed up. The mayor is trying to listen to all the complaints and demands, and that is a reaction to the unease of the king being sick, as he was very loved because he cared for the poor. His son, Edward is hell bent on making them into a super race and raising taxes to further education so that they will all be able to work more, and subjugating everyone that is not clever enough into slave labour. This really worries the mayor, as he cannot quell the reaction from the poor that want to be paid for thier services. The system Edward suggests is like an oral exam to get out of slave labour and into the office, making everyone automatically a slave.

The players should take part in the debate with the the mayor there and try to act out thier personality and, hopefully, find a way to get the people out of slavery if they are good characters. The Game master should drop hints from the mayor as to how to deal with the debate they are in, and every time they say that slavery is bad because it is a human rights abuse they start over with the answer that slaves are just there to find a place in society rather than being out on the streets.

The players don't have to win th debate, or, could join the other side of the debate with the rich people saying that they should be allowed. If they settle the debate from either side they are granted one bonus adventure point. Remember that if there is a pause they will hear Patrick complaining about the 'bloody street lights',and if the GM thinks they can be helped by some hints then Patrick will be able to drop key words for them.

If they end the debate they will be able to meet a merchant if they were for slavery, or a soldier if they were against slavery. The merchant will offer some advice on where there are great bargains to be had in secret locations, and the soldier will be able to offer them a official provincial night pass token.

Fixing the mill

If they visit the reverands mill near the river just outisde the city, they will see that the mill is not turning. Then they will have to deal with a angry miller, Garth, who wants it seen to by the errand

girls. They keep telling Garth that there is nothing they can do about it as all the engineers are not available that day as they are building catapults and great war machines for the prince who has already succeeded his father in the eyes of the people. His promises of a great nation are what the people want to hear, and his first decree was that only the middle and upper classes can vote. That was last night, and the soldiers were out in full force that morning to make sure that the people were not getting out of hand with protests. The problem is hardly anyone showed up for work as most of them went to pray outside the church for there to be a way to get their dignity back.

The mill will need some technical skills to fix. It should take about three hours to fix, so will require a few stamina checks. If none of the characters have technical skills they can go buy a manual on this sort of thing and the GM may decide how long it takes to fix, if at all. If they fix the mill the miller will give them ten gold and they will receive one adventure point as a bonus. This problem is solved by rolling dice.

Fritz the sage

If they want to learn about why the king is sick they might be directed to the sage. Fritz lives in the centre of the city and charges eight gold to get into his small modest tower. He has two guards outside the entrance and will answer to anyone in need of information.

He will, upon the characters asking why the king is sick, tell them that he is actually cursed by a buried voodoo doll that lies in a grave yard. It was an idea of the prince that they get him out of the picture so that he may rise to power. Fritz then laughs and says that there is no evidence of it at all, and he is not sure which grave yard it is in, but it should likely be in the centre of the grave yard. Fritz may also, if they have enough gold, offer to sell them a magic compass, or offer to give it to them if they can clear out the gremlins that are in his basement.

If the players decide they have time to spare, they may go into the basement where they will see a great mess that the imps have left. There is an easily seen tunnel dug out of the wall and it is too small for the characters to get inside of. The best they can do is board it up and offer that as an errand for the sage.

While down there they may look into any books they want to. There are a few maps down there and a lot of history of Fritz as a person, like a diary of some sort. He will maybe give them the compass if they comment on his diary. There are four ways to get the compass, and the first is taking it by force, which is suicide unless they kill the guards too without alerting the soldiers of the city. The second is to roll social tests three wins in a row and you may try this once. The third is to actually make him see them as worthy people to give the compass to. This could be done by winning the slave debate and fixing the mill, for instance. If they have completed those two scenes they could tell Fritz about it and hope he likes the stories. The fourth would be to offer to bring in some fresh information about the world, or to buy it from him, if they have the cash. It is three hundred gold to buy.

The grave yard

They can enter the grave yard at any time they wish. If they have magic they can find the doll easily, but that isn't very likely. To find the voodoo doll by luck would mean rolling a one on a percentile, and they may do this ten times before they are asked to leave by the other people at the grave yard.

They should be looking at fresh graves if they need a hint. The doll is in the north north east of the grave yard in a coffin that is for royalty, as they were dug by royal squires that didn't want to look suspicious. Dropping hints might include that there are poor people by crappy graves, and rich people by ornate graves. They all seem to fit into the mix rather nicely.

Once they find the doll they can remove the noose around its neck and the king will gasp for air

in his chambers and lie down for a minute before remembering what has happened. The problem is that the people that support Edward his son are excited about the promise of becoming a super nation. They will not want to see Dimitri again, but the people would love to see him again. Dimitri escapes with his loyal servants to the secret passages of the castle...

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The king has escaped his fate and has come out of the passages into the sewers. They will lead to a barracks next to the castle, but he fears that the soldiers will capture him and kill him. Dimitri therefore goes the long way into the forest where he may escape into a clearing that is near to the edge of the forest. The exit looks like a barren area with no grass, and he and his six soldiers loyal to him go in search of the nearest tribe of the bear.

There is a disturbance at the castle as they find the king gone. Edward will make a scene and then decree that his father is gone because someone knows the truth. If the characters go about speaking of saving the king they will be found out quickly and killed by the guards without a need to set the scene nor roll dice. They don't even know if it works or not. If they keep the doll they will be found out by scrying by the royal wizards, also ending the game.

Once Dimitri enters the village of the bear tribe they will welcome him and send a messenger to the city to look for spies to help take back the land. Dimitri is mature and needs to rest in the camp. If the characters go back into town there will be much paranoia, a feeling that they don't have to test. If they go to the tavern, they have a new story going around down there. If they go to the castle and ask to see the king they will be killed by bows on the spot. The best thing to do now, as it is just into the darkness of night, is to go to a tavern and eat with what little gold they have left.

If they try to sleep they will be awoken by a noise in the drinking area. The bear person will be standing there with his shirt off, speaking loudly and clearly about what they should do for the king...

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Roque of the bear clan

The party has ten minutes of game time before two soldiers get there. If they talk to Roque then he will tell them, once more, that the king is alive and well but there is evil about - the prince is evil! There has been no challenge to Roque as the people that go here have never seen a clan on full display ever, especially alone. They jeer Roque as he tries to get some people to come with him. After five minutes of conversation, there will be four more people joining him in the middle of the bar and asking if they can help. This party will leave before the soldiers get there, unless the merchants are offended by the player character. If that happens then three merchants will attack the party as is, and after four rounds two soldiers will enter the tavern and engage Roque and the characters.

The merchants have four health and use short swords with poor skill. The soldiers have seven health and use swords with adequate skill.

Once they leave the tavern, or win the fight, they will all hurry back to the clan village to see the king. They are joined by all sorts of different peasants who refuse to be slaves and are grateful that the king is still alive...

The casino

If the players just ignore Roque or don't go to the tavern, they might want to go to the casino. Drop hints that there are a lot of people looking for adventurers at the casino. The casino is where Patrick likes to hang out and waste his money on black jack. If they went to the slave

debate he will remember them and ask them to come over to his farm after wards. The gambling should be rolled on dice using a twenty sided dice to check judgement. The Game master should set the mood still as rolling dice for longer than thirty seconds without comments will make the game dull and the GM will get desperate to satisfy the players.

After they have gambled enough they will walk past the tavern with some noise going on inside. If they walk in they will see two soldiers beating peasants and demanding a tribute to the prince. The players could engage the soldiers or ask around outside as to what is going on. All the Game master has to do is guide them to the bear tribe camp.

The bear camp

When the players get to the camp, if they get to the camp they will see many people sitting down in a clearing listening to king Dimitri. He is talking about a swift attack on the castle, but there are no grappling hooks nor enough people. An old man says that they should sneak inside. There is much quiet now as they all grumble to themselves.

Joining the Force

The players now get a chance to talk and propose a plan. This will get them into the thick of it with all the other mercenaries talking to them as they propose a plan, or...

Joining the gestapo

If the players wish they could walk away and rat on the king as to where he is. This will mean they lead a party back to the clearing and find empty tents everywhere. They will be thrown in jail if they do this, so don't tempt them too much.

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End of section a. There should be adventure points given by the game master and also one
gorwoth point
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The gathering of the force

The force is a group of factions gathered quickly to battle the prince's forces. They are all, at the moment, from the city itself, a bunch of peasants that don't want to be slaves and want to be able to live a happy life. It becomes clear as the night becomes morning that they do not have enough people to overpower the soldiers. The characters should have a chance to buy or trade things with the other 'enlisted' and they will have a chance to gamble with the three cups system.

Tragobaar of the bear tribe has a magic card deck and charges ten gold for a draw. They should be advised before hand that it could harm them too.

As dawn breaks the number of those gathered counts about two hundred. They have no weapons, but the day is still young. They have settled for clubs the bear tribe had in reserve and as ornaments. If the characters are listening, Hedo the clan chief says that it would be suicide to attack now.

The players need to come up with a plan!

Suggestions for a plan would be to go back through the tunnel and kill the prince from the inside, or to enlist more people to join the force. Or they could go back into town and observe what the prince is doing, or, they could try to enlist some more tribes to a actual battle, or they could come up with their own plan...

Available for enlistment - first battle

The 'party' will have six options of people to enlist. They could go for the lion tribe, the griffon tribe, the frog tribe, the spaniel tribe, doberman tribe or the chicken tribe. The game master should play out each encounter with them. There should be a chance that each one will make them pledge allegiance to their gods by a seance, because war is very serious for good tribes.

There are various amounts of warriors in each tribe, about twenty in each. The game master should take notes of which they grab and lead back to the bear gathering. They have time to enlist two groups and then the soldiers will find them. That means there are about two hundred and fifty warriors to fight with the gestapo group amounting to about fifty knights on horse back. After six rounds they will scatter and return to the castle.

After the battle the peasants will be in 'bloodlust' and think they are invincible. They want freedom more than anything else and are hard to control. The characters will have to take the lead here as the leaders will not have any influence on them at all. If they settle the clans down they will receive a bonus adventure point immediately. The peasants will charge they will be written off as a bad investment and will all die. This will deplete the force.

The prince will be very happy when the peasants attack and die, and will call a speech at noon for the people. During this speech he will have to roll continuous charisma checks to keep the mood upbeat, as the peasants will have spat at the other peasants.

Back through the secret passage

The most obvious thing to do is go back through the passage and attack the prince if they remain on the side of the king. They will enter into the bedroom and see the door is open leading into the castle. In this room there is a magic dagger and magic sword, both with a bonus point to strike and damage. The wardrobe is full of tunics for when the king had to ride out for war. If they choose to wear a disguise they will need to pass a wisdom test each time they pass by a soldier.

The reception area

The reception area will be full of squires. The squires will immediately recognise them as foes and will let the dogs loose on them. There are ten soldiers and three knights here, and they could fight their way out if they rolled correctly, but they should never win this fight. At some stage kill one of the players to make it clear that you won't bend for them all the time. They may run all over the place unless they are in armour. The longer they fight for the more soldiers will join the fight.

The stable

Here they may steal horses as nobody is around and they might let all the horses loose into the castle to create a diversion. If they try this they should get one extra adventure point. If they take a reserved horse to ride into the palace they should win the first few fights unless the soldiers are pikemen, in which case they will fall and be killed. There are a few lances here too.

The throne room

The prince should be in the throne room with three of his top advisors and two knights. If the players find him they will have a proper fight. The advisors should have moderate magics to attack with and the knights have four levels to fight with and good attack skill. The prince will,

during this battle, give in to corruption after two spells, and he will be easy to kill. After he is consumed by evil magic the knights and advisors will be speechless and then rejoice that he is gone. There is no other way to end this adventure, as there are too many soldiers top fight at the gates with downpours of arrows each time they try to do it like that.

Rejoice!

The characters will be welcomed as knights being knighted by the king as he returns to the throne. They will be healed up to their maximum health, and now is a good time to end the session and give them their points. They should also be rewarded by some cash so they can buy equipment and maybe a horse each, seeing as how they are knights now...

If they refuse to be held in esteem they will be given magic items instead, as the king will be buggered if he is not paying them back!

Either way they are welcome in the castle from there on.

The serpent hide out

The force that gathered is coming over the bridge and are excited that all the people seem to accept them all of a sudden. They are all now mingling with the peasants and stuff. The map maker is the first to push his way through the crowd and ask where the best places for new farms to build would be. They will sell their herbs to the villagers and then engage in trade for the first time. The characters could help them if they choose to, feeling glorified for this unity they have created.

The prince's chamber

Eventually the characters, hopefully, will investigate the prince's chamber. Inside the chamber, where nobody has gone for a very long time. Inside they will find a sphere of some sort. The advisors will activate it and see an avatar of a Shakrae inside it. It will remain silent all the while. If they look around the room more they will see a letter opener with some blood left on it. There is also two scrolls in here, one of teleport and the other of gentle morning mist spells.

If the characters slit their bodies and smear blood over the sphere, they will see the avatar start to speak. It has no sense of seeing nor hearing, but it does know that someone else is activating it. Writing will appear on the wall when the players ask it questions, and they may ask seven questions before it needs more blood. If they try it a second time they will be interrupted and the sphere taken away from them, no matter what they say. They will also be asked to leave it to the king.

About ten minutes later they will be aware of trumpet calling everyone for an address from the king. They all go to the court and hear the news from the king. He says that there is an army gathering from the swamps of all kinds of foul creatures. They need to find out more about this as they notice their bodies becoming corrupt from the sphere.

The characters should be able to gather a few members of the clans and go forth to find this foul force...

En route to the swamps they will go past a witch hut. Inside they will find Gremori the witch. She will have a mission for them too. This will be a sub quest.

Gremori's quest

She will lead them to a nearby cave off the road and will ask them to bring back the item inside that keeps giving off euphoric feelings, as she would like to investigate it properly. The cave leads to a spiral path that leads them down into a nest of enlarged spiders. If they walk into the chamber they will have to pass a judgement test or be entangled. If they get entangled they need to be freed by sharp weapons like daggers and knives, or natural sharp weapons, or fire, otherwise they die.

Then they will after a few steps be attacked by the spiders. The spiders have pathetic health and luke warm attack abilities, and about three will attack them. The smallest ones will run up to the roof or into nooks and crannies to avoid being killed.

They will, after the battle, find a disgusting web like mess that breathes. If they cut it open, or burn it, the queen spider will emerge and attack them. The queen spider has good health and excellent attacking ability and has poison of the game masters choice, of course.

Once they have killed the queen they will see a lot of maggots emergin from the corpse. These will all glow for a while, and then lose thier glow. If they take any of this filth back to Gremori they will recieve an adventure point and twenty gold.

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There is a village en route to the swamp that belongs to the owl tribe. There is a log There are a few people to meet in this village...

Edgar the wise

Edgar is the village mystic. He will tell them all about the swamp ahead, that it is savage and full of toxins from mosquitoes and snakes, plants and leaches. He advises them to take the long way around on the paths. If they meet Edgar and listen, they will automatically not walk in the waters and add a two point bonus to thier ambush checks. Edgar will ask for a miserly amount for his help and will, if they donate, suddenly remember to tell them about the Jero plants, as they grow on rotting trees. Once told about them, they may ignore the rules for the Jero plants.

Fiona the whore

Fiona the chief's mistress will also talk to them. All she wants to do is talk abuot the chief in a suggetive way. If the players meet her they will have to make her stop talking to them, as they may not leave until she says they may, as the gaurds all listen to her. She has gone mad with power and will abuse it if they tell her to shut up, softly of course. If they draw weapons on her she will run away and then they will be tied up on a stake ready to be burned, rather quickly. If they don't draw weapons on her, she will talk about the chief for about five minutes and then say she has to go wash her hair or something. They may continue from this point on...

Darren the trader

If they meet Darren he will trade things with them. He can also sell them up to three healing potions, costing only eight gold each, as they are frequent around here.

Gregory the chief

Gregory the chief of the owls is having an argument with his other whores as to is number one. He needs to calm them down before the players can talk to him. If they want to help him, they should try to offer solutions, rolling social tests if they cannot put the fire out themselves. Gregory will tell them that there are a lot of things in the forest to be wary of, and he has built a

wall of logs to keep them out. He has seen viper tribal scouts hanging around lately and suspects they are in danger. They are making a clearing near the beginning of the swamp for some or other reason, and it is getting bigger all the time his scouts report...

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The way into the jungle is quite easy to get through to. They should roll reactions to avoid being pricked by the leaves of the poisonous plants. If they are pricked they need to roll stamina to avoid being brought down for a trip each time they prick them. The trip lasts the whole day. If the players get pricked they will be helpless and get hungry to eat the fruits of the trees that are all around. This will attract flies to the scene, once they die and start rotting, and then the plants will get to eat more flies. These plants are called Jeros.

The clearing

This area is roughly like a ambush. Eventually it will be big enough to hold all the warriors of the villiage and then they will surround them and blow darts into them, leaving the village helpless to thier attacks. They were planning to lure all the villagers there by making a mock pentacle for them to gather round in four days when the clearing will be ready. At the moment it is adequate, bt they want there to be some distance between the people and the trees so that they stand back to back and do not flee.

If the characters pass a search test, they will find some insignia in some trees outside the clearing, and read that this is optimal clearing size if they have any swamp language at all. There are no tracks, so tey realise that they have been walking through thew waters that surround the clearing.

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The viper tribe is quite nearby, and the players need to pass an ambush test to notice them. If they notice them the vipers will immediately shoot hier bows at them twice and then use fire balls to deal with them. If they don't notice them, given three attempts, they will die from salvo of fireballs just outside the village. If they deal with them as they see them, then they will deal with groups of two or three every now and again. The vipers will try to confuse them with some or other things and then scatter if they last five rounds. There is only seven vipers in this village that are not female nor children as they have gotten jealous for attention from them.

When they enter the village they will find many arrows and a few unprepared fruits. There is a wooden bunch of poles in the norther apt of the village. Inside the huts they will find a lot of bead necklaces, along with with one magic one of the game masters choice.

There will also be a drawing of stones on the ground. The game master must use a charade system, written on paper, to explain to them that it is actually a recipe for a poison brew they are working on for the darts they use, a new toxin that is lethal. If they figure this out, they must recieve a bonus adventure point.

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In the hurry the women and children left tracks that lead to a cave if they follow them. If the players have some form of construction skill they will notice that it has been moulded from the earth itself. They will see many more tracks leading all over the place in different directions aswell, especially around the entrance. If the players pass a ambush test they will see a lot of dead bodies hanging from the trees around the cave, swaying gently, naked of course, and without heads, for some reason, from the branches. At this point they should go back to get reinforcements, especially if there is a non player character with them to make sure that they have the might to deal with this... stuff!

Gathering a party of owls will be quite easy to do, as they feel they are in danger themselves

from the threat that is lurking over them. They will also be given food at this point from the chief while they rest from the days work. The chief says they must rest for three hours and then attack the tunnel's inhabitants!

First blood!

The entrance to the cave has a lot of purple lights glowing from within, obviously magical. If they travel down the spiral tunnels they can find the hewn out cave main section. There are four cobras guarding it, but they are having an argument as to who the master is. The players will overhear that the leader should be the prince or the demon Disa who elects the leaders, as there must be something going on behind the scenes.

Eventually the game master or the players will have enough and there will be a fight. The cobra clan has poor health and decent attacks, and junior spells to deal with them. They carry thirty six gold pieces all together.

The first chamber inside the caves are the jail cells. There are three prisoners that are clearly hungry. They have had their tongues cut out so they cannot talk to them, but if they have a dolphin with them they will be able to understand them, or, maybe a spell that lets them understand. One of the people there should be able to understand.

If the game master wants to add to the game they could make it a charade and if the players get it right they will receive a bonus adventure point. They could always ignore this and then go onto something new...

Wendy the puppeteer

Wendy is a level nine puppeteer with dimension door as often as she likes. She likes to roam around testing people. She has the time of her life down here, as they always mess up and then she ego whips them for an hour in front of their friends. Strength down here is so important, and she wants them to be more productive at least. Nobody has caught her yet!

If the game master wants she may enter the scene as soon as the battle is over. She will thank them for getting rid of this shit and offer to give them a map of the caves if they answer a riddle for her. If they fail she will drop the strings on them and make them pray to her gods for a few minutes. While praying they will be tested and maybe lose some skill points because of inability to submit to this nature god she likes so much.

Anyway, the riddle is like this, where do easter bunnies go when they get hungry? The answer is india, and the second answer is because there is bunny chow there. They have five minutes to answer each section correctly, and then will receive the map.

But, if they decide to skip the guesses, they can roll wisdom for each part of the riddle. If they roll for it they can forget about trying it the natural way, and they must declare if they want five minutes or leave it to the dice.

After the encounter Wendy vanishes with a sprinkling of yellow dust.

As they go down the passages they will come to a store room. There is no door on it, but they can see all manner of useful weapons here.

Then they will come to the torture chamber. There are a few notes in cobra, viper and anaconda languages. They may read a few hints as to what it says if they don't have the languages by

passing a wisdom test, or an intuition test. If they pass both they will have a very poor idea as to what it says. If the game master or the players want, they will be able to play out the scene and try to decipher diagrams that have been scrawled onto the paper. The game master should try to explain to them that the bodies that are outside are really occult corpses that have had their brains taken out for the beast within. If they pass this test they could receive a bonus adventure point.

Chamber of lust!

Then they will come to a great wooden double door. There will be an insignia on each side of the door, and they will see the emblem of a circle on the left door, and a triangle on the right door. If they enter through the left door, nothing will happen and the door will open. If they enter through the right door they will hear moaning from within and have to pass a willpower test or be charmed for five minutes as they feel themselves changing. If they open both doors at the same time, they will be zapped by lightning and lose three health.

Going right they will feel hungry and walk into the centre of the room. The right door calls for the succubuses to come out and play. If they want to walk into the chamber they will just see a lot of cushions about with a few magic candles emitting an orange glow, or, if they opened the right door, they will walk in on the succubi. If there are succubuses present they will hear the right door close behind them.

The succubuses, four of them, will try to seduce them and kill them if they play along. If they resist with two nos in a row, the succubi will attack them with spells and their sharp nails.

If they win the fight they will have the chance raid the chamber to gather the gifts that were left for the succubi. There are three hundred and twenty nine gold, a magic mirror and a few silver daggers lying around. These will be here whether they went right or not.

Eventually they will see a sleeping chamber next to a eating area wide open to the passages. There is nothing but beds in here, and a few ingredients for cooking with a few pots inside them in the kitchen. There are thirteen vials of healing though, and also two doses of sleeping poison.

Who let the beasts out of the closet?

They will after a few more steps get to go either left upwards or down to the right.

To the left they will find a dead end with a shrine set up. They will be able to investigate the shrines and they are all made of brass. Then they will find that they can touch them and feel weaker, and the shrine will crackle and give them one adventure point each, only once per individual.

To the right they will hear a lot of cheering and then they will see a passage on each side of them and a bit further ahead a great gate made of iron. It is grated, but it is so thick it would never be destroyed. There is a lever to open the grating, and if they choose to do this, skip the next paragraph...

If they go left or right they will see a lot of chairs with snake clan members on them. They know they are snake clan members because they are hissing a lot, then cheering. If they sneak a look at what they are looking at they will see three hybrids in the pit and a lot of dummies for them to hit. Each time they hit a dummy in armour, they cheer. Each time they strike a dummy without armour, they hiss. If the heroes try to attack the snake people there is no need for combat as they will kill them so easily attacking en masse. One of the party - a gm controlled character,

should direct them to go around the chairs and into the leaders area, which is clearly a pair of vultures. If they do this skip the next paragraph...

* As they enter the arena they will see the hybrids scour them with thier eyes. The grating inside the arena is up to the roof. Then the hybrids will attack. The first hybrid to get to them should be quite a challenge , allowing the second that arrives three rounds later, with great adrenal glands, attack them. The third will circle round to the rear if there are still any hybrids left, arriving two rounds later, and use thier gasses on them. This will blind the party and they will have to fight the hybrids with thier guts and brains. Once the hybrids are dead, the mist clears... *

The vultures will be caught off guard and will attack them with weak spells. The snake clan members will all attack the players, and if they are in the pit they will take seven rounds to get to them. If they are in one of the sitting areas, they will be attacked by eighteen members at once, without magic of course. After eleven snakes have fallen they will scatter due to fear. The players are welcome to attack the retreating snakes any way they want. The vultures will be going the other way of course, to a portal that they created and closed as soon as they went through it, shattering it with some strange magic. If they didn't go through to the hybrid section, they will see three hybrids looking around for food, sniffing the rotten crumbs for more. If they enter the arena afterwards they will have to fight the hybrids and you need to go back to the paragraph above this one.

Back to the palace..

After the snake pit, they will be led back to the castle, hopefully. Then they will be awarded more money and have access to take up to five healing potions from the clerics of the castle. They should otherwise be offered rooms to sleep in, being knights of course.

The great library

Inside the library are three very important tomes...

The tongues of the snake tribes; if they roll intelligence they can pick up the basics of the snake languages, as they use symbols instead of letters, like the modern day chinese historians.

Earth mastery; if they read this tome they will be able to raise thier earth magic shere by two points, or gain it at level two.

Brewing; will give them three levels of brewing, or give them brewing at level three.

The music chamber

In here they will find a trio of harpists playing the nicest songs they can think of, as the people need to calmn down after hearing there might be trouble for them.

The musicians, pleased that they have an audience, will ask them what they suggest as a combination song to hear. This can become a scene for the players as they will need to get the musicians to play songs that go together, but are different. Use modern day music to do it. If the game master says that the songs go together, in which order, they will have completed the scene.

If there is no music around, offer them choices. It is up to the game master what the melody should sound like, so you don't need stats for this.

At the end of the scene, which could take a while, they will recieve a musical instrument of thier

choice and an extra adventure point. If they remain here they can add five points to thier musical instrument or instuments in total. They must remain here for the whole rest of the week.

The training area

Being knights they will be able to enlist squires to serve under them. There are seven squires around, and they are all duelling with wooden weapons. They of cource demand a fee for them to follow the party, which won't be too much for the party, hopefully. If they take this route they can advance their combat skills by two levels for the weeks training.

The mess hall

Here they will meet Peter the veteran soldier. He is fat and jovial, and will tell them what is going on in the royal chambers. He says the snake pit was just the tip of the ice berg with the forces wanting to rule here, but that they will need to be wary of more insurgents. After speaking to him they can write down that they know that there is a force of three hundred strong sighted on foot about a weeks marchig to the South South East. He advises them that they will remain in the castle and wait for them. If they try to leave the castle they will be suspects of spies and attacked by all available knights, and, probably leaving through the main gate, suffer a salvo of arrows each round. If they make it out they are stripped of thier titles and followed by the soldiers on horse back, and running from a throng of dobermans that will catch them. At this point they have to die or climb a tree, and while up in the tree they will have to explain that they want to meet the enemy head on. Then it will be explained to them that they are not strong enough to fight the enemy alone, and they will recieve all the healing they need and then knighted again.

The church court

If they enter the church they will see a pittance of peope praying to the god of the region. If they sit down they will feel the warmth of the religion and be served some holy wine. If they drink it they will see thier harmony increase for the rest of the day. Then the service will start, but it will be about serving the wicked thier due rate, and that good will prevail. They may also read a few lines from papers scattered around by children about themselves and then see that tey are quite famous indeed! Larry the preacher will offer to accpe themas clergy for the rest of the week, letting them gain three bonus adventure points related to healing and singing and life magic.

The brothel

If they go into the mistress area they will meet all four whores and need to resist them in character conversations, no dice rolling, and see if they can last the whole day without sleeping there, as if they do the whores will have them dumped into the stable without thier magic items and money. The longer they talk the less the whores will want anything to do with them. They are very mysterious, and the characters will get a hint that this is all an illusion and a trap. These are the kings pets, having lost his wife, he turned this room into a brothel. What nerve!

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Blood bath!

After exploring the castle and lasting a week, with any changes, they will hear the alarm at dusk. If they have archery they can stand on the top of the parpet and get ready to fire. Through the spy glass they estimate about four hundred cretures on the field, and realise they are outnumbered five to one, more or less!

The game master should let there be about fifty minutes before they come within shooting distance, charging. They have no catapult but do have a ground assault in mind. The players make out a battering ram with a snake head on it, and it is definately magical. Thorough the hail of arrows they make out the owl clans heads on spears that the flag bearers have. It is a hot

evening and they are all sweating a lot, depleting all people's energy, so reduce your willpower by two for spell use.

The tribes will enter into the peasants area and ignore it totally. They have killed about forty seven of the assault troops. They will take one charge to make it through the gates and then swarm in.

Each player should have to kill five offensive units before the end of the battle. The king has been slain somehow and there are only fifteen soldiers left, and the peasants come out of hiding in thier homes.

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Euphoria!

When they search the bodies of the fallen they will be able to carry one magic weapon away and thirteen gold each. The peasants will take all the armour and sell it to the trading partners of thiers by remoulding it into metal bars. There is a feeling of wealth and safety now, but the king is dead, and so is the prince. The advisors select a knight named Porthin as the reagent for now...

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Trip to the farm

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The battle over the reagent declares a day of rest. All the people are burying the dead and burning the snake tribe corpses and the reagent is relaxing with his whores, telling them stories of how split the skull of many a orc. The players should be held in more esteem now as they plot thier next adventure. While they are getting praise from the juveniles, a woman appears and says that they could help her with a thing or two. She lives on the farms and needs to replace her workforce as her husband and half the workers were killed. The players should be able to put it together for her and follow her back to her farm. She acts surprised that there are enough people wanting to work on her farm, and stumbles a bit on the way to the gates. She leads them towards the farming areas and hesitates when she sees some nearby farm workers. The players need to roll intuition to notice that she seems to not know where her farm is.

Eventually she says that this is her farm with a slight smile. The workers are all busy on the other side of the farm with something, and she leads them into the house of the farm. The air is growing musty and the players suspect that the smell is coming from the earth, as they have probably not been on a farm yet. As soon as they get into the farm house they see her wait outside and offer them a seat inside. If they enter the house they will see the farmer sitting at a table reading the newspaper, and he would say, in quite a serious tone, that they need to double check thier work. If they want to say they are not his workers, or say anything at all, he will slam the paper down in shock and stand up. At this point it is too late and the door is closed from the outside. They try all they want but cannot get it open. The players can shout for help, but all they hear is laughter from outside! The windows are all gaused up and will prevent them from escaping that way.

After seven minutes, they will smell smoke. If they look outside they will see flames all around the house, ebbing over ontot he roof, which is thatch of course. The clay burning smell is intoxicating and if they a physique of three or less they pass out immediately. If thier physique is four or more, they must roll a poison test every two minutes.

They need to escape or burn to deat. They may cast spells at the door and destroy i but then be faced with a backdraft of flames that will deal them eight points of damage each. They may then run through the blaze and suffer a further six points of damage. Or, they could use water magic or rain to put out the fire. If they have dimension door or portal they could try that too. If they save the farmer they will recieve an extra adventure point, of course...

Once outside, any which way they can, they will see the woman talking to herself. She doesn't notice them, as she is watching the farmers run to the well to gather water, and they can attack or capture her. She has nine health levels and wields evangelical and chaste magic, with a willpower of eleven. She will usually teleport and cast offensive spells until they are close enough to her to hit her or capture her. Her edge keeps her ahead of any spells hitting her, so they have to find a way to beat her before they die. When she runs out of teleports, if it lasts that long, seeing as how they should avoid her spells by keeping the hut between them and her, she will throw out a knife for each person in the party and begin assaulting them with them. At this time they may assault her with spells or run to her avoiding the knife attacks, maybe using dodge skill or something?

On her they will find some notes written down about a mission to get rid of the new knights because they will pose a problem to the system that winds through the region. It says that it comes from Bale The Light Bringer. It says that she must kill the party to avoid great disaster for the 'cause'. She carries no items nor money.

This means that she has failed and they are highly important, all of a sudden. They also have a map of the area and all the camps of the scouting parties, that all seem to be disguised as natural foliage and are far from any roads. Two words they can make out is Deroa and Wolf.

The workers will be all over them with comfort and the fire will be out. They will talk to them in the field and tell them that they are good for attacking the banshee. A what? That is the best they can come up with to explain all of this turmoil.

They may now travel back to the castle to decipher the map...

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The knights are furious! How can there be such power lust in the modern world? The players should get a bunch of warriors together and head off into the forest to destroy the wolf and deroa secret villages.

The company knows exactly where the village is and waits until the players want to attack. If they can think of a good plan to kill them, they should receive a bonus adventure point for coming up with a good plan. There will be no combat here, as they will use flame arrows to burn the huts down with a far bigger force than the scouts can equal in strength.

In the village there are a few more maps leading to the hills. In the hills there is the entrance to the secret city of Bale The Light Bringer.

They have captured three of the scouts and they can interrogate them. They should be told to read between the lines by their fellow knights, who allow them to ask the questions, for some reason. Seems that they are quite important now after all!

The scouts will not tell them anything other than lies, as they solemnly believe every word they say. They have been medallionised by the bosses into believing that Bale is really the way and the light of the universe, and they all say that Bale, must forgive them for their acts at every intermission.

If the players start to curse him they will become incensed and will tell them more important information before realising they are letting the cat out the bag and remain silent again. They will eventually tell them that the entrance is in the northern hill catching the sundown of the day, as they are usually up at night and don't want any gamma rays coming into the entrance to interfere with their sleep onto the sensory glyphs that guard the entrance, as they hum when the energy shines onto them for some reason, making them inactive while the sun is down, being gamma powered, a invention of the vultures of course. Then they will tell them that there are a left right

and centre passage. The passage in the middle is a trap with a mirror that traps them in the reflections of themselves as they look very nice in it, and dream of power. Coincidentally, if you pass a purity test you can escape it's 'pull'. The passage on the left is the visitors quarters for henchmen of the important people that come to visit. The right tunnel leads into the other sleeping quarters and supply room, armoury and dignitary sleeping quarters and the royal court yard with the adjacent bedroom.

After this they should eventually set forth into the forest towards the hills and face a group of orcs, numbering about doublet the size of the total party. After that they will find eighteen gold on them and a lot of axes that are not magical.

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Stand off with the elite!

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If the players didn't listen about the glyphs they will suffer six points of damage from them and alert four soldiers to them. These are elite soldiers so should be just as good at fighting as the party is, but have no spells at all. In seven rounds they will see the two vultures come up behind them and start to cast spells from the clan and chaste spell lists. This should make them very harmed indeed. They will find some magic item on them, a magic compass and three magic daggers, as well as a scroll of lightning, level five, and scroll of mind blast, level thirteen.

Upon maneuvering through the beginning of the caves the party will come to two sets of doors. The right one leads to the study area, and is ajar. The left one is closed and you can hear casual talking coming from within.

As they open the door they will see a few soldiers and a pair of vultures sitting in a semi circle with a illusionary image of a helmet in it. They will all be fixed on the images the players will have a whole turn as surprise to attack or cast spells. After the round they see the image disappear. They may carry out the combat as the game master randomly makes soldiers die and hits the players. If the players take too long it is advised that they be made aware of their wounds and will die if they carry on.

In the study they will find fifteen teleport scrolls and a map of an tunnel network. If they search the whole cave they will find a entrance that leads down behind the images pentagram by placing weights on each of the three pedestals. If the Game master wants to drop hints, they can say that on the circle dias it says that the ring has broken. On the square dias it is said that base of the cart is full. On the triangle dias it will say that the trio is somewhere else. They need to place the circle on the left, the square box in the centre and the triangle on the right. The statues are found on the table and match the texture of the pedestals. Each time they fail the whole room will launch a furnace from above to burn them for three health. They should get one adventure point each immediately for opening the doorway...

Once they open the doorway they will be able to enter into the underground. If they have the map they can avoid all the traps easily. If they don't have the map... kill them!

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The stash!

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Here the players will find all the gold they can carry, with jewels to fetch a higher price and made easier to carry. They will also find a magic sword that does two extra attack and damage rolls, three swords they do one extra damage and attack rolls, and a shield that is worth thirty damage soaking. They will also find boots of dodge skill at three bonus points. They will also find a tome of improving intelligence, and a vial that is red that will transform them into any animal they choose for thirty minutes, which is blank. There is also a green vial that makes them gain level in all of their combat skills, also blank. There is also a white vial that restores all of their health,

blank aswell.

Gerri and Felicia the wisps

On their way down they will come to a prism doorway that radiates two glowing lights that seem to be moving around inside. They may wait a while and see what is going on, and if they do they will see a tiny orange wispy creature flying around and then lightning striking the prism doorway. Then it will become invisibel again, and the blue wisp will be seen. This one will teleport three paces to the right and make a agonised sound.

If the players can dispel, they my do so and see the prism door way open up. The wisps will make a high pitched sounds and lead into the passage all aglow. They cannot speak to the party so will attack them if they get in thier way, or fly up the passages into the caves and out the entrance into the forest, if followed. If they follwo them into the forest they will charm them for ten minutes and dissappear into the folaiage while the party touches thier toes.

If they go into the hollowed out marble room, the wisps will make a curious friendly sound at first and read them with aura reading. If they don't like what they have done, then they will attack them and they will be left asleep for a while. There is no way they can win the fight at this stage, so if they attack them they will teleport at first to avoid the blows twice before they start shooting lightning at them. There is no way out of the prism rmarble room so they will have to use the keypad that is in the room on either doorway.

The keypad leading to either side is of the numeric type. The riddle is, if seven eight nine, then two one. The wisps will play charades with them if they are not evil and they will show them illusions of things getting bigger. The solution is one, two, seven, eight, nine to open the door leading backwards, and twenty seven to go the other way. Either door that opens will let the the wisps out and if they open the the doorway ahead they will instantly dissappear via teleport into obilivion, dropping some food rations for them to eat, a four steak rolls at that! he players should recieve one extra adventure point for completeing this stage of the campaign.

Showdown!

If they walk for another few meters they will be in the lair. If they have the map they will know where they are and will not be surprised by the fist fireball, being able to dodge it with a successful reactions check. The fire ball will deal them ten points of damage in total if it hits.

Bale, who seems to be rather powerful, immediately casts shadows with his two light sources making two shadows of himself, taking him a full turn. They must stay on their side of the shadow from the lights, but may distort so as to attack the players. Then they will deal five points of damage with each hit they make and have avarage action points, so will not attack more than twice a round. During that turn the players may cast thier own spells. Bale has health of fifty and can heal himself at level two, with six spells left. If the players engage him in physical combat they can overbear him or interrupt his spells, as per usual, but after his health reaches twenty he will draw his short sword and engage with a skill of thirteen and damage of five.

If they beat Bale, who will not surrender nor teleport out of there, being offended that he would run away from things beneath him, they will be able to grab the short sword made of obsidian and having a damage and attack bonus of three.

In the chamber they will find a mirror, a portal that remains open for some reason, but vanishes as soon as Bale dies - if they run through the portal they are burned to a cinder! - and a bed for him made of many cushions with a bowl of grapes and plums. There is a hanger for his cloak,

and his armour also disappears when he dies.

If they look into the mirror they will see a set of scales. These scales, four of them, indicate self and others, and on the other side they indicate happiness and duty. They will be a gauge for the players to see what the game master sees of them through the adventure, if they so desire.

There is nothing to do now but maybe take a break for the session and go back to the castle...

Beating the heat!

On the way out of the chambers the party should feel an intense heat settling over the whole area. The temperature is hot enough to fry eggs on the sidewalk! The city is trying to rejoice as best they can, and after a few peasants encountered, they will bump into a wizard lying up against a wall. His name is Droz and he says that the heat is being caused by something in the city, he is sure of it!

The players need to pass a stamina test each hour they adventure and need to rest until the fallen have recovered. They will need to drink when they fall to get back up again, and the well is nearly empty from the water taking a long time to seep in. They can however fill two doses of water into canteens for their use.

If they have any idea of where to look for the cause of the heat they will have to think in the palace's ground floor, where it seems to be cooler, for some reason. They will eventually end up there, as they will run out of food and water and need a lot of sleep. While there they will see a lot of people all drinking fine wine and greeting the characters. If they tell the knights of their story they will receive two more squires, of course.

The one advisor is about, and they may tell them of the wizard's idea on where the heat is coming from. The advisor thinks slowly and decides, after all, that the wizard might be right about that, after a lot of ums and ahs. They will then start searching the palace in various places.

The basement...

If they go to the basement, where it is very cool indeed, they will be able to search around. They will find some nails, glue, a tiny tube and a pendant of royal decree that is very soiled. If they stay searching for a few minutes they will see an old box under the woven tunics of the squires that have discarded them. Then they will open the box and find a magic detection compass, which has no hand on it anymore, as it was destroyed due to distortion magics by accident they suppose. The hand is indistinguishable from the east and west pointers. If they are wise they can take a real compass and compare the two, holding them side by side, or, they could use a map to find out what north and break the glass of the compass and glue a hand onto it so they can find their way to the magic things around the castle.

The first thing they will find is a knight that looks at them funny as they look at his rings. He is a bit offended that they would stare at someone like that, and they need to think up a story of as to why they are staring at him or tell him they have found a magic item compass. If they tell him they have found a magic item compass they will have to get him to stop asking to see it, and as soon as they do he will snatch it from them and tell them to bugger off. There is no way to get the compass back aside from buying it back for five hundred gold pieces, about how much they should have gathered stashed in the cave tunnels, more or less!

The second thing they will find is a magic shield in the knights war room. They may keep the shield, as it has twenty health and adds two points to dodge an attack. They might be caught removing the shield if they make a huge noise, and then they will be reprimanded and need to make a scene to keep it. This will bring their status down within the knights circles.

The third thing they find is a stone wall. It stops there and they need to figure out how to open it up. There are a few scratches in a oblong shape, after much scrutiny, that they wouldn;t be aware of if not for the 'hint', a picture of a crown and a picture of a sword and a picture of a hoe and a picture of a trumpet. They are all removable stones and they are on the right of the charred stone, surrounded by lighter stones. They need to press them in order of descent, as the diagrams says "Decree". The order to press them should be crown, trumpet, sword, hoe. As they press the stones they will see them stay pressed in for an hour and not repressed into the wall. If they get it wrong they will hear a clicking sound. If they get it right they will see the charred brick slide upwards and reveal a glowing ruby. The ruby is wamr to the touch and they will be able to carry it easily in their hands. If they try to destroy it they will find it very hard indeed...

They should take the ruby to the wise men and ask what to do with it. The wise men will advise them to take it to the smelter and throw it into the pot to get rid of it. The wise man takes them to a smelter close by, and, as soon as it has dissolved the heat will rapidly lift and the people can at last sleep.

The wise men suspect someone inside the castle of doing this, but they can't figure out who? They suspect one of the knights, especially sir Klith, sir Siger and sir Draggeth. They call them all into the courts to deal with them, and the players accompany them into the examination...

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Who done it?
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These are the accounts of the knights that are suspects, for reasons the wise men cannot explain, due to political privacy, of course...

Sir Klith is a hardened horse back rider. He uses his lance to destroy opposition and likes to entertain women after hours s he is not married. He likes to work at the free kitchen to feed the homeless and also likes to play darts with his squires, who from gossip they hear that he coughs when it is their turn to throw. He likes to get on the good side of anyone near to the prince, and irritates the wise men with comments on how they are protected by him.

Pros; helps he needy.
Cons; brutal, no family values, cheater, asscreeper, and gloater.

Sir Siger is a coward in battle. He likes to eat as much as he can at meals and has become weak from the crutches offered to him by his status. He likes to watch people being slaughtered in the heat of battle, but does have a wife and three children and they hear no complaints from the children about domestic issues. He also likes to attend all three services on Sundays.

Pros; family values, zealous.
Cons; coward, weak willed or gluttonous, sadistic.

Sir Draggeth is a young knight. He likes to make sure everyone can see him when he is about and likes to shout with authority. Some people think he is either a motivator or, subsequently, a bossy guy. He likes to stay away from meats and likes to cast healing spells on people. He is always, twice a week, every week, beating himself with a strap to atone for his sins. He doesn't accept that God will forgive him for his wrongs. He also helps prepare speeches for he reagant of late.

Pros; not secretive, motivator, animal lover apparently, hard on himself, tries to help authority.
Cons; bossy, stubborn.

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Gotcha!

The players will listen to the suspects and the wise men ask them what they were doing that day and then and then ask them their own questions when the wise men get tired of asking sensible questions. The players should be reminded of their habits and cast their minds back to the boss, trying to find a link the wise men will say after a few minutes.

Each time they say that someone is guilty the other two will defend them! They are brothers and they stick together. If the players get rumbunctious the knights will draw their weapons and the squires will try to calm the players. Seeing as by now they should be scared of losing their status the players should cooperate.

The game may end now at any point as soon as the players offer a solid reason for the guilt to be laden onto someone...

If they take a break the squires should ask about their day, especially the lair of Bane. First they will ask if he has a family, or what? Then they should ask if he had an established knight to deal with, one loyal to the flag, or what? They think that the guilt should be placed onto Sir Siger, as he is weak willed, and seems to disappear at times, nowhere to be found! If they ask what the knights chambers were full of, the players should remember some things. Then a squire should say to another that they wish they were strong willed enough to avoid meat, as it makes them healthier. The other squire should say that it is evil to ignore the natural order of predator prey, and that all things that are alive are there to be eaten in a symphony of life. Then the first squire should say that it is pride that keeps people away from meat, and that none of the wizards eat meat either. Then a third squier comes in and says that he hates cowards! Then the first squire says that at least some people have family values!

At this point, overhearing the conversation, the players should think it is the second and the third, and it is! There is one going in and out to consult Bane and the other looks after the prince when he makes hard deals. If they look for nerves they will see that Sir Sieger is really sweating and Sir Draggeth is eyeing him as if he was guilty, but cannot say anything. The right thing to do is point as Draggeth and accuse him at this point, with conviction. Sir Siger will immediately look away and close his eyes slightly. This will alert the wise men that will suspect both of them all of a sudden. Sir Klith looks genuinely surprised at this. Now the players have some information to work with, testimonies of body language and the like, something like a witness to a child saying they didn't do it, please tell my mommy.

The two will be at each others throats if they keep pointing at Sir Klith or Sir Draggeth, but both attack Sir Klith when they ask him questions. The trick is to keep doing it in an obvious sequence until Sir Siger draws his weapon on Sir Klith and attacks him verbally. Sir Draggeth will stand out of the way and draw his weapon and look at both of them, wincing at Sir Klith and walking away from them slowly.

At this point the squires and wise men will shout that he must sheath his weapon, which he refuses to do. Then Sir Draggeth will defend his fellow knight and point at Sir Klith, who looks genuinely shocked.

The players have two minutes to say who they think is guilty before the wizard gets there, hearing the noise. If they can explain in any way that makes sense that the two attacking people are guilty, they get three bonus adventure points. If they fail the wizard will come in and, heaven forbid, breaking the rules totally, cast truth on the knights, revealing their inner most secrets.

The two guilty knights will uncover all the servants who conspired with them, being still under the spell. The list is not long at all, but is it surprising that these empowered persons would conspire with the likes of the prince to do his bidding and be a disease on the region.

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!! The end !!
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The catacombs of the Cathari
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The town of Beriole is on the sea and has a port that fetches many supplies for the citadel four hours trot to the west. The people are getting ready for the spring showers and have been busy tending to the wooden funnels for drainage pipes leading out to sea. There are a few soldiers on patrol and they are very friendly. There has only been three crimes in the past week, but they haven't been noticed that much, just a purse of gold here and a sword there. It seems that everyone has a home here and has someone look after them or are looked after. Every week the people pray for it to remain the same as it is.

The players start by the docks. They have received a bruised old yacht that will hold six people inside it, with some new nets at least. The father of one of the players said that they should give it a try, and they can now smell the success of fishing, and the honk of it. They may now take control of their characters. The boat is rotten and they fall right through if they test it, but then it only cost fifty coins. If they fall in they will be helped out by bystanders who gleam at this youngster coming aboard one of the ships thinking they can run the show.

One sailor that stays behind tells them they are looking for a cook, a musician and a few soldiers to make sure they can defend themselves. If they accept they can get on board the ship and wait for it to set sail. If they say no, then they are free to wander around the village some more. On their way back into the town the sailor should say that they have seen it all before and the region is all peaceful at the moment, no fun here. Come on!

The ship will remain in docks for two days, long enough for them to get the idea that there is no evil here except for wild dogs, and having no way to prove themselves they will eventually go back to the ship, as everyone they meet will say that if they are looking for adventure they should try the docked ship there. This will get to them and they will jump onto the ship. The soldier named Harvey will be their friend for the journey North West towards the new found land, about a week's travel or so. During that time they gain three adventure points to spend where they want.

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Pirates!
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On the way to the land mass they meet up with two smaller pirate ships. They are super fast and the grappling hooks come onto them before they know it. The pirates will land from each side of the ship as they scuttle aboard. The players should kill each pirate with one blow each, and they should kill three pirates each in total or so. On the pirate ships there are many mussels to eat, they suspect from the shore nearby, the one they can see of course. If there are pirates there must be some evil about, as justice would see them hung. The pirate ship on the off shore side of the vessel is hauled up as an extra backup landing ship, loaded onto the main ship.

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New found land
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The crow's nest will shout out when they see land after a few days. During this time the players earn an extra adventure point from doing this and that around the ship, and once again they need to have it related to the things they can do on the ship. They have at least got daggers from the pirates to fight with, if they use daggers, that is...

The misty jungle

The shore is full of natural life and has no signs of activity from animals that don't belong there, although northwards up the coast they can make out a cluster of huts. They will probably decide to take a look at the huts. When they get there they find it deserted and it has a few empty bottles lying around and a lot of fish and nets in the smallest hut. There are also two daggers lying around, and a few lists of port things to buy.

After this they will be able to venture into the jungle. It gathers quickly into a anhralling mess as the density here is so thick for ten minutes of hacking, and then the foliage starts and they can walk along easier. There are lots of ants everywhere here, and a few leaches. If the characters pass a combined wisdom and intelligence test to not get harmed by the plants that have horns on them, or suffer two points of damage from them.

They don't notice the lizard men, but hear the slight sound of a brnch breaking to the south of them. They also see a flash as the lizard man runs for it. No matter what they do they will not catch him, but could use spells on him if they wish. If they bring him down they may search the body for things, but only find a spear and a lion cloth. If they capture him alive due to extreme stress he may tell them that the temple is near, before being slitted right through by one of the soldiers.

Eventually they will find the temple as the path become more obvious to them and then they will walk out into a clearing around the temple.

The temple entrance

The temple entrance is at the bottom of the pentagonal structure. The party should have no problem entering into it and finding it lit right up. they walk for a while and find themselves faced by a doorway that appears to be sealed.

Next to the door way there is a bunch of numbers, and if nobody knows serpentine base language, one of the older members will suggest that it says that "more than company, hebrew David, brutal tails" which it does. The answer is, three is a crowd, star of David is six and cat of ninr tails. They have the numbers in a keypad that is like a numeric keypad on the right of your keyboard, or like a bank tellers keypad. If they get it wrong they will be gassed by some fumes from uner their feet seeping through the cracks, making them run out crying. This will make them pass out if they fail a poison test, and will remain for about fifteen minutes each time. if the game master gets irate then they can let the soldiers do it for them, but if they do it alone they will gain an extra adventure point.

The upper passages

These can be full of burnt out candles with the ones still burning half flickering away slowly but surely. They will be in a hurry to get through to the othr chambers, leading down in a slant reverse slant fashion. Then they will come to a granite floor and see a door on the left of the passage. This opens to reaveal an armoury, in the centre of which is a mace with a three point bonus to attack rolls and damage inflicted. There are other wise two bonus one to attack and damage spears.

On the right they enter into the lizard man sleeping quarters, where they see three lizard men talking about something or other, who see them right back! They start shouting and awaken five more lizard men, who all grab thier spears and attack the intruders. If they kill six of them they other two will eat poison berries and die. The players, having wilderness lore or commone sense, will be able to identify the berries as poisonous and keep them if they want. There are four berries left, each doing a slow death to the diner.

In here they will find thirty four gold and a few letters from loved ones. They say, if read, that they are proud of thier fathers and brothers and that they hope they get hold of some more fruit

for them, as they are so hungry lately.

The lower passages

These areas are lit from the grating that leads out into the world, like a ventilation system. On the middle passages there is a altar for sacrificing living people to their gods they can see through the grating. The entrance is further on they figure. The door to the right will lead them into a huge hall full of plinths to sit on to witness the sacrifices. The actual 'stage' has a stair way to the right of the 'stage'. On the dias they see a lot of holy symbols drawn into the dias. If they get too close to this they will see it start to glow a colour that they have never seen before! It pulsates with energy and all they can tell about it is that it is hungry...

The pull for the party towards the dias means they will have to get away from it. One of the sailors will shout that it is evil, and then the dias will utter that there is no such thing as evil! The players should continue the conversation with the dias, trying to prove that pulling them into it's dimesion is evil. At this idea the dais will pause it's gathering of the people and think for a moment...

When it 'comes round', the dias will ask them; If all might comes through the sword, shouldn't everyone have a sword?

If the players say it is good the way it is, then the dias will say that there is not enough blood on it and there should be more pretty soon. If they say that the way things are is bad, it will ask why. If they agree with the dias, and make a good case for it, the dias will let them leave. If they say there should be no change in the natural order once, they will hear the dias cough and ask the question again. If they still say it is good the way it is, they will be sucked up onto the dias and emptied of the inside out onto the altar and die right then and there, unless they have the mace or some offensive magic. Either way destroying the dias will reveal two emeralds that are worth about two hundered gold each.

If they leave the chamber with the dias still working they should each recieve a bonus adventure point.

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The catacombs

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As the party continues they will see an until section of the passages. Here there are three passages one to the left, one to the right and one in the middle, and they all lead down lead down. There is a unlit torch that they can use to make a torch so they can see, as the light coming from the ventilation through the grating is sparse now.

The right tunnel has a circle drawn onto the floor in front of it. It leads to the chamber of the donkey. There is a thing that turn around like cog and it is has one handle to rotate it. You also see numbers on the floor that go from one to twenty four around the rotating ox thing. The letters are spelled out as numbers if they don't understand for some reason. They also see two sundials here, for some reason, and on the opposing walls they see a cloud and a thistle of hay. The rotation device is set at the letter H, and the players notice a closed door made of iron leading further into the catacombs, which appears to be closed. The players may, if they don't get this right, go back and choose a different tunnel. If they spell out the word harvest turning it clockwise they will open the door, and recieve one bonus adventure point.

The centre tunnel has no symbol and leads to a sticky area that gets smelly too. They will find a huge spider corpse here along with a pair of spears and one short sword. From the smell they will have to beat willpower and then physique to make it through this area. Each time they fail these tests they get sick and must eat another ration to try again, or pass out. You go guys!

The left tunnel has a picture of looks like a bear trap and leads to a lot of traps. There are three crossbow salvos from the walls that will be set off if they roll badly depending on the opinion of the game master. It should do five points of damage each time they set off a trap.

Eventually they should make their way through to the next section, where all the passages meet up and the adventure can continue...

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This is a good time for a break and session awards if the game master allows it. They will need the health to fight the monsters ahead..
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The joke's on you!

As they go through the passages they will come to a hollowed out cavern with a semi circular raised stage and a book on a pillar that is open. A quick look will reveal the title of the book as "good jokes", if they can read lizard man. If they cannot read lizard man then they will make out the word good with a wisdom test and then the game master should look as nervous as they can...

Inside on the first page, of which there are thirty three, they will see a joke. It goes like this:

"What did the lizard man say to the griffon? Nothing, he just smiled at her, as griffons cannot smile, you see."

If they try to read this they will make out the words lizard, griffon, griffons and cannot. If they take the book with them they will be a laughing stock of the lizard men. If they pick the book up they hear a raucous laughter and they will see three lizard men fall over laughing on a balcony above the scene, safe as can be at the top of it. The joke is really on them. Any hint of offence will lead to them scrambling back into the shadows, coughing from laughing too much, at the way they looked at the book, and were so careful.

After they continue down the passages they will come to three bolts of crossbows shooting at them. The joke is over! The lizard men have repeating crossbows so they can shoot fast and daggers and eleven health each. They hit with the crossbows on a eight and below, and use their daggers hitting on a nine and below. On the bodies they will find the repaeter cross bows that they can spend adventure points to gain the skill of later and thirteen cross bow bolts left, as well as sixteen gold.

The lizard man lair

As they walk down the passage further they will come to a messy bunk room for several lizard men. They are sleeping under their quilts and if they use stealth they can kill all the lizard men while they sleep. If they wake them up they will have two rounds to do things before the lizard men can react. These lizard men have health eleven and hit on a nine and below. They find various weapons and fifty one gold.

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Mystical garden

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As they work their way through the tunnels leading down further they notice the floor is getting smoother and smoother as they walk along it, along with the walls. After another four minutes of walking they see it is actually stone now, and smooth to the touch. They are hungry now and must eat something or lose three points to all rolls.

As they walk further they see definite sunlight in front of them. The light gets brighter and brighter and they see plants creeping into the passages. Then they see bright light and the roof

of the cave suddenly stops and they look out into a mystical ravine.

The plants are as colourful as any they have heard of in folk tales. There is a waterfall coming down to their right and they can see that it actually has a gutter that spreads around in a full circle above the garden, like a levelled gutter that has overflow into the ravine. The water fall is about one kilometer high as far as they can tell, and they are aware now of gentle singing from the middle of the garden.

There are many ripe fruit to be had they reckon, and if they investigate them they will tell instantly that it is nourishing. They may recharge their strength and take a few fruit, as they heal one health point for each fruit eaten. This garden is about three hundred meters cubed - square sort of.

Fresoa the sprite

Then casually the sprite, which is only as big as your hand, comes into view. She burps and hiccups and laughs. She asks the party what they are doing here? At least they are not lizard men she giggles. Then she flips her wrist and they see their clothing carbon bonding to become cleaner and more regal.

As the party feels afraid of her she coughs. She says she doesn't want their gold or items, but rather someone to tell her if she is still beautiful. She explains she was once a very popular sprite on the island but was asked to leave as she was always looking in the mirrors and ignoring the rest of the sprites.

If they tell her she is beautiful she says they must describe her beauty to her. They better choose good words or she will cough, words like "replendant glow" and "unfathomably beautiful". The problem is the more they tell her she is beautiful the worse they feel in their guts and eventually after a few stamina tests they will get sick. If they get sick she will clear her throat and if they reach for fruit or food to fill up again they will feel a sharp sting that doesn't do them any real damage.

The only way out is to tell her she is not beautiful at all. As soon as they say that she will sneer at them and take half of their gold, rounded up, from them.

If they ask why she is here, she will say that there are no mirrors here, so she cannot be thrown out of this garden.

If they engage her in normal conversation she will appear to be a bit of a dummy, to say the least. The problem is she thinks she is the most perfect being ever, and there is no changing her mind.

As soon as they have told her she is ugly, she asks them a riddle...

If there are forty stars in the sky, and they twinkle in time to music, and music is eight chords to a section of the beat, then how many points should there be to her symbol, and why?

If they get it right within six minutes, they will get all their gold back and gain an adventure point. They have as much time as they want before they answer, but after they answer they have three minutes to justify it, or they see her disappear back into the trees spitting as she flies above the trees grumbling about being perfect...

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More catacombs...

There is one cavern opening they can see in the distance after searching around. They walk through a bit and see two statues one either side of the path through. The stones will come to life

as soon as they are within fifteen feet of them and they will attack the party. They cannot speak but can feel disturbances from noise, as they are air resistant, being earth based structures.

The statues have thirty health and deal five points of damage per hit. They have enough action points to go last in the round and have an attack value of eleven. They stand five foot eleven aswell, ad walk very slowly. Blades do not harm them.

The obsidian laboratory

As they continue along the passages they will come to a doorway to the left. Inside this unlocked room they find what seems to be a laboratory of some kind.

The lab is dark and musty, and they smell the sulphur from past experiments. They can also see that it has been used recently because of the wet hand towel by the sink where they wash thier hands. From the sink they smell mint or something similar. The room is about five meters square, with two tables set against two walls and a element rack against the other wall.

There is earthy soil, dry sand and compost elements in boxes on the rack on the lowest level. On the middle level there is some seeds that vary in size, but there are a lot of big seeds, that is for sure! Then there is are six tubes of oil aswell on the highest level. There is also a big keg of water aswell.

On the desk there is a closed book with a vulture language title. There are about ten pages in it, as they are very thick indeed. On the first, second and third pages there is a lot of, what appears to be, numbers. Then the fourth page has a lot of symbols on it, along with the fifth page. The rest of it is writing in vulture dialect. The one thing it says that makes sense to the party is that they should mix the soil with the oil to obsidian, as when the petrol is smeltered with the soil, in a shape desired, the oil will seep into the soil, and then they should add some more oil and stick it into the pot at a furnace heat, created by throwing the moist soil into the pot, where it will blend with the oil and become obsidian. The problem is the moulds, which are behind the door. They have a sword moulf, a helmet mould and a shiled mould.

* It is a little known fact that obsidian will harm all ghosts and astral creatures, as earth resists air.*

If they use thier related stats and skills they may make two items with the supplies they have, but if they fail they will lose the item. If they make an item, they should recieve a bonus adventure point.

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As they continue down the passages they come to a a square cavern with steps leading downwards. The steps are steep and they must roll a balance check or fall losing two health each time they fall. They should be tested four times...

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Big boss man!

As they get to the bottom of the steps they will see there is not a door way on the end but a black square mirror. The closer they look the more vivid the enrgy inside seems to be. There is a walk way on a slope up towards it, and there are two pillars, one on each side of the hall.

As they take thier time, doing anything at all, they sould investigate the room for about five minutes. There is lots of writing on the walls, all sorts of shadows and scary etchings of a horned super nazi demon or something similar.

After five minutes a demonic type of creature jumps out and sneers at them. They are both surprised so nothing happens this round, just detail about the demon and how animated it is.

The demon has edge of seventy, health of fourty and uses enchanted spell lists along with clan and chaste spell lists. It's first action will be to cast fireball which does ten points of damage to the area it hits, and then it will Assibai charge the nearest opponent. The thing is if it fails it will automatically change to a Valkyrie with four knives of shadow, always hitting, doing one point of damage each round. The demon will deal three points of damage each round also, never missing either, dealing two attacks a round. If they beat this creature then they will see the mirror shatter and be left with broken obsidian pieces.

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!! The end !!
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!! Boyorn Menachi !!
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This is the story of the village of Boyorn Menachi. This city is about eighteen years old and is home to many magical creatures. It is actually a semi circle of houses around a meadow, like a wagon ring from the westerns when they wanted to keep the indiands out, like that. All sorts of centaurs and dwarves live here, and there is also a few griffons and deroa too. The city is very welcoming to new people that want to live there. When it was gathering it was actually a city for the humans but then they took slaves from the forest to work there. Then one day a the mayor was talking to his knights and they told him that the bloody slaves were all getting sick from some disease and they needed to get rid of them or maybe get infected aswell. The mayor was shocked and said theyshould all be released into the wild. They knights thought that was a good idea and then they let all the slaves free to look after themselves. The slaves were now free to do as they please and decided to go die by the river nearby. They were so sluggish and disheartened by the disease they just lay along the river and waited to die.

The funny thing is, that while they were wshing in the river the disease grew into spores and wwent thourgh into the dam of the city. The people that were using this water all got sick themselves as the disease had mutated into a stronger virus and was now deadly. About three quarters of the village died, as they were also physically taxed to do the work themselves. The slaves saw a caravan going through the woods and lots of coughing as they went on by. The former slaves were recovering and thought if they chopped some wood for the village they would be able to trade for some items they had taken away from them, family heirlooms and such of course.

As they arived by the village with the wood, they all were amazed at how the village had many people lying in the streets. They went to help the people and the people were made well again by the elves and other creatures. The people were so delighted that they threw the old mayor out to them, but they said there was no need for retribution and they all decided to live together. The city has grown from a small village into a bigger viallage, asmany young people set forth into bigge cities because they see they world as their for the taking. There is no mayor here anymore and they have only got a council for making decisions.

The village has about two thousand seven hundred peope living in it, including creatures. Evil clans are not welcome here.

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Characters living here
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The characters may decide to live here by buying a house for one hundred gold minimum. They will most probably buy a house on the outskirts of town. If they buy a house here they may also get meals for free from the local guild of Dayaan that likes to make food for them for free. They work with the Bliniar to see who can satisfy the most people, and get paid for their services by gifts from the people regularly, and donations from the church aswell. Services are also free.

This city is like a dream when it comes to equality, and nobody has to do anything that they don't want to do.

The cartographer

There is a cartographer here that makes maps of the area. She is always busy at the scrying hostel where she sees what is over the horizon. She has got the whole continent in maps of all different types and is an essential stop for all the kids that plan of leaving one day on an adventure. She charges about ten gold for each map

The duelling area

When they duel here with the excellent creatures they will learn a lot. They may grab two points to improving their level for each day they spend here in the duelling area. They may also gain two points to abilities or spells towards gaining a level in that area.

The players will also get the heads up on any tribes of orcs that try to raid the village every now and again. Peter, the leader of the village's knights, is also a member of the council. He is the most experienced of all that duel there, and will talk business with the characters if they seek him.

The shrine

This is where all races are welcome to meditate in the meadow and hope that their spirits and gods answer them. There is seating for the elderly and a fenced off area for children to play in while their parents worship.

Anyone may regain one health for each hour they worship for. There are three clergy in the city, rotating eight hour shifts to spend with the people gathered there.

The herbalism area

There is a circle of pots within the cobbled streets of the village that is under a steeple set up there by the dwarves to keep rain from getting into the pots. They may trade for supplies or buy them too. The players will be able to do all they want in these pots with regards to brewing.

They may also swap recipes, but most of them use the sleeping potion to get people to sleep well. Some of the people have so much sleeping potion they are addicted to it. They will be taught one level of brewing if they spend an hour here and get one level each hour up to level two. They will need to actually spend adventure points to raise it more from here on.

They may also swap for sleeping potions that they can drink or coat their weapons with. It is a firm favourite for capturing orcs and then throwing them into the river, as they think there might be a waterfall further down the river. Good riddance!

!! Boyorn Menachi !!

!! Danzig !!

They are situated in the jungle and thrive there. Visitors are not welcome and they demand tribute as the throngs of tribesmen that ambush them en route to the tribe. They use blow guns and throwing spears and arrows usually, but also carry balaclavas - simple swords that are lighter, which is used as a sword, of course. Thier slaves are from all types of creatures and they even have several trolls that they use to erect stone altars to their god so he will make it rain for them. Each hut has a little vegetable garden and the town is full of chickes that they eat. They like to slice the hands off the thieves and weak and then throw them into a leopard's cave. The area is full of wild cats, but they love the leopard the most as there are several leopard tribe chiefs. The village is randomly scatterewd around and will always change as huts re burned down while they demand that the weakest people be sacrificed. They also like to dance, and they always take it very seriously when someone bumps them, by whipping out daggers and trying to take an eye out. This is the reason they dance far away from each other, of course. They like to summon demi devils and serve the weak to them in exchange for more mercy in the next life. They breed like flies and like to buy children from Aujux and Sodom in the city of Internazionale and bring them up as warriors to float the numbers. It is impossible to be accepted here unless you were born here or came in as a child. They like to raid other villages and keep the adults as slaves or sacrifices and rear the children to be thier front lines.

They do not use the Bivaque plants very often, but after a raid they tend to indulge a little bit. Thier motto seems to be survival of the fittest. Thier village looks down on trade, but the leaders like to hold parties before and after raids to see thier people easily under thier control. When the tribes fight they like to half butcher the toppled leaders and leave them to the rats that seem to be quite freuent here. They are densley in the jungle and thrive there. They also like to slice themselves up and drink each others blood. After a while they get used to doing this and need more and more blood. The children come out strong because of this molecular bonding and the recessive genes die out due to the superior line. They never face any cavalry, because they are in the jungle, and any foot patrols are quickly dealt with from the foilage. It will cost any players about a thirty gold each time they enter the city.

Thier temple is actually underground with a three meter entrance to allow larger creatures into it so they may walk in, as they are very hard to drag into this sort of thing. They make the trolls dig further and further down and then they make the dwarve slaves etch out the finer details of the temple. At the moment the temple is too small for all the people so they have two seances with the demi devils a week. When they get hold of one they ask for them to be a part of their clique if they sacrafice people to them, and theis would amuse the demi devils if they had sense of humor, but they crave power and puppets more than humor, so they demand that they make them pleadge their oath to them by torturing them and then they kill them slowly once they have said yes. Usually they will get a young leopard or panther to come into the village and then they can catch it domesticate it for thier own use. They cannot teach it commands, but if they want to have fun they let it loose in to the forest to catch offenders smeared in blood. They like to do this once month so that the leaders will be pleased with thier status within the tribe.

The leader's name is Aquilla. He is in control of the tribe and has 'delegates' to actually work for him. He is obese and likes to tell the women stories of how he used to slaughter people during raids. He has many scars on his body and forehead aswell. His brothel is about eight in number. The youngest whore Fresney, a peacock from the coast, has a hatred of him and will seek the players out if the game master wishes. She will tell them that she will help them if they help her afterwards.

The tribe is very vicious otherwise. They like blood like you won't beleieve and set up pits with sharp wooden pikes at the bottom for people to walk across. This is initiation for the warriors, if you fall you die, if you refuse you are in the front lines.

There is no services in this viallge. They have all the things you would see on them when they raid or hunt. There are several Shakrae in this village, but they do not lead at all, living a distant

lifestyle to the rest of the village.

Their numbers are vaguely known, but the wise men suspect they have about a six hundred and fifty warriors at least.

Training

The players do not have to pay to use the training campe but might be attacked if they show weakness being a visitor. All it takes is one person to point...

They may raise their sword, blow gun, dagger and bow skills one point towards a level each day. If they can handle the pressure of living on the edge.

Serpentha

There is a cobbled circle in the west village that they charm snakes inside of. They will usually make the snakes do tricks for them to impress each other. The snakes will sometimes bite the charmer and die while the people laugh. Such love! If the players want to enter the circle they can be awarded one adventure point for sitting inside the circle with the charmer for ten minutes in a cricle holding hands, and two points for charming the snake themselves. This is because the circle drains the snake of it's energy that lies within and feeds the circle of the tribe. The circle was formed over the blood spread out of a nexae they found and asked the demi devil what to do. The demi devil felt like making them stronger so she could have greater use for them. After the ritual the snake is drained and cast aside.

Hexx

When the people gather in the east to summon the hexx, sitting in a semi cricle, they may make deals with it. All deals are on the table, as long as there is some sacrifice in the inner most part of the hexx, being a seven pointed star, in a clearing.

The hexx will maybe grant them wishes and take them away after an hour or so, but leaves enough with the people to keep them coming back for more. When things are sacrificed to the hexx it will gather thier electricity based souls without interruption and then grow stronger.

Chiqah

This is the local piercing person, and she has eight understudies. They pierce people to make them gain points in intelligence, wisdom or willpower, one point towards a level for each piercing.

The piercing itself makes characters connect thier nervous system to the universe, and that leads to greater mental growth for the reciever.

This art form will take a week to learn, as it needs to be done in the right places accoring to power centres or chakras. The next piercing needs to be a certain distance form the prior one, taught to them for two hundred gold a day for a week for a skill level of one.

!! Danzig !!

!! Internazionaeli !!

This is the story of the great city of Internazionaeli. About sixty years ago, after the wars between the clans many people were homeless. After the tribes tasted the luxuries of city life, and saw no way to extend their luxury after that, they decided to build a great city for all the clans to live in. This went down well with all the neutral and good clans. Then the evil clans decided to get in here too and abandon the jungles for the security of their families, thinking there must be options galore for them there. They had no fear as they could wear clothes to disguise their clans. They built the great city quickly using temporary magics from the earth elementalists. There was no slave labour yet, and the evil clans came over discreetly to see if there was a real city of unity for them to exploit after all. It took them a week to build enough shelter for many more generations in a square shape. Then they dug up land to try this commercial farming idea of selling food for luxuries. It was a bit messy setting trade regulations, but they got there in the end. After some celebrations and a fortnight's rest they decided to build a castle there for the leaders, as they wanted to be special and entertain other monarchs with their cultural diversity around a great table in an immense hall. The castle was easier to build now than the city as it was with more helping hands as the denialists came to help as well, as long as there was something in it for them. So the city grew and grew with manual labour, magic, and machines. They were really going places now! Then the evil clans settled in under the guise of servitude. They all gathered there and then there was an argument one night over a card game. The wolf clan leader took off his shirt and yelled that they were inferior! This was quite a shock, but nothing happened. His clan, aware that they were not being harmed yet, quickly cooled their leader down and told them that they were willing to help develop the city. The evil clans were tolerated by the good clans as they had not done anything wrong. The evil clans got to converting some houses into casinos and brothels. They had developed two underground syndicates that stole food and other items from the elderly and traded them for the Bivaque plants that get you high for an hour and then sensual for about three hours before it wears off. They threw massive parties to the stuff and indulged in the flesh with great gluttony. The plant was illegal but cobras that had money bribed the police, and, failing that, murdered their families with really fast raids. The societal clans were getting worried so decided to live right next door to each other, a tradition that lasts until today. When they get married they make sure they get as far away from the areas as possible, for the sake of their families. The area started to get names, and the good area, to the west and north, was called Demascus. The area to the south was called Aero, where all the neutral clans gathered more or less. The area to the east was divided into two areas, Aijux and Sodom, dividing the syndicates from more violence. The people that were wary were safe, and the others just messed up the areas with graffiti when they heard that they may be lawless. There were never enough police to catch all of them, so they left them alone. They built a gate to make sure they were kept out and needed a reason to be on that side of the city. The societal clans went about farming and mechanically striding forward, and the evil clans went around the wall to steal their crops at night. There seemed to be peace, twenty years after they established their city. The city has grown a lot and now is home to five hundred thousand people. They are having an influx of other races too, mostly Nexael and Deroa with a few Avain peoples coming in to lead a better life.

Markets

There are many markets in this city. The notable ones are described below. There are various other market places that come and go, but they will all be swearing oaths to each other to pitch up there again, but eventually they all leave. The three major markets are...

Lilly

The currency market is where they use gold as credit. Here you will find nearly any sort of

foodstuff or component for spells. You will also find a great energetic vibe about the place, as the people are relaxed here. This market is to the far west of the city, far away from trouble. This market has seven water features around the edge of it, and they may buy fresh fish from the dolphins that sell them. The dolphins specialise in disease cures and selling fish of course, and will heal you right up for one gold piece. The pigs are all over the show with the share price of the companies they own, and will always try to sell someone on the stocks they have. The lions collect taxes from them when the castle needs some money to invest in the city. Demascus produces so they take care of it nicely. The roads here are all polished twice a month to keep it smooth so that the elderly can walk without being tripped by the loose stones.

Tessii

Is in the south, near the centre towards the castle. They deal with all sorts of weapons to buy mainly selling all kinds of swords, spears and shields. They also sell fresh vegetables that they make taste better with the Opejami powder from the mixed tomato, onion and sweet pepper plants. They like to mix them together into a sauce that they sell. This makes for a tasty sauce that the recipe is kept secret from the other sauce makers. Otherwise the market is rich with burning incense and otherwise rather civil with the calming effects of the smells.

Soho

This market in the centre of the two bad areas has all sorts of items for sale, ones they make others make for them then they kill them and take the items if when they have enough to 'cash in'. There is a lot of meats here, as they prefer livestock to vegetables and are the only ones willing to slaughter chickens, pigs and cows. They often trade in the morning before dawn with the vegetables and dough of the other markets. They like to buy babies too from the child market for sacrifices to their gods, as when you need money you will sell your child to eat. Why do both have to suffer? There is a code word to get into the underground, but that you gain by trust.

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City hall

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In the centre of the city, just outside the castle the players will find a hall capable of seating seventy people to hear the speeches of the leaders. If they attend they will be thrown out if they make a noise. It runs all day long from about nine in the morning until six in the evening. There they will be able to add one point to their diplomacy adding up to the total for each day spent there. The problem is getting a seat! All sorts of civil issues are discussed here. If they attend for a month they will be recognised by the regulars and find a seat easier, as they know the guards and will maybe even grant you an audience with the speakers, if you try really hard. That is the slowest, yet most guaranteed way to get into the upper society here in this city.

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Arenas

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The gauntlet

Here is where all the warriors train. Magic is forbidden here, and anyone that uses magic is attacked if they do not leave. Each day you spend here training with the soldiers and squires you will gain a point towards levelling up in your chosen weapon. The weapons here are blunted on the edges so that nobody really gets hurt.

The kumite

This is real combat for unarmed warriors of all types. Here you fight till you leave the circle and then you do not win the purse. If you want to win the purse you must get the other combatant out

of the circle any way you can, without magic nor weapons.

The gardens

The gardens are full of rabbits, worms, frogs, snails and tortoises. They like to play with the children who treat them with respect. They communicate with body language that has been bred into them by the bored alchemists who won the prize three years ago for most tender act. The gardens are contained inside a wooden waist high picket fence, to visualise it. There are of course three water features in a triangle and they have a lot of flowers and trees here too. The reserve is within the city, but close to the north west region's edge. There is no charge to go inside because they all bring food to feed them with. They often let the people take pets home because they have no natural predators, but, if they need to cull some of them anyways, they always make them into compost for the farmers.

Taverns

The three main taverns are very different. They will be a good place to go to look for quests and other work.

Quobii

This tiny tavern is situated in the west of the city and has many people looking for hirelings. The beer is sweeter than in other areas and they have kareocho every Tuesday night, but then you have to buy a round for everyone.

Duleyh

This huge bar is situated in the north of the city and will seat four hundred people. There is plenty more space and the vibe is so intense. There is a huge dance floor for exotic dancers they let dance there. You can go there for lessons at a price, and may add a point to your dancing skills for each morning you spend there. It is open around the clock, but the curfew is seven in the morning so they have an hour to clean up before the dance instructors get there. They teach until about three in the afternoon and then the bar opens up. They all cheer as the dancers show them their new moves so that they can hiss or clap.

Insignia

This is a strip club in the north east of the city. The owners decided to keep it on the right side of the tracks because they were scared that it would be overrun by the wrong crowd. They have a upstairs sleeping quarters and they will be able to get some of the dancers to come over for drinks if they say the right things, at the right time, oh yeah! The men like to shed their shirts so that they can mingle with people of different clans to taste the culture of them, not from rumours, but in person. The soldiers often come here and play cards too, muted of course, as they don't want to interrupt the drummers and flutists.

Mesdaar

The scum of the earth go here, to this immense club land. Inside you will find various areas that segment into a strippers stage, a restaurant, a gaming area, umbrellas for the inner outside area and a sleeping area. Everything goes here! You can also buy Opejami here...

Puppies

This is an exclusive womans club where they get men to do all sorts of demeaning things for the women that attend. They want to see men pay for all the things they put up with, and they like to get hold of rough guys and make them feel like nothing, just for a while. While they are busy stripping, they get the ugliest of them to run up to them and try to kiss them, and if they refuse they all cheer and pretend to laugh at her. Then they get the most seductive woemen to make them drink some spiked ale and watch them pass out. They either throw them ou into the alley with the help of the bouncers, or tie them to the pole in the middle of the stage and revivie them. After they revivie them they tease them mercilessly with feathers and ice blocks, and if they get aggressive they whip out the knives and candle wax to deal with them. If they spit or something like that they throw them into the alley without their clothes, after slapping the hell out of them.

Services and taxation

The maintenance people take good care of area that respect them back. They will still do their jobs, but if they meet a character on the bad side of town they will ignore them and be blunt. The services include plumbing and general hospitals, one in each quarter of the city. The newest invention to grace the city is Morse code. It is based on an intricate electrical pulse system that is flows from house to house through the roof of the sewers. The cables carry the message along a network, and all stations are set to relay the message on. Anyone caught abusing the system is disconnected, and if you don't have it it costs four hundred gold to install, with a monthly tax of three gold. It is mainly used for announcements from the palace, or adverts for the specials that day from the marketers. Then there is police and fire service. This costs a unswaying two gold a month for everyone.

If the characters buy a house in this city they must also pay for services.

Parades

These happen whenever the city boasts another thousand people, or when the leader changes laws for the sake of the people. These wild street celebrations are noisy and unorganised to say the least. Also celebrated are officials birthdays.

If the players get cught up in a parade they will be swept aside into an alley or join in. There is no fighting the parade, if you are goig the other way, too bad!

Church

Te church is a great place to relax and be at peace with your god. Inside the church they will always ask for just one gold piece, of you can spare it, and then they help the needy and pay thier spies to find the child market players.

There is a good connection between the bishop and the officials, so if you want to get into the upper crusts you could try it this way, especially if you have some urgent news for the leaders. The clergy also organise raids on Opejami labs that lie all over the city. They suspect there is a link between them and the child traffickers.

The church will always heal people right up first, then ask for a small donation. They can also remove diseases and curses inside the church where thier powers are increased by three levels, and outside the church they drop by one level each.

If you spend a day singing with the choir then you will be able to add a point to your total for singing and level up eventually. If you spend a day with the preachers you will learn a point of first aid. If you spend a day with the spies then you will gain a point of either disguise, stealth or dagger skills. You do not need to pay for attending lessons, but donations are welcome.

Sages

There are two notable sages in the city. They both hate each other and will not tolerate the teachings of the others, refuting it without even hearing it.

Elfric

Is good with the history of the city and the lines of power from place to place. He will always slant the discussion to history and then try to impress everyone with what he knows. He will know all about the east side of the city as he was a polite person in his younger days.

Rodeo

When the players come to him he will try to tell them about how he saved countless lives by being a paramedic in the hospital. He knows all about healing people and will give them a tome of healing if they complete a quest for him, then withholding the tome, which does work, send them on another errand, and another, etcetera, etcetera...

Internazionale training

The barracks

If they pay one hundred and fifty gold they may train for a week and raise any of their statistics with the best trainers in the known world. They can pay fifty gold to have an adventuring skill increase a level over a week also.

Univercity and library of the city

They may improve any mental or art form, language, or other type of non combat or adventuring skill at the univercity. They will pay seventy gold for a weeks worth of schooling, and will raise it by one level. If they go to the library they can learn about the factors of this region for free.

The tower

The wizards will help improve any magical ability or spell over a week to improve by a level and will cost one hundred and eighty gold for the week.

The lie of the city allows for the party to avoid the rougher areas. The shifts for the work force is six until two, and two until ten 'o clock. There is a late shift too, but that is seldom used. People outside the work force don't need to adhere to any rules of time usage. The city is a full days journey from the nearest port to the west. There are roads leading north, east, south and south east. The farms on the outside of the city are built around already by housing and squalid living areas as people wait for houses, or enough money to buy a house, as they would rather feed off the crumbs of the rich than live happily, strangely enough. If the players can convince the squatters to go home they will grab a level growth point, three adventure points and be knighted.

!! Internazionaeli !!

!! Nyanga !!

This village is situated on the highlands. They have no rivers close to them because the earth that surrounds the the river is so sludgy and full of mosquitoes. They used to have to walk far to gather thier water, but, due to the tinkering of the dwarves, they have made a pump to get water into the village. The surrounds are humid in the middle of summer for a month and everyone just relaxes and fasts, because it sucks eatiing in the heat. That is the common culture of the village today. They like to clear the crappy bushes from the area and use them for thier celebrations once the humidity has left, as they can't stand it. They have a simple copper mine and they like to use it for trade mainly, and sparingly for weapons, which they like to bring in. They use copper pieces in the village and reject gold pieces except for trading with merchants. You will not be able to buy a beer or a sword from regular merchants, as they don't like to entertain visitors at all, being very proud of their heritage. They have never known a enemy that could stand against them, as they do not wear armour and only defend their dry swamp bushy areas from orcs usually. There is a totem outside every house in the village.

They number close to nine hundred. All mature males are warriors, meaning they have a force of about to hundred at least.

Merchants

There are two merchants in the village. They wil charge extreme prices if they ned to trade in gold. They will usually stock all sorts of default items.

Lytie

Vincent will stock swords that resemble a scimitar and gladius, as well as dangerous looking daggers and arrows too, that is all.

Totsie

Bradley will stock all sorts of crossbows and bolts and blow darts and blow pipes. You can also buy vegetables from him.

Shabba

The witch doctor will be able to heal them for free, but only once a week. He sells poisons and potions that he makes for the warriors. He also has in his possessiona a blow gun that adds thre to your attack roll. He also has a flute that can charm creature thrice a month if you have the instrument skill.

Every Monday he likes to have a worhip session with anyone he meets, reminding them that the gods will be upset if they do not give him money to buy more equipment for blessings for the village.

Wagadugu

She was once out in the field with her brother and they were up in the mountains, lost completely. Wagadugu saw a colourful mushroom and ate it, being only seven. Little did she know it was actually a young sprite that was sleeping and decided to take a disguise. They were late home and her father was angry with her brother for taking too long and disciplined him. He half tore out his hair doing that and then Wagadugu got a blade and tried to fix his hair up. While she was cutting his hair she was possessed by some sort of craving and got very creative, cutting split ends here and there. Afterwards her brother looked into a sword and saw how he looked, very nice he told her. Then wagadugu was interested in cutting more hair. The more she cut, the more she enjoyed it, and the further her fam spread. A she went on and on, people started to notice a genuine change in the people that had thier hair cut by her. The regulars that did deign to having thier hair cut by a little girl came out looking stronger after a few months. She was nine now, and started to demand a fee for her services.

By the time she was fifteen the elders settled on asking the spirits, which they did not like to do, what was going on. They told them that the hair styles would imporve people physically. It would take one hair cut to raise your physique by one point towards a added level, in a more vague manner of course. It would add one point towards the level for all your physical statistics at the same time, but could only raise a physical statistic by one level per physique, reflexes and senses. Today everyone that comes through hearing of the story sees how strong the people are. They need to convince Wagadugu to cut their hair each week by telling her she is very important to the world, as she has become so proud you wouldn't believe it. She will also require a fee, fifty copper pieces a cut.

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The kennels
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They have aquired a great selection of wild dogs resembling wolves, but with a thinner coat. They train them to hunt with and they are very obediant to thier masters.

The characters may buy a young hunting wolf to keep. They will take about three days to get them to listen to the new masters and then they will be able to train them with help from the kennel masters. Then they will know to follow, attack, heel and fetch commands. They sell them at about eighteen months and each dog costs about two hundred gold, fifty copper, or an item or two.

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Culture
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The people of Nyanga often get drafted into other areas, but they had better respect the culture or they will leave them and return home.

They like to have a war dance every month during the full moon, when they are sure there is enough howling around the swampy area. They often, in the spring, set forth to buy young women from other places to come home with them to grow their numbers and add new ideas and skills to the cooking and clothing of the village. If they don't sleep after the war dance, they will have a bonus of two points to attack rolls against the enemy that day.

They also like to make pottery. If you spend a day with the potters, you may raise your pottey skill by one level up towards two, adding another point for each day after that. It is customary to break a pot if not sold within a day, to release the spirits inside the failure, as everything has a spirit within this tribe.

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!! Nyanga !!
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!! Riveor playte !!

This town is situated on an island where there are two bridges leading off of it to the north east and south west. It is impossible to develop it anymore and is known as a place to holiday. The inhabitants are usually beaver and chimpanzee clans, and they keep a log wall around the edges and have trees just inside that, also in a ring so scouts can climb the trees to keep a lookout for hostile parties and such. The log walls are there to keep people from swimming over. The bridges are guarded by warriors in tents they pitch there and they investigate all new comers. They also have a trumpet in case there is trouble. The town is sometimes flooded during the summers when the rains come, and the farms they use are near the centre to the north of the town, inside the log wall. This means that no winds will be felt by the town, or much less anyways, and they can make bonfires in the centre of the town in the sacred area. They like to fish with rods too. The towns people are usually quite friendly and will trade their meagre amounts of sold food stuffs with them. They like to gamble with the cups here, and they also have a well just inside the town near the bridges. These wells are specially dug by the beaver clan so they do not make the island crumble at all, and reach into the river. There is no charge to use the wells, as there is so much fresh water here. All males are warriors here and they like to go hunting in the forest for deer and rabbits. They will always light the central bonfire in the town to keep warm every Sunday night. Then they will dance for the spirits, as they have no belief in superior spirits, but a collective of all the dead. They have a very decent arts and crafts, and they also like to build boats and paddles.

There are about six hundred people living in this town.

Spalsh

There is a bar in this town that serves fresh fish as a meal as well. It is usually exclusively for visitors and many people seeking components go there.

If the players go to the tavern they should get a mission to collect some magical components for the wizards and clergy of the town. They might also get a chance to buy some special items from people that frequent the tavern.

Freasia

This is an underground tattoo artists shop. Inside they can expect to pay about three hundred gold per magical tattoo. These tattoos raise your spiritual stats by one each, but only once per tattoo. It takes up a section of your body per tattoo.

Tarsha the tattoo artist is not very friendly as she deals with many rough people that frequent the parlour. She is middle aged, maybe about thirty two, and used to serve as an artist illustrating tomes for the wizard. The wizard is long deceased.

Together they developed a close bond between his magic and her artistry, as he would watch her draw while he spoke, and used to point his finger at the areas he liked as she drew. This power is not listed and will take ten years to develop, if the players complain.

Babel

There is a tent near under two oak trees on each side of it that is home to a gnome named

Babel. Every time a new person he doesn't remember, he asks for an item or one hundred gold. After that he will remember them.

Harold teaches people languages. All the towns people are fluent in every known language here, by the way. For each hour they spend here they may raise any of thier languages by one level up to two. If they spend a day there they may learn their language skills up to five for spending the whole day there. Thereafter they need to spend a week there to raise it a level. They may learn any langauge ever spoken.

The witnesses

There are two very talkative characters inside the city. They call themselves the witnesses...

Derek

There is a mature man named Derek that likes to write down the going on of the town. If they do not find him, he will find them the first stop they make. He would like to know thier names and what they are doing there. His account is nucleated to the functions of the town, not outisde.

They may, for free, know every person to stop over at the town and what they said they were doing there, if they ask. He will tell them every person written in the book and when they came. Derek is very good with heraldry and will be able to teach them up to level two, a half day per level.

Yang

There is also a old man named Yang. He is from far away but lives a few minutes from Derek and keep logs of all things sold to adventurers, as he keeps a record of how much money there should be in the city. He likes to advise the mayor as to what the town needs to be happy.

Yang is very good with money. He will be able to teach the characters up to level two in money skills if they make themselves useful to him, or, pay him, of course. They will take two days per point towards a level gained.

Torqueminfadlik

The bonfire they light each Sunday night is called Torqueminfadlik. If they sit in a circle around it and hold hands they will recieve a bonus of six adventure points and heal up totally, any harm or disease that the game master does not overule. The people spend all of Saturday gathering wood for the fire and they only take wood blessed by the elder shamen.

!! Riveor Playte !!

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