# THE SHADE of the SINKING PLAIN™

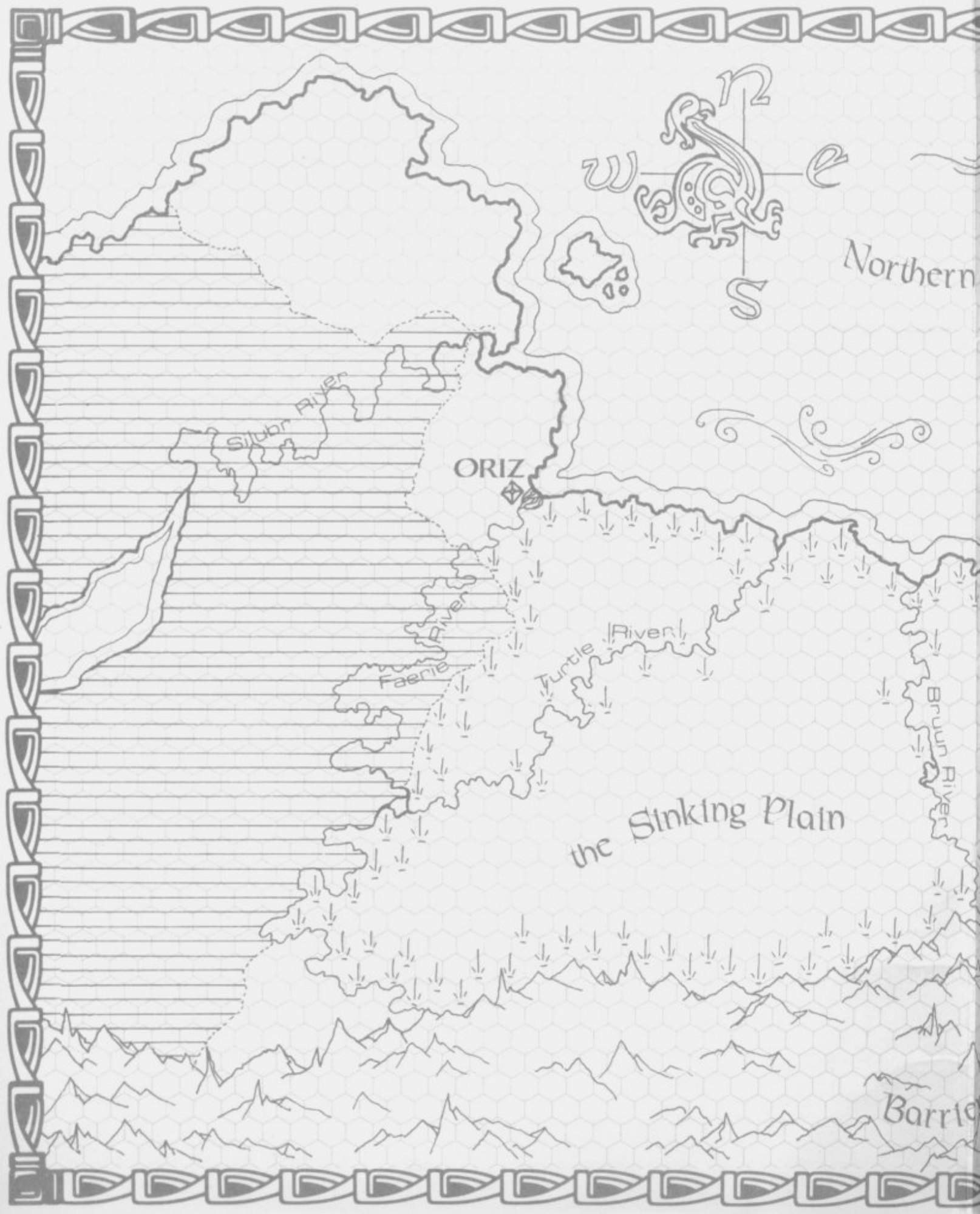


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THE SHADE OF THE SINKING PLAIN contains • over 15 layouts including a 14 level tower and the marsh-bound castle of the Shade • an enormous battle barge • 11" x 16" quad map of the region • new spell lists and much more • Co-produced by NORTH POLE PUBLICATIONS and IRON CROWN ENTERPRISES • Stock #LM 5010.


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Northern
Silver River
ORIZ
Faerie River
Turtle River
Bruun River
the Sinking Plain
Barrio




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# THE SHADE OF THE SINKING PLAIN

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"Moose bites can be pretty bad"

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# 1.0 NOTES ON THE FEATURES AND USE OF THE LOREMASTER SERIES

This is the first adventure from North Pole that uses the new I.C.E. LOREMASTER series: an ongoing sequence of modules designed to detail specific sections of the world of LOREMASTER. Each module will cover a small area of the world, whether it is an island, an isolated keep, or an entire realm. Although there will be great variations from package to package, all will fit into the overall mosaic which is the world, and as areas are detailed, the total picture will become clear.

## 1.1 THE WORLD OF LOREMASTER

### 1.11 The Land

The world has a relatively small percentage of land to ocean, and the land areas that do exist are fragmented and scattered. Most of the land masses are better described as large island chains than true continents, although there are a few of the latter. The world is large (about 30,000 miles in diameter), but a dearth of some of the heavier elements (and other factors) serves to counter this as far as gravity is concerned. This lack of metals has also had an effect on the development of most of the civilizations as the inhabitants have been forced to turn to other means than technology to improve their lives. There are no known chemical explosive or ways to manufacture such without the direct use of Essence.

It is apparent that the world was cruelly tortured by unusually heavy volcanic and seismic activity in her infancy, thus explaining the extensive and severe mountain chains and the number of islands of volcanic origin. There are also a number of still active volcanoes scattered about, as well as countless dormant ones. Both poles are covered by solid polar caps which grow and recede with the seasons. The northern pole is the more extensive through there are considerable glacial formations near both poles.

### 1.12 The Waters

Even as there are few dominant continental masses in the world, there are not many unbroken expanses of ocean. The early seismic activity of the world so convoluted the surface of the planet that there are few stretches of water wider than one thousand miles without being broken by a formidable island or series of islands. Also common are the atoll chains — strings of sheer black volcanic rock isles, uninhabitable, but creating formidable navigational barriers. Many a ship has been wrecked upon these dark crags, either not detecting them in the night, or unable to veer away in time — for the currents of the seas of the world are often swift and ever changing. Cruel they have been called; it cannot be denied that they are fickle. Coral reefs are also the bane of many a sea navigator, and they are common off the coasts of most major island chains within 5,000 miles of the equator.

### 1.13 The Weather

The axial tilt of the world is approximately 30 degrees, causing fairly definite seasonal weather changes. The world holds in orbit five moons, one very large and close, presenting an easily discernable disk and even some features of it (apparently dead surface, while the other four are relatively small and more distant, with less visible disks. The smallest is in fact a satellite of the largest moon. The largest moon orbits nearly on the equator, has regular and noticible phases, and has profound effects upon the tides of the world. The others have less tidal effect, but in conjunction the five act to create very strong and varying ocean currents and weather systems.

### 1.14 The Flows of Essence

Perhaps the most fascinating aspect of the world is the Essence, that force which allows 'magic' to exist in its myriad forms. The Essence is an unseen, normally undetectable aura projected by all things. It is a form of radiation and is produced mainly by living things. Certain beings, through aptitude and training, have learned to tap either the Essence of their environment and mould it to suit their purposes or, alternatively, utilize the Essence of their own 'psyche' and channel it in effective ways.

### 1.15 Flora and Fauna

Just as there are elements which are common to many worlds, we must rationalize that evolution will run in parallels. The likelihood of this will not be argued; however, even as there are races, very human in nature, most of the flora and fauna of the world is much like our own, with some additions or deletions depending on climate and locale. Unique plants or animals will be detailed within the specific module, as needed.

### 1.16 Peoples of the World

The intelligent races living on the world are myriad and varied. Most are isolated from each other by the barriers of the world itself and are unaware of each others' existence. Long ago the lands of the world were one continent and the human inhabitants were rather homogeneous. There was a resurgence in tectonic instability, however, and amid violent earthquakes the continent was broken. Continental drift took over, and the peoples were sundered (adrift, so to speak) and left to evolve in isolated microcosms. This also accounts for the commonplace existence of certain peoples and animals in some areas while they are virtually legendary in others.

## 1.2 A LOREMASTER CAMPAIGN

While the size and scope of the Loremaster modules may vary, all will be designed around the Rolemaster Fantasy Role Playing system, and all character statistics, as well as spells, combat abilities, etc., will be given along the guidelines of that system. Of course, if the Gamesmaster wishes to alter some of the statistics and situations he should feel free, but care must be taken to maintain the play balance which has been established.

## 1.3 DEFINITIONS AND TERMS

The following subsections provide handy reference and informational data. For a more in depth analysis of certain terms, consult the various sources.

### 1.31 ABBREVIATIONS

| | |
|---|---|
| Ag. | agility* |
| AT. | armor type |
| bp. | bronze piece(s) |
| Ch. | charisma* |
| Co. | constitution* |
| cp. | copper piece(s) |
| CRIT. | critical strike |
| Em. | empathy* |
| EP. | exhaustion point(s) |
| GM | gamemaster |
| gp. | gold piece |
| In. | intuition* |
| Int. | intelligence* |

ip. ——————————— iron piece(s)
Me. ——————————— memory*
mp. ——————————— mithril piece(s)
MP. ——————————— movement point(s)
Pr. ——————————— presence*
Qu. ——————————— quickness*
Re. ——————————— reasoning*
RR. ——————————— resistance roll
SD. ——————————— self discipline*
sp. ——————————— silver piece(s)
S.S.P. ——————————— The Shade of the Sinking Plain
St. ——————————— strength*
tp. ——————————— tin piece(s)
Wis. ——————————— wisdom*

* references to stats

### 1.32 DEFINITIONS

**Aluap:** The Dark Elf Wizard. He ruled the area that became the Sinking Plain and blocked the western expansion of the Zettan empire. He has not been heard from in many years and is *rumored dead.*

**Armor Type (AT):** Armor is the basic protective capability assigned to the material covering the body. Armor type refers to the specific kind of covering found on a given character/creature (e.g. AT 15 refers to "full chain," chain mail covering most of the body in the form of a shirt and leggings - or any equivalent). Armor type is synonymous with "armor class".

**Barrier Mountains:** The mountain range lying to the south of the Sinking Plain.

**Channeling:** Channeling represents the power from those on high (e.g. a deity) as channeled through their followers, other spell users, or the source being. It is the power of the deities as manifested in the "everyday" world. Professions using channeling: cleric, healer, animist, ranger, astrologer and sorcerer.

**Character:** See "player character."

**Combat Roll:** A *roll* representing a combat swing or missile attack.

**Concussion Hits:** Accumulated damage to the body, possibly leading to shock and unconsciousness.
**NOTE:** *The term "hits" will sometimes be used instead of "concussion hits."*

**Critical Strike (CRIT):** An especially effective swing, missile attack, or spell which penetrates the target's basic defenses and results in some special or additional damage, something more than the typical concussion hit effect.

**Defensive Bonus (DB):** The total subtraction from the combat roll due to the defender's advantages, including bonuses for defender dexterity, shield, superiority of armor, position, and magic items.

**D'Mallo:** A mysterious and powerful figure from the distant past. Little is know about his life or fate. Relics (such as the Shade's keep) still pop up occasionally.

**Enbach:** A religious and educational center in the Barrier Mountains. Its population was decimated by a plague 275 years past. (See Garrothold).

**Eridor:** The once ominous Evil High Priest of Kaishnalai Like Aluap, he disappeared almost 200 years ago. The Shade's battle barge is a forgotton relic of Eridor's making.

**Essence:** The essence is that which is common to all things, living and dead, organic and inorganic. It represents a force and order which defines, or helps define, the ways of the world, and acts as a source for some forms of spell power - for example, magic. Professions using essence: magician, illusionist, alchemist, monk, sorcerer, and mystic.

**Faerie River:** Western boundry of the Sinking Plain. The city of Oriz lies on the bank of the river delta where it flows into the Northern Sea.

**Fumble:** An especially ineffective swing or mishandling of the weapon which may put the attacker in a disadvantageous position and/or damage him.

**Gamemaster (GM):** Also known as DM or dungeonmaster, the referee, judge, etc. The ultimate authority in a given fantasy role playing game. This person is responsible for giving life to the game by monitoring world events and providing the necessary imaginative aids. He/she interprets rules, controls creatures and non-player characters, and maintains play.

**Garrothold:** The city of thieves in the Barrier Mountains. The current inhabitants took over the empty city of Enbach and renamed it. (See Enbach).

**Grimwold:** The forest westward of Oriz. It is inhabited by Wood Elves and High Elves.

**Hits (Concussion Hits):** The amount of damage an individual can sustain before he loses consciousness due to shock and pain. Death resulting from massive system shock occurs if the accumulated damage points reach the total of hits + constitution.

**Initiative:** The sum of all factors affecting the speed of a swing.

**Maneuver:** An action performed by a character that requires unusual concentration under pressure or risk i.e., climbing a rope, balancing on a ledge, leaping a chasm . The action must be of a physically active nature, not "static".

**Maneuver Roll:** A *roll* representing an attempted maneuver.

**Martial Arts:** Forms of attack and self-defense which involve specialized mental and physical training and coordination. Much of unarmed combat and combat using weapon kata falls into this category.

**Melee:** Hand-to-hand combat (i.e. combat not using projectiles, spells, or missile weapons).

**Mentalism:** The realm/source of power which is connected with the internal patterns of the spell user. It is the manipulation of one's own essence to produce spells. Professions using mentalism: mentalist, seer, lay healer, bard, mystic, and astrologer.

**Moon Stones of Astos:** These five diamonds are relics from the tomb of Tyoh. They are reputed to have mystic properties and are currently set into a golden breastplate worn by the ruler of Zetta.

**Non-player character (NPC):** A being or creature interacting in a fantasy role playing game controlled ("run") by the gamemaster, player, or another, not as a character synonymous with a player, but as an entity who has no identity with a human participant. Since the NPC is not identified with anyone, its death or departure will not result in anyone leaving the game or having to generate a new character.

**Offensive Bonus (OB):** The total addition to the combat role due to the attacker's advantages — including the attacker's physical prowess, superiority of weapon, expertise, magic items. etc.

**Orientation Roll:** A *roll* representing a combatant's degree of control following unusual action or surprise.

**Oriz:** City on the western shore of the Northern Sea, growing in wealth and power.

**Parry:** The use of some or all of a combatant's bonus to increase his defensive points.

**Player character (PC):** A character or being controlled by and identified with one of the players. In the game context, the player character (PC) *IS* the player and vice versa.

**Portcullis:** Plural - "portculli". A grating at the gateway of a castle, fortress, etc. that can be lowered to bar entry.

**Power Points:** The number used to show how much spell casting power a spell user has access to in a given period (usually one day or the period between two stretches of fully restful sleep or meditation). Power points are expended when a spell is cast. They are exhausted (until the next period begins) when the points expended (as a result of the spells cast during the period) reaches the number equivalent to the user's total power points. Power points are synonymous with "spell points".

**Prelate of Ash-Val:** The head of the state religion of Oriz. Currently the position is held by Lito Extempler.

**Profession:** Also called "character class". A profession is actually a grouping of individuals who had a common set of interests in their early, formative years. Example: Magicians have a profession based on their emphasis on the study of spells, particularly during their childhood.

**Resistance Roll (RR):** A dice roll which determines whether or not a character, creature or object successfully resists being affected by a spell. The result of unsuccessful rolls will be based on the spell's effect; successful rolls may mean the spell has no effect or reduced effectiveness. Resistance roll is synonymous with "saving throw" or "saving roll".

**Roll:** Normally a percentile *roll* giving random results from 01 to 00 (100).

**NOTES:** *In certain circumstances, this roll must be adjusted through the use of an open-ended system, yielding results above 100 or below 01.* **Dice Rolling Convention:**

**D10** Roll a 20-sided die to generate a number between 1 and 10 ("0" is read as 10).

**D100** Roll 2 twenty-sided dice simultaneously, they should be of different colors with one determining the 10's digit, the other the 1's. Since "00" is read as 100, results thus generated are from 01-100.

**NOTE:** Most rolls of D100 in the Rolemaster System are "open-ended". If a roll is open-ended:

A roll of over 95 calls for a second roll of D100 to be made and added to the first to determine the total die roll. If over 95 is rolled on the second roll as well, the first two results are added to yet a third roll of 100. Theoretically this process could go on forever.

A roll of under 06 requires that a second roll be made and subtracted from the first (likely yielding a negative result). If this second die roll is over 95 it is subtracted from the first and a third die roll is made and subtracted from this total (likely yielding a result of less than -100). This process could also theoretically go on forever.

Rolls that are **not** open-ended specifically include:
Stat generation rolls
Stat potential generation rolls
Stat gain rolls
Spell gain rolls

**The Sinking Plain:** A vast (approx. 300,000 square miles) marsh land which has formed in the past 400 years, and it is presently the haunt of the Shade.

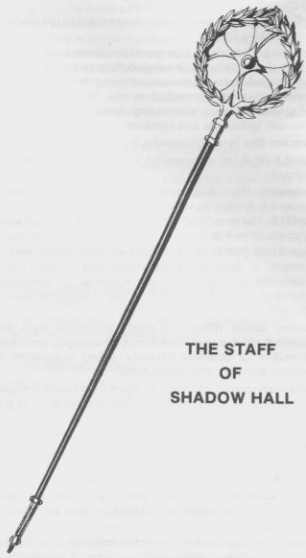
**Siresver:** (Silver Spires) High Elf city in Grimwold.

**Skill:** An aspect of a character which enables him/her to perform an action more effectively. The term is used here to refer to abilities which are particularly applicable to FRP campaigns and adventuring.

**Stat (Characteristic):** One of the physical and mental attributes which are considered most important to an adventurer in a **FRP** game. Stats dictate how well a character develops, moves, fights, takes damage, absorbs information, etc. They are used to compute bonuses and subtractions to die rolls.

**Tyoh:** He was the greatest prophet of the Goddess Amnac, who appeared at his burial and from her tears formed the Moon Stones of Astos.

**Zetta:** Capital of the decaying Zettan Empire. It lies on the eastern shore of the Northern Sea.



**THE STAFF OF SHADOW HALL**

# 2.0 BACKGROUND (A GENERAL OVERVIEW)

## 2.1 THE LAND

The Sinking Plain is a relatively new geographical feature. At the height of the Zettan empire, the plain was a vast grassland. Tremendous herds of deer, elk, bison, horses, etc. roamed the plains along with great lions, (cave) hyenas, wolves, and the like. The domesticated animals helped feed the city, and the predators provided sport for those inclined to such activities.

The central plain was closed after a dramatic confrontation between the Zettan army and the Arch-Mage, Aluap. For years, hunters confined themselves to the eastern edge of the plain and even the Zettan ships ventured no further west than the mouth of the Nighthawk River.

Four generations passed in Zetta. The bands that hunted the plains reported that the herds were migrating east and not returning. The animals that stayed were weak and small. The daring men who ventured the farthest claimed that a bog had formed and appeared to be growing larger. By the time of Bohlman the Mad, the last emperor of any importance in Zetta, the plain had become a true swamp. On the maps it became known as the Sinking Plain.

The Sinking Plain currently covers an area of almost 300,000 square miles (somewhat larger than the state of Texas). Much of it is only slightly boggy ground, while other areas conform to the traditional definition of a swamp (with bayous, knee-deep mud, and the like). Any area will have its share of treacherous terrain (sink holes, quicksand, etc.).

Six navigable rivers are always present, cutting through the Sinking Plain. There are also many sluggish rivers too shallow for ships and thousands of intermittent rivers.

The eastern, western and southern boundaries of the Sinking Plain seem to have stabilized. The northern edge, which is the shore line of the Northern Sea, is receding. Much more of the land is giving over to true swamp. Seers have predicted that by the end of another 250-300 years, the Sinking Plain will be at the bottom of a shallow bay.

The Sinking Plain is bounded on the south by the Barrier Mountains. Its eastern edge lies between Night Hawk River and the Blach River, while to the west it ends at the Faerie River and Grimwold. The Northern Sea provides the final limit to the swamp.

## 2.2 THE FAUNA

The wildlife of the Sinking Plain is typical of a temperate swamp. Alligators, turtles, snakes, wild boar, deer, and various other small reptiles, amphibians, and mammals flourish. Insects, spiders, birds and fish of a wide variety complete the food chain.

The hell cobras, asp nettles, and strangler vines that are scattered across the swamp are unique to the Sinking Plain. Naturalists speculate that they are left over from Aluap's period of residence.

## 2.3 THE INHABITANTS

The only humanoids that have settled in the Sinking Plain are trolls. The more intelligent and industrious trolls build small villages of sod warrens. These are carefully built to blend into the surrounding terrain and usually are circled by a thorn hedge. Many trolls, however, are either too lazy or unfit to handle the responsibility of village life. These wander freely (and homelessly) throughout the swamp.

The predominate race of Oriz, Zetta, and Garrothold is common man. They make up some 85% of the population, with various demi-humans making up the balance.

Grimwold is home to both Wood Elves and High Elves. The Wood Elves inhabit elaborate tree homes and trade pelts, spices and herbs in Oriz. The High Elves live in the fabled city of Siresver. They trade stunningly beautiful jewelry in Oriz, along with other metal crafts (including armor and weapons).

In the foothills of the Barrier Mountains live scattered bands of Goblins. Deeper in the mountains the various Orc tribes and Dwarf clans live in a state of open warfare. The Dwarves have some regular trade contact with Oriz. While the Goblins and Orcs intermittently raid caravans, there are rare occasions of peaceful encounters between them and man.

# 3.0 POLITICS AND POWER

## 3.1 THE CITY OF ZETTA

### 3.11 HISTORY

Zetta is a city born of power. For centuries it prospered as the capital of a vast empire. Four hundred years ago, the Zettan Empire was unequaled in the Northern Kindgoms.

From the height of power, Zetta has gradually declined until what was once an empire is now a dying city, sinking into apathy and decadence. It has become a city of the very rich or the miserably poor. The armies that once carved out an empire now serve to protect the privileged from the deprived.

### 3.12 GOVERNMENT

The government of Zetta is a monarchy currently ruled by a Prince-Regent, Arndre W'Ricke. The king, (his uncle), has been locked away for eight years and is hopelessly insane. Some suspect the prince of poisoning the king, but it is truly the effects of years of abusing potent drugs and alcohol.

The Pince-Regent has an entourage of several hundred nobles. Dozens of these claim to be his personal advisor. Arndre's chief advisor is Danel Silens, a power/money hungry man who has bluffed, robbed, and murdered his way to prominence. If Arndre rules the city, then Danel rules Arndre.

### 3.13 POPULATION

The population of the city of Zetta and the surrounding area is in the neighborhood of 110,000.

A high percentage of the population (some 25,000+) is wealthy. These are the descendants of the people who benefited greatly from the influx of wealth from the empire's glory days. Almost half of the population is at the opposite end of the economic spectrum. They eke out a subsistence income (if they are lucky) as artisans, farmers, shopkeepers, beggers, thieves, etc. The balance of the population (35,000) serve in the Zettan military. They are almost exclusively in the army. The primary task is to prevent the poor from rising up against the rich. The ships of the Zettan navy have been rotting at dockside for 50 years.

**3.14 ECONOMY**

The economy of Zetta relies chiefly on trade with Oriz. Nearly everything consumed to maintain the air of grandeur arrives on the ships of the Orizian fleets. The out-flow of hard currency in the form of precious metals, jewels, art works, etc. is substantial. The resources available for this trade are vast, but, at the current rate of expenditure, they will be exhausted in a little over 125 years. The chances that this will happen before Zetta falls to an outside force or its own repressed elements are slim.

**3.15 RELIGION**

There is no state religion in Zetta. The original gods have been supplanted by numerous imported deities until there now exists a god for every function and phenomenon (some are even duplicated). For the most part, religion is a function of the poor and those in the military. The rich are too involved in their debauchery to worship anything but pleasure.

## 3.2 CITY OF GARROTHOLD

**3.21 HISTORY**

Garrothold was originaly settled as a religious fasthold for the priests of Ash-Val. Its location high in the Barrier Mountains was ideal for the solitude and quiet the residents desired. Over the years it grew into a respectable city of 5,000 to 6,000 and became a repository of knowledge. Many noble children from Zetta spent part of their childhood in Enbach (as it was then called) receiving lessons from the clergy.

Nearly 275 years ago, a visitor to Enbach carried in the city's doom. Three days later he died of the plague and within a month, 80% of the population had followed him in death. Those who did not die fled the stricken city. For fifty years, Enbach stood empty.

The first to re-inhabit Enbach was a group of bandits. They used it only as a supply post and a bolt-hole. However, within a decade Enbach had a permanent population of just over 4,000. Enbach became a home for the outcasts of society. Due to the form of execution in Zetta, which most of the early population of Enbach's resettlement had escaped, the city came to be known as Garrothold. This name has gained acceptance to the point that most maps made in the past 100 years designated the city as such.

**3.22 GOVERNMENT**

The government of Garrothold is the law of the jungle — the stong rule and the weak remain inconspicuous or die. The current "War Lord" of Garrothold is a thief named Smiley. (His name comes from facial scars received in a failed assasination attempt). His one contribution to some type of harmony is to prevent the inhabitants from preying on each other too much.

**3.23 POPULATION**

The population of Garrothold stands at around 4,000 individuals. They are by nature and circumstance some of the vilest thugs in the Northern Kingdoms. There is no standing military force, rather, there are numerous bands with the average group containing 50 "soldiers". The range of size goes from the highwaymen who strictly work alone to Smiley's force of 500. Garrothold has never been seriously threatened, but even if it were, it is doubtful that the various gangs could put aside their differences to provide a common defense for very long.

**3.24 ECONOMY**

The economy is actually very healthy. Most manage to garner enough wealth to be considered middle class while some are quite rich. Many people over the years have taken their gains and purchased a new life in Zetta or Oriz. Most are content to remain. For the most part, whatever the residents of Garrothold desire, they can either buy or steal.

**3.25 RELIGION**

The religion of Garrothold is largely a personal matter, many of the inhabitants bringing with them the god of their childhood culture. If there is a dominant deity, it is Millidexter, represented as a man with 1,000 arms.

## 3.3 THE CITY OF ORIZ

**3.31 HISTORY**

Oriz was originally settled some 200 years ago. It was established as a trade outpost of the Zettan Empire. Over the years Oriz has grown in size and power and is now independent of the decaying empire.

The wealth that took Zetta 700 years to accumulate is gradually being traded to Oriz. With this financial base, Oriz will be capable of building an empire that will eclipse that of Zetta.

In the past three years, a threat to the shipping of Oriz has arisen. A mysterious sorcerer has used a huge battle-barge to prey on Orizian merchantmen.

**3.32 GOVERNMENT**

The government of Oriz is handled by a council of seven. Six are elected by the population at large. The seventh position is occupied by the High Priest of the state religion.

The High Priest is by far the most powerful member of the council. He makes it known to the members of the council the items that he wishes approved, and while there may be some debate and dissenting votes, his bills always pass.

By and large, however, the government is good and Oriz prospers.

The court system is fairly simple. There is one court of five members that hear property cases (burglary, robbery, embezzlement, etc.), a similar court to hear criminal cases (murder, rape, kidnapping, etc.) and the city council itself hears crimes against the state (treason and the like). Punishment consists of fines, flogging, disfigurement (ears or nose cropped, loss of a hand or eye — this, by the way, is the maximum sentence available to the property court), exile, or death. Imprisionment for a crime is rare; justice is swift and there is no appeal.

There has developed a large bureaucracy that handles the paperwork for the council and the courts. The attitude of these clerks toward those seeking aid or information is one of disdain. On the other hand, while they are snobs, they are for the most part susceptible to bribes. The power of a "bought" bureaucrat is not to be underestimated.

### 3.33 POPULATION

The current population of Oriz stands at about 115,000. Most of the inhabitants live at least above the subsistance level. With the constant activity on the docks, there is always work for those who want it. All in all, most Orizians live well if they wish to.

The city garrison of Oriz (approximately 8,000 soldiers) does double duty as the city police force. They are quartered in the northern end of the Walled City. They are a capable army and have served well to keep the city and its overland trade routes secure. As a police force they are quite conscientious. However, certain sections of the city are likely to be better (or more poorly) served than others.

The navy garrison (10,000 sailors and 100 ships) are quartered in an enclave on the northern edge of town. They also have proved capable of meeting threats to Oriz. Pirates have traditionally fared poorly against Oriz. The current impotence in the face of the Shade has caused the group as a whole to become rather sullen and short-tempered. Questions pressed too firmly could well lead to a brawl or other unpleasantness.

### 3.34 RAI'SHARD TO INNER CITY

The City of Oriz can be described as having eight distinct sectors. They are called Rai'shard, La Batt'rae, the Naval Enclave, Harbor Town, Oke'lee, Green Hill, the Walled City, and the Inner City.

#### 3.341 Rai'shard

Rai'shard is the original settlement of Oriz and as such the oldest sector. It shows its age and does not wear it well. It houses the undesirable elements that plague any developed city. The city garrison rarely ventures into the slums due to the residents' attitude that it is always open season on uniform. If they do go in, it is in strength (at least a troop of 50 men) and fully armed. In addition, they provide for a full company of reinforcements on standby, ready to answer a distress flare if necessary.

On the other hand, Rai'shard is a favorite haunt of the rich young elite from the other sectors. Drugs are plentiful, and adventure is always at hand. They do take the precaution of disguising their status. Only the foolish (and soon to be dead) advertise their wealth in Rai'shard.

Little real information is available here as the inhabitants are too busy scrounging out a miserable existence to care for what happens beyond themselves. However, for a few coins, anyone will fabricate a story that they will swear they heard from someone who stood face to face with the Shade.

In short, an excursion into this area could get the party robbed, killed, or gypped, but they will not gather any useful information.

#### 3.342 La Batt'rae

La Batt'rae is nearly as old an area as Rai'shard. It is the district of fishermen, hunters, and trappers. It is a well preserved and respectable community. They despise the thieves and thugs that inhabit the slums and are not above banding together to keep them out of their region. The people are generally friendly, but almost clannish in their sense of independence.

The area also houses support artisans - the netmakers, boat builders, etc. All items produced here are of high quality. There is without exception a tremendous amount of pride exhibited in all that these people do.

The city garrison does patrol this area, but infrequently. The inhabitants themselves do a good job of keeping their sector peaceful and safe.

The inhabitants of this section know very little about the actual situation and rely on third or fourth hand stories much as those in the Oke'lee section. They can tell the party that they range as far east as the Turtle River and have not seen the barge. There is a base chance of 10% that the party can find a fisherman or trapper that has gone far enough east to have caught a glimpse of the barge. They will confirm that the barge moves without benefit of sail or oar.

Perhaps the most useful find in this section of the city are the punts used by those who fish and hunt in the Sinking Plain. It should be possible for the party to purchase punts for use in this adventure at a cost of 30 silver pieces each.

#### 3.343 The Naval Enclaves

The Naval Enclaves was constructed during the first 50 years of the settlement. Until the completion of the Inner City some 90 years after the founding of Oriz, it also housed the land forces. Entrance to the enclave is severely restricted. The walls are patrolled, and the gate heavily guarded. There is a line of bouys that mark the area off limits to civil craft. The base has its own procurement detail that buys food and other supplies in the city itself. It is not impossible to visit the base, but it is difficult and one must have a very good reason.

The personnel within the compound are by and large efficient and professional. If approached carefully, casual information can be gained in regard to the military contact with the Shade. If the approach is clumsy or otherwise poorly handled, the party could find themselves faced with a gang of hostile sailors.

The party attempting to enter the enclave will be rebuffed. Bribery, if successful, might get the party inside. As several guards will be present at the gate, it could be expensive. If the party is able to gain admittance to the yard, they will observe a pair of

merchant ships and a galley drawn up in dry dock that have been severely burned. They will be informed that these ships were caught by splashes of an acid from hits that were no closer than 50 yards away (hits closer than that are enough to destroy the ship or leave it so badly damaged that it is scuttled).

If they can talk to a marine freely here or perhaps arrange to meet him later, they will learn that the navy has lost three ship-loads of marines to the burning acid. If another attempt had been ordered, there might have been a mutiny.

**3.344 Harbor Town**

Harbor Town is the most energetic section of Oriz. The water front boasts the docks that feed the adjacent warehouses. Brokerage houses, banks, craftsmen, inns, hotels, and all other manner of businesses flourish in this area. Some of the large trade magnates have their town houses in Harbor Town.

The area started being developed some 30 to 40 years after the city was founded and continued to grow over the next 150 years. It is now limited by La Batt'rae to the north. Still, it has not been allowed to deteriorate as the Rai'shard section has. It is constantly being renovated and repaired.

The residents of Habor Town are diverse - a cross-section of the rest of the city. All the best and the worst in Oriz have occasion to come to Harbor Town.

There is always activity in Harbor Town. This is truly one sector of Oriz that never sleeps. Large convoys arrive and depart about once a week. Ships are being constantly loaded or unloaded at the docks, the cargo carried to and from warehouses. The inns are crowded with sailors, longshoremen, merchants, and artisans taking a break from their labors.

The city garrison is quite active here. Brawls, knifings, and muggings are naturally discouraged, but the major concern is the protection of the warehouses, trade centers, etc. These are the lifeblood of Oriz.

Approximately half of the Orizian sailors have actually been in a convoy that has been attacked by the Shade. All have heard enough stories from others to relate most of the information above. If the party inquires about, they will be able to find a sailor who has survived close contact with the barge and the Shade. Some will describe the Shade's appearance as a figure masked and gloved in black velvet. Others describe the Shade as a demon's shadow brought to life at some whim of the gods.

**3.345 Oke'lee**

Oke'lee is the section of Oriz that for a hundred years after its founding was the center for the affluent. It has since lost the sheen of glamour as the elite now reside in the Green Hill sector of town. Oke'lee is now the middle ground of Oriz. Those above the slums of Rai'shard and not wealthy enough to move into Green Hill make this section their home. This is, in fact, not a hard and fast rule. There are those in Oke'lee that are exceedingly rich and there are those that are desperately poor. New buildings are built here, but they may stand just down the street from one that has been gutted by time.

Oke'lee is the most relaxed sector. There is not the constant bustle of Harbor Town, the turmoil of Rai'shard, the outright labor of La Batt'rae, nor the rigid propriety of Green Hill. The city garrison patrols here, but tend to favor the southwest over the northeast.

About 15% of the inhabitants of Oke'lee are transients. The party itself starts the adventure as residents of a comfortably, dilapidated manor just off the central square.

Rumors and opinions are numerous and varied here. Some people will tell the party that they know for a fact that there is no mysterious pirate, that he has been created to cover the city council's and the temple's skimming of profits. Others will say that they have heard that it is not a ship at all,but a great sea-serpent that is ravaging the fleet. Another rumor has it that the city-state of Zetta is behind the raids in an effort to reclaim their standing as a power in the Northern Lands. The Gamemaster should feel free to create as many stories as the party wishes to hear. There should be virtually no useful information available to the casual questioner in the old town section.

The two stricken spell casters, Orvid and Luther, are quartered in an old inn near the Harbor Town section. They are lying on pallets in an upstairs room. An old crone has been hired by the city to care for them and nurse them back to health. More realistically, she is there to spoon gruel into their mouths twice a day and keep them as clean and comfortable as posible. Orvid and Luther are both basically brain dead. The lingering traces of a "WORD OF DEATH" spell can be found if the party uses a delving or similar analysis spell.

The inn keeper is reluctant to allow visitors. He does not feel that people should come and gawk at the unfortunates. If the party persuades him of their sincerity in their need for visiting the two men, the inn keeper (Omar) will allow them a brief visit. If the party tries to force their way in or bullies Omar, he will not hesitate to fight. He will not tolerate rude behavior in his inn.

In addition, the patrons of "Omar's Oasis" (6-15 at any one time) will most likely join in to help Omar as he is a very popular host. Should the party bust-up the place and/or hurt Omar, word will spread throughout the quarter quickly, and they could very well find the city suddenly inhospitable.

**3.346 Green Hill**

Green Hill is the new area for those who have grown wealthy in Oriz. Geographically, it is the largest section of the city, but the population is much less dense than the other sections. The typical manor here is rather large and set in a fenced compound with well manicured lawns and often flower gardens or orchards.

Needless to say, the city garrison patrols Green Hill heavily. Strangers without a reasonable excuse for loitering are actively discouraged from remaining in this sector.

Questions here will be rudely rebuffed by the guards at the gates. Attempts to enter by stealth will be discovered 90% of the time. Should the party successfully gain entry, there is only a 15% chance they will discover information useful to this adventure (if they do, it will be as that described in section 3.35).

Any untowardly activities here should have grave consequences.

**3.347 Inner City**

Inner City was originally built as a fortress for the defense of the city. It has since been given over to the center for the city's government. If one wishes to deal with the bureaucracy, this is where one must go. Entry into the Inner City (and the Walled City) is not actually restricted though there are guards at the gates. The gates, however, are closed at sundown and kept closed until dawn.

The western enclave of the Inner City is given over to the Temple of Ash'val and the residency of the priests, acolytes and temple warriors. Again, entry is not restricted, but the gates are closed at night, and they are guarded by temple warriors at all times.

**3.348 The Walled City**

The Walled City is the final line of defense for Oriz, occupying a ridge that overlooks the rest of the city. The northern area is the barracks of the city garrison. The southern end houses additional offices of the city government, in particular the courts.

The official release concerning the Shade states that for the past three years the battle barge has been preying on merchantmen. Steps taken by the military and the merchant fleet have included convoys of ships, escorting the merchantmen with gallies, loading a merchant ship with soldiers instead of cargo to fight the pirates, and sending magicians to assist the combat. The results of these efforts have been poor. Convoys of ships are attacked as readily as single ships. The gallies are only effective in routing the barge about half the time. The ships loaded with soldiers have not had an opportunity to attack the barge. Spell casters have had no effect on the battles they were involved in.

The feeling of the minor bureaucrats that the party will meet at this level is that their superiors are over-reacting. They are sure that the Orizian fleet could handle the problem, but fate has let the Shade escape a show-down with them. They are obviously disdainful of the mercenaries that inquire about the reward.

If the party pursues this avenue further (bribing their way to a higher official, breaking into the offices after hours to read the private reports, etc.) they will find a different picture of the situation. (The information below will be available in rare [10%] instances in the Green Hill section.)

Ships in convoys (including those escorted by gallies) are attacked with impunity. Those ships that try to aid the target ship are attacked by catapults on the barge. These throw globes of acid that burst into a raging inferno on contact. No ship has survived a direct hit by one of the globes.

Furthermore, the ship in the convoy carrying the richest cargo is invariably selected as the target for attack. Ships lying between the barge and the target are fired upon with acid or crushed by the barge's rams.

The merchantmen loaded with soldiers are singled out for immediate attack from the catapults. There have been three attempts to use this method and all have failed miserably.

Ships that have attempted to trail the barge to its berth have never been seen again.

The occasions in which magicians have tried to battle the Shade have not only failed, eight did not survive the encounter. The two that did return alive are not much more than empty husks of men. Their names are Orvid and Luther (See section 3.345). The party may wish to see the results of their battle.

**3.35 CITY INFORMATION CHART**

The following chart is a handy guide to information disbursement in Oriz.

| | |
|---|---|
| -121 or Less | There is no Shade. The story is a cover for Orizian merchants skimming money. |
| -120 to -111 | The Shade does not exist. Ships are being lost to a sea monster. |
| -110 to 101 | Zetta is behind the pirate raids. |
| -100 to -91 | The barge is really an immense sea turtle that the Shade has enchanted. |
| -90 to -81 | The Shade is Lito, Prelate of Ash-Val. The raids are made to enrich the church. |
| -80 to -71 | The Shade is Aluap, the dark elf, returned after 200 years. |
| -70 to -61 | The Shade is a Goblin Shaman seeking to break the reign of man in this area. |
| -60 to -41 | The Shade is an offspring of S'sorr (deity of the birds) and a mortal woman. He wears robes and a mask to hide his bird-like features. |
| -40 to -21 | Ash-Val has sent the Shade to punish Oriz. As such, the Shade is unbeatable. |
| -20 to 0 | The Shade haunts the Northern Sea on a city of gold over a mile square. |
| 01 to 20 | The Shade is a human magician wearing a mask. |
| 11 to 20 | The Shade is a demon. |
| 21 to 30 | Orizian gallies are only 50% effective in driving off the barge. |
| 31 to 40 | Spell casters have been ineffective in dealing with the Shade. |
| 41 to 50 | Ships have followed the barge into the Sinking Plain, but have not returned. |
| 51 to 60 | A huge flock of sea birds is always present before an attack. |
| 61 to 70 | Ships are set ablaze by catapult projectiles from the barge. |
| 71 to 80 | The pirates attack as men possessed. |
| 81 to 90 | The barge always heads south after a battle. |
| 91 to 100 | The ship carrying the richest cargo is always the one selected for attack. |
| 101 to 120 | The barge has not been seen west of the Turtle River. |
| 121 to 140 | The barge has neither sails nor oars, yet moves very quickly. |

| | |
|---|---|
| 141 to 150 | An attack by the barge has never been repulsed. |
| 151 to 160 | The barge is faster than any Orizian ship. |
| 161 to 170 | The liquid in the Shade's catapult projectiles will burn on water. |
| 171 to 180 | There have been only night attacks. |
| 181 to 190 | The two stricken spell casters are housed in Omar's Oasis. |
| 191 to 200 | The Shade plays no part in an attack unless faced by a spell caster. |
| 201 to 210 | The liquid from the Shade's catapult will burn metal. |
| 211 to 220 | Three ship loads of Marines have been lost trying to trap the barge by hiding aboard merchant ships. A planned fourth attempt was canceled to avoid mutiny. |
| 221 to 230 | Hits from the Shade's catapult within 50 yards are 100% fatal to the target. |
| 231 to 240 | Ships carrying hidden troops are sunk immediately. |
| Over 241 | The thieves of Garrothold provide the Shade's pirates. |

**INFORMATION CHART MODIFIERS**

| | |
|---|---|
| For each silver piece Bribe/Gift | +1 |
| In Rai'shard Section | -100 |
| In La Batt'rae Section | -50 |
| In Harbor Town Section | +50 |
| In The Naval Enclaves | +75 |
| In Oke' lee Section | -75 |
| In Green Hill Section | -75/+125[1] |
| In The Walled City, Gov't | +20/+150[2] |
| In The Walled City, Temple | -20/+100[3] |
| In The Walled City, Army Enclave | -75 |
| OPEN-ENDED DIE ROLL | |

[1] Information available if entry gained to estate.

[2] +20 for casual inquires. +150 for successful bribe, break-in, etc.

[3] -20 for casual inquires. +100 for successful bribe, break-in, etc.

### 3.36. ECONOMY

The city's economy as a whole thrives. Trading ships leave regularly for Zetta and the city/states to the north. Caravans trek into Grimwold to trade with the elves and to the foothills of the Barrier Mountains to deal with the dwarven clans.

#### 3.361 Monetary System of Oriz

The following monetary system is used in Oriz as well as the surrounding country side:

| | | |
|---|---|---|
| 10 Iron Pieces | = | 1 Tin Piece |
| 10 Tin Pieces | = | 1 Copper Piece |
| 10 Copper Pieces | = | 1 Bronze Piece |
| 10 Bronze Pieces | = | 1 Silver Piece |
| 10 Silver Pieces | = | 1 Gold Piece |
| 1000 Gold Pieces | = | 1 Mithril Piece |

#### 3.362 Rai'shard

The Rai'shard sector of Oriz is a study in paradox - the rich feed off the poor while the poor feed off the well to do. This section contains slums, poor public service and vices of all kinds. The residents here take what they can get because they know that what they hold in their two hands is all they are going to get.

There are a lot of shortages in Rai'shard, especially fresh food; most of which goes to Harbor Town, the Inner City and Oke'lee. One cannot purchase many food commodities as this is an open invitation to neighbors, friend or foe, to come and take whatever is needed. This is why one will see many ladies (and men) shopping everyday to restock and prepare the daily meal.

Generally, the average monthly income for a family of four of Rai'shard is 4 silver pieces. This amount is enough to have a roof over their heads and a meal a day. As for the people who run the various rackets here, their income is unknown but estimated to be between 5-50 silver pieces.

#### 3.363 La Batt'rae

Here one will find a thriving economy, one of fishing, trapping, hunting, boat making and other outdoor/gamesmen equipment. The quality of goods manufactured here cannot be compared to other areas within the Northern Kingdoms. The average income here is 6-8 sp per month.

#### 3.364 Harbor Town

This is the economic heart of Oriz. Many walks of life exist here and this sub-division has never seen a severe depression or loss of trade. Here, contracts are signed and goods are delivered, with bankers skimming a few gold pieces. Harbor Town is also a popular vacation spot.

The economic ladder here is wide and varied. Most goods are readily available and employers are always on the prowl for good hard workers, especially dock and warehouse men. Prices here set the standards for the other areas of Oriz. One can find good quality durable goods here at a fair price.

The average lay worker makes 8-10 sp per month, more if he has a sideline such as hunting or fishing; the local markets have a reputation for always having a fresh selection of game animals and fish.

Harbor Town not only has the basic monetary system used throughout Oriz, but they also have a secondary system — the precious gems system which consists of amethysts, diamonds, rubies and sapphires in that order of value. See table 7.94 for conversion purposes.

#### 3.365 Oke'lee

The state of the economy is good, and land value is increasing every year due to the fact that land is in short supply. The managers of the warehouse, docks, and stores in Harbor Town live here. Most of them continue to shop in Harbor Town because their friends are managers in other stores and give them discounts on the normal price of goods. The average monthly earnings of these manager types is 10-20 silver pieces.

Only those workers who are in the upper income bracket can afford to shop here as Oke'lee has the finest quality goods but at a steep price compared to the other sectors of Oriz. The Green Hill community residents shop here mainly because they like to visit their former neighbors (before they moved up in the social world), and they feel the need to maintain their image.

One will find no shortages of either goods or manpower here. The price of goods has been steadily rising as the store owners know that the

residents of Green Hill will keep them in business. The economic future of Oke'lee is secure for many years to come.

**3.366 Walled City**

Economically, the inner city is standing on its own due to the fact that this is where government chooses to work and play. There are fewer shops here than in Harbor Town and Oke'lee. There are a few shops to prevent the government workers from traveling to another part of town and the prices charged are average to above average. Most average items are kept in stock so one would need to travel to Harbor Town or Oke'lee for items that are in less demand.

The lower level bureaucrats who work here earn around 6-10 silver pieces per month, while the mid-level bureaucrats make 8-12 sp per month, and the high ranking bureaucrats have a monthly salary of 10-15 sp. Only the priest and city council members know what each other makes; as long as peace and prosperity are kept in Oriz, the residents could care less how much money they earn.

**3.367 Bribery**

On the subject of money, be aware that in *all* sectors there are those who will compromise their position for money. As a rule of thumb, the following is a list of groups arranged in order from those most likely to accept a bribe to those practically beyond temptation:

Up to 90% Bureaucrats (lower echelon)
Up to 80% City Garrison Soldiers
Up to 75% Naval Personnel
Up to 65% High Ranking Bureaucrats
Up to 50% Army and Naval Officers
Up to 25% City Council Members
Up to 5% The Priesthood

**3.37 RELIGION**

The state religion (one that wields considerable respect and power) is the worship of Ash-Val. Ash-Val is a male deity of benign nature. The priesthood is centered in the Inner City. There are also temples scattered throughout the rest of Oriz.

Other religions are not encouraged, but they are tolerated.

Aside from carrying considerable political clout, there is a standing garrison of temple warriors. They number 500 troops and are quartered in the Inner City.

## 3.4 AN INTRODUCTION TO THE SHADE

Estus, first mate of the "Night Hawk", stood leaning against the bow railing, watch'ng the dolphins cut back and forth across the wake. The ship had a following wind and was making good headway into the swells. Since the third day out of Oriz, there had been no need to man the oars. Fortune was certainly smiling on this voyage. The hold was packed with fine furs and pungent spices from Grimwold. Casks of wine were lashed in place on the deck. Estus also knew that in the captain's cabin was a strong-box holding jewelry worked by the elves of Grimwold. His cut of the profits would be substantial.

The sun had set, and the last violet clouds were deepening to blue. The waning moon was off to the stern, and its pale light caused the dolphins to shimmer like ghosts. Sea birds began to wheel over the "Night Hawk", a few at first, but more and more came as the night grew deeper.

By the time full dark had fallen, hundreds of the birds had gathered. Estus marveled at the sight of so many birds flocking, especially after dark. He had started aft to bring this to the captain's attention and was at the main-mast when he looked up to see the last of the birds disappear into the night. With the squall of the birds gone, Estus became aware of an ominous, thrumming sound. He peered into the gloom as the sound grew louder.

A cry from the watch at the masthead sent Estus running to the bow. Looming out of the blackness was an apparition beyond belief. Estus had seen the battle barges of Zetta, and the vessel bearing down on the merchantman was without doubt the same type, but the size of the thing was awesome. It was easily twice the size of the largest he had ever seen - perhaps three times as large. The pale moon cast back bronze reflections from the battlements and saw-tooth rams at the bow. He noticed there were no sails or oars on the barge, only the thrumming that was now like a pain-filled moan as the barge increased speed. Then it was upon them.

The battle barge swerved sharply to one side then quickly back. The port ram of the barge crashed into the "Night Hawk", shattering the banked oars and staving in several timbers. At the same time a swarm of flaming arrows streaked into the sails. Then the barge was past, leaving the merchant ship helpless as smoldering canvas drifted to the deck.

In the few minutes it took the barge to turn around, Estus unlocked the arms rack. As it drew closer, the merchant crew prepared to defend their ship.

Grappeling hooks arched over from the barge as it again struck the ship. Estus watched as crewmen leaped forward to cut them away. These men were met with arrows and driven back. Then came the boarders. They were men which gave Estus some measure of relief. He had half expected the barge to be crewed by demons. His relief was short lived, however. The boarders fought as if they were possessed. Their eyes were wide and bloodshot, their teeth bared, and some had flecks of foam dripping from their lips. They fought without style or grace, only over-powering force and unnatural speed. They were oblivious to wounds that were not immediately mortal. Estus saw one fighting on with an arrow protruding from his chest. Another, his lower jaw hacked away, strangled a crewman before dying. To his left, another boarder gutted the second mate while his life pumped onto the deck from the ragged stump of his left arm.

Estus heard a shriek and turned just in time to parry the ax blow of a pirate. The force of the blow sent needles of pain up his arm and his sword slipped from his numbed fingers. He avoided the next blow by propelling himself backwards toward the rail. He took a quick look around. Only a few pockets of crewmen remained to oppose the pirates that were still coming over the side of the barge. With a brief curse, he dove over the rail and away

from the slashing blade.

For long seconds he fumbled with the buckles of his armor. With one arm of little use, Estus feared he had escaped beheading only to drown. At last the final buckle was loose, and the armor slipped to the bottom. Free of the weight, Estus swam for air. After what seemed like hours, his head broke the surface. He gasped in air and swam to a near-by timber that had fallen free of the ship. He settled low in the water to watch the death agony of the "Night Hawk".

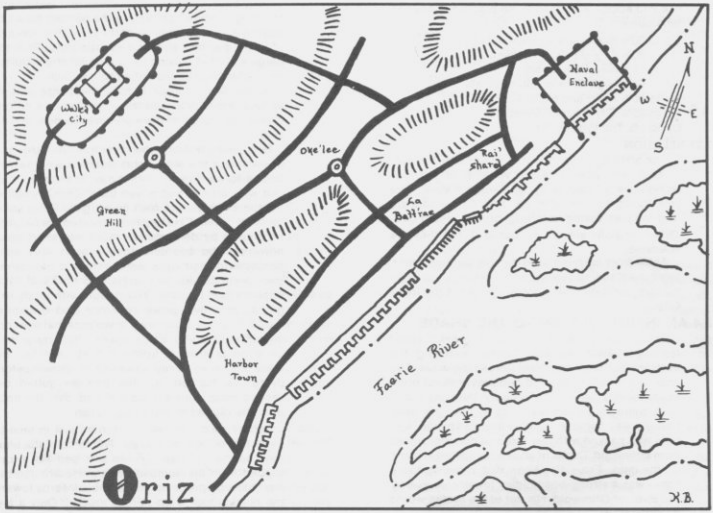
Long after the last sailor could possibly have been alive, the swords and axes of the pirates rose and fell. When finally the killing lust left them, the pirates began transferring the cargo to the barge. Dawn was just starting to bring a pink glow to the eastern sky when they finished. On the deck of the merchant ship, the pirates had left a flattened globe the size of a wine cask. As the barge backed away, an archer shot an arrow into the globe and the center of the ship erupted in a ball of flame.

Estus watched as the pirates' ship slowly moved southward past him. The rising sun washed the bronze barge in rosy light. At the top of the main tower was a figure in shimmering blue robes. The wind plucked at the robes and blew the hood back to leave the head bare. The early morning light revealed a face untouched by light. Estus would later say that it had been a mask cut from velvet blacker than the deepest night that obliterated the features of the spector in blue. Gloves of the same material undoubtedly covered the hands that pulled the hood back into place. In the depths of his soul, however, Estus knew that what he had seen was not a mask. What stood in the central tower of the bronze barge had been a nightmare incarnate; a shadow that had forsaken its body and now walked the earth in the guise of a man.

So came the Shade of the Sinking Plain to the Northern Kingdoms.

# 4.0 PHYSICAL OVERVIEW

## 4.1 A CITY MAP OF ORIZ



## 4.2 THE SHADE'S STRONGHOLD

### 4.21 THE SURROUNDING AREA

The land immediately surrounding the lake and the Niloti River is a quagmire. Water stands from ankle to knee deep, and the mud bottom often is knee deep in spots. The air is alive with swarms of mosquitoes and other annoying insects. The only way the party will recognize the lake is through the lack of brush and trees. The most likely way they will find the edge of the lake is when someone suddenly steps into deep water.

For an area of approximately a one mile radius, the land is of the boggy, marsh-grass type (thick with bamboo, ferns, etc). The ground for 400 yards around the keep is kept clear of vegetation above the knee.

The Niloti River cannot be forded from the lake to the sea nor 10 miles upstream.

### 4.22 THE SHADE'S KEEP

The keep is situated on the eastern shore of a large lake. It stands on a hillock that rises thirty feet above the surrounding marsh. A wharf has been constructed on the lake side along with a ramp system that stretches to the keep's gate. The barge is only tied to the wharf just prior to leaving on a raid and for the time it takes to unload it after it returns. All other times it is kept in the tower by means of a "BOAT IN THE BOTTLE" spell (see 7.69).

The approach to the keep by way of the lake is guarded by a Swamp Kraken (see 7.43). This squid-like beast is capable of disabling even a large war galley.

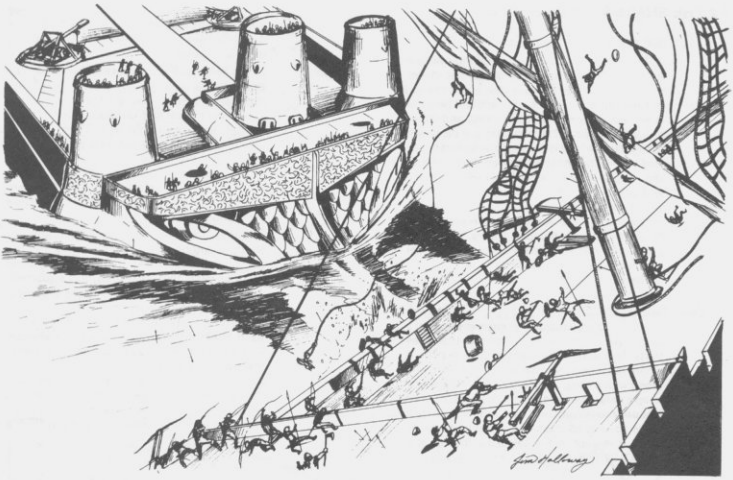
The keep itself is composed of a marble-like stone that is blue in color, shot through with streaks of silver. The portcullis is at the southwest corner and is made of steel. This is the only entrance to the keep. There is another gate of identical construction approximately 50' inside from the first one.

The walls are a uniform 25' high with 8 towers spaced around the wall. The towers are 40' high. The walls and towers are crenallated for archers.

Within the walls is a blacksmith/armorer shop, a kitchen to prepare meals for the garrison, two barracks capable of handling 250 men each, the garrison captain's quarters, a pair of gate houses guarding the entrance, and the Shade's tower.

There is a standing watch of four men in each tower and ten men in each gatehouse. The men in the towers also periodically patrol the walls. Owing to their location in the swamp, the guards are not as attentive to their duty as one might expect. If the party is able to unobtrusively enter the keep, they should have very little trouble mingling with the garrison.





### 4.23 THE BARGE

One of the prize acquisitions of the Shade is the BRONZE BARGE. It was built in ancient times by the Evil Priest Eridor. It is 380' long, 200' wide, and draws 30' of water. The propulsion for the barge is provided by a band of fire elementals enslaved in an area below decks. Their energy turns four screws.

The main weapons are the immense rams: one port, one starboard, and a massive central ram. For range weaponry, the barge carries four catapults (+20). The barge was designed for a crew of 420 to 450. The Shade operates it with a skeleton crew of 250, 40 crew the catapults (or join the boarding party if not needed; 10 men are on each of the front two towers to fire into the sails of an opponent, and 25 men are in the bow battlements for arrow attacks on the decks. This leaves 175 men for boarding. All of the boarders are given the booster drug, (see section 7.3).

## 4.3 ENCOUNTER CHARTS

All encounters are rolled daily.

### 4.31 SEA ENCOUNTERS

1-20 Sudden storm - mild - 5% chance of damage to ship requiring beaching.*

21-35 Sudden storm - strong - 15% chance of damage requiring beaching.*

36-45 Sudden storm - severe - 30% chance of damage requiring beaching.*

46-55 Debris of wrecked ship.

56-60 Survivor of attack. Has been on water for 3 to 12 days. Delirious. 80% chance will die without regaining senses. if he does recover, he will relate a merciless attack as described in section 3.4.

61-80 Pirate gallies. If equal to or greater in number than the escort, will attack. There will be 1 to 8 (1d8). If too few to attack, they will trail the convoy for up to seven days.

81-90 Convoy (80%) or solitary ship (20%) going in opposite direction.

91-95 Dolphins. Spells may be used to speak with them. 80% have vague knowledge of the barge, 15% can describe it and its tactics in good detail, 4% can tell the barge's berth, and 1% will warn of the Swamp Kraken in addition to the above.

96-100 If within the area of activity for the barge:

Daylight — Look out sights a bronze tower in the swamp. Barge will attack at night fall on roll of 55 or greater.+

Night — The barge will attack.+

The barge's area of operation is 75 miles west of Bruun River to the mouth of the Night Hawk River.

* If beached to repair damage, time necessary to complete repairs is:

Mild — 2 to 8 days

Strong — 7 to 10 days (6+1d4)

Severe — 15 to 24 days (14+ 1d10)

+ The attack will proceed as follows:

A great flock of sea birds gather around the ships soon after sunset.

The water becomes very calm.

The barge appears and attacks the ship carrying the richest cargo.

Ships lying between the barge and its intended victim are rammed or set ablaze.

The first pass of the barge shears off the oars on one side of the merchant ship and sets fire to the sails with flaming arrows.

In the second pass, pirates board the ship under influence of a booster drug. They continue the massacre until they are killed or the drug wears off.

Other ships are held at bay by the catapults on the barge.

When the drug wears off, the cargo is transferred to the barge. Other ships might then be pursued and rammed, but no others are boarded.

The barge turns and heads for the marsh at the first hint of daybreak.

Ship tactical movement rate can be found in section 8.363

If the party has booked passage on a regular merchant ship, determine if they are on the target ship. There will be an equal possibility that they are.

If they are not on the target ship, determine if they are between the barge and the target ship. If they are, they should make hasty arrangements to stay afloat (and unburned).

Their options are open if they are not involved in the initial fight. They may wish to assist the ship under attack (and face the acid). They may wish to flee (if they are going to do that, why did they come in the first place?). They could attempt to follow the barge into the marsh. They could have themselves set ashore to follow the barge unobtrusively.

Should the party be on a chartered ship, the above options should be left to them. If they are just passengers, the Game Master should decide which action the captain of the ship would most probably follow and leave it to the party to convince him otherwise if they wish to pursue another course.

### 4.32 MARSH ENCOUNTERS

**On Foot**

1-5 Quicksand. Victim will sink to waist upon stepping in, then will have a base of 60 seconds minus his armor type in seconds (for armor type 12 the time would equal 48 seconds) before the bog covers his nose. Self-discipline score, in seconds, is the amount of time the victim is able to hold his breath before suffocating.

6-11 River cuts across path of the party Fifty yards wide, slow moving, but deep (8-12'). Takes a day and a half to find ford.

12-17 Swarm of bees. Will sting until driven off or the party is out of reach in water.

18-27 Giant wolf spider will actively stalk party and attack even a large group to capture and drag away one member.

28-37 Alligators. 1 to 12. Will not attack unless stumbled across or harrassed.

38 Moose. Only a glimpse is seen before it disappears into the brush.

39-43 Band of trolls (2 to 5). If they can surprise a larger party, they will attack. They will always attack a weaker party.

44-49 Piranha. Three individual fish attack as the party wades into a two foot deep area. If one can draw blood before the party reaches dry ground, a school of 11 to 20 more will be attracted.

50-54 Boar. 20% attack on sight, otherwise will attack only if harassed.

55-61 Hell Cobra.* Party stumbles into its path.

62-68 Strangler Vines*. Will attack random party member.

69-74 Asp Nettles*. Described as a large group of snakes, rearing to strike, when seen from a distance. On closer inspection these prove to be plants. If the party does not avoid them, they will attack the nearest character.

75-80 Snapping Turtle. Large (for a turtle) and vicious. Should not be a problem if the party gives it wide berth. Does make good soup.

81-85 Scorpion. Possibly crawls into persons clothes, boots, or bed roll during the night or when on a rest break.

86-90 Deer. A chance to replenish their supplies.

91-95 Boa Constrictor. Drops in from above.

96-97 The Shade's Familiar*. Described as a bird if at a distance. If close enough for a good look, it has humanoid characteristics with the wings of an albatross. It will attempt to follow the party until attacked. If the party's initial attack does not succeed in killing, disabling, or capturing the familiar, it will immediately attempt to leave the area. If the familiar succeeds in escaping, it will go to the Shade and raise an alarm. It's little jaws are equipped with fangs that secrete a deadly poison.

98-99 Demon*. 1 to 3. Will only appear if the familiar has been encountered previously and has successfully made contact with the Shade. Otherwise, reroll.

100 The Shade. Only if familiar and demon encountered previously. *Only* at night. Otherwise, reroll.

*See section on NEW MONSTERS for details

**4.33 MARSH ENCOUNTERS**

**Boat**

1-5 Mud flats. Punts may be poled across at half speed. Larger boats must detour.

6-11 Dry ground. All boats must detour. Punts may be carried across.

12-17 Swarm of bees.

18-27 Giant crabs, 2 to 6.

28-37 Alligators. 1 to 12. Ignore large boats, 30% attack punts. Will flee large boats and attack punts if harassed.

38 Moose. Just a glimpse, then gone.

39-43 Human form. Bound to a pole by the river and struggling. If the party puts ashore to check out the situation, they will find they have been tricked. The bound form is an immature troll acting as bait. Six adult trolls will ambush, throwing spears then attacking with swords. If they find that the fight is going against them, they will retreat. One time only. If it recurs, no event.

44-49 Extensive mud flat. Large boats must retrace their route as there are no detours. Punts can navigate here.

50-58 Hell Cobra.*

59-67 Strangler Vines.*

68-74 Asp Nettles.* Affect only those in punts or similar boats. Larger boats with higher side boards pass through and may observe the action of the nettles as they are set off by the boat's side.

75-80 Snapping Turtle. Will attack. Can easily rip the skin of a punt and is capable of biting a chunk from the wooden planking of a larger boat. Regular boats under 14' long will capsize 25% per attack.

81-85 Scorpion.

86-90 Deer. A group on a small island about 300 feet away.

91-97 The Shade's Familiar. (AS MARSH ENCOUNTERS, foot).

98-99 Demons. (AS MARSH ENCOUNTERS, foot).

100 The Shade. (AS MARSH ENCOUNTERS, foot).

*See section on NEW MONSTERS.

**4.34 MOUNTAIN ENCOUNTERS**

1-10 Bees — 1 to 400 (1d4 X d100) 50% attack on sight. Will attack if harassed.

11-18 Bear - 40% attack on sight.

19-23 Mountain Lion - 25% attack on sight ("cat" on I.C.E. **Claw Law** table.)

24-28 Condor - 10% atack on sight.

29-35 Eagle - 10% attack on sight.

36-50 Deer - 11 to 20 (1d10 + 10) typically do not attack. Can hunt to restore provisions.

51-58 Snake - Poisonous.

59-62 Basilisk - Meeting gaze paralyzes.

63 Dragon - 50% attack on sight.

64-75 Hunters - 10 to 15 (1d6 +9) Human stats as city garrison trooper.

76-80 Goblins - 25 to 30 (1d6 +24) raiding party. Hostile, uses hit and run tactics.

81-95 Orcs - 21 to 30 (1d10 +20) patrol. Hostile. On home ground.

96-98 Insects — RR (Level 1) to avoid disease.

99-00 Wyvern - 75% attack on sight.

**4.35 PLAINS ENCOUNTERS**

1-8 Goblins - 30 to 35 (29 + 1d6) Raiding/hunting party. Hostile.

9-15 Baboons - tribe of about 40 will bluff attack if party comes too near. Will attack if provoked.

16-30 Traders - 3 to 6 wagons (1d4 +2) loaded with furs, herbs, spices, jewelry. Six guards per wagon. Stats as city garrison.

31-35 Ants (Giant Warrior) - 20% - Attack on sight.

36-42 Hyenas - Band of 5. 60% attack on sight.

43-55 Large herd of bison (100-1000).

56-62 Orcs - Up to 40 (2d20, at least 15) Hostile, raiding party.

63-65 Snake - Poisonous.

66-75 Horses - Wild. 2 to 12 (2d6)

76-85 Hunters - 10 to 15 (1d6 +9) stats as city garrison trooper.

86-95 Lion pride - 1 to 6 - will attack if hungry -15%.

96-00 Troll (Large) - Hostile.

# 5.0 PEOPLE OF NOTE

## 5.1 SHADE

**Note:** Do not "give away" the fact that the Shade is female. Since the final destruction of the Shade calls for the destruction of the body located in the top level of the tower, a party that is not aware of the true identity of the Shade may end up defeating the apparition endlessly and not accomplish their real goal. Do not withhold the information if they earn it, but take care to not let it slip, i.e. *don't say "she"*.

### THE HISTORY OF THE SHADE

The Shade is the daughter of a long dead king from a southern land. She was named Karyn Jardan, and early in her life she was lured by the call of the mystic arts. The court magicians tutored her and found her an apt pupil. Her grasp of the principles

was sure; by the time Princess Karyn had attained her sixteenth birthday, she had surpassed her teachers in power.

On the eve of her twenty-first birthday, the princess retired from the world at large. She established residence in an abandoned tower beyond the walls of the city. There she further increased her knowledge. Musty books on the verge of crumbling, dim scrolls, and stone tablets inscribed with mysterious carvings were fetched to her isolated tower. Taking advantage of the long life-span of the High Human race from which she descended, the princess unlocked many secrets long forgotten in the time of Man.

Princess Karyn's research was basically into the essence of earth, water, fire, and air. She found the paths to commanding the elements, maintaining the aspect of youth and beauty, and eventully opening the gates to the demonic planes.

For nearly two centuries she honed her skills in seclusion. Then some fifteen years ago, the Princess' delving lead her to the brink of ruin. Following an incantation on an ancient scroll, she tapped into the **Realm of Darkness.** The Lords of this realm in essence ripped the soul from her body and held it in torment. After several years the Dark Lords tired of this and in their perversity returned Karyn's soul to her tower.

The Shade returned to her home plane to find that her being had been horribly afflicted by her years of captivity in the **Realm of Darkness.** Her very soul was stained jet black and this taint prevented the rejoining of body and spirit.

Fearing that the Dark Lords would some day remember the delights they had enjoyed in torturing her soul and seek to take her again through the gates she had opened, the Shade decided to abandon her tower. She indentured three demons of the third pale to her service, gathered together the more potent of her supernatural tools, and departed into the night.

Her first discovery was that her powers were limited by sunlight. Any spell she cast during daylight hours could send her senses to oblivion. She would wake up hours later, always lying beside her inanimate body. Some of the less powerful spells could be cast during the day, but the more powerful the spell the more likely she was to passout.

The affliction is triggered by the sun. At any time between dawn and dusk, there is a 5% chance per power point used by the Shade that she will disincorporate. (Note that the Shade does not have to be exposed to the sun light. The affliction is a function of the sun being above the horizon). For example, if the Shade casts a 20th level spell during daylight hours, she will automatically suffer the effects described. (20 power points expended X 5% = 100%. The spell is still cast and the effects applied afterward). If the bracelet adder (see section 7.3) is used to cast a spell, the chance of the Shade disincorporating is reduced by half i.e. the Shade casts a 12th level spell during the day. She employs the adder to cast the spell. That would be 12 power points expended X 5% = 60%. The adder reduces the 60% by half, or 30% .

If the Shade does disincorporate, her "shadow" body, robes, and all other items she is carrying will simply disappear. She will slowly reappear next to her true body on the bier in her tower. For a period of 10 to 12 hours, the apparition will lie helpless. At the end of that time, she will rise with no ill effects.

If the Shade is met in physical battle and defeated, her shadow body will likewise disincorporate. When this happens, however, the robes, ring, talisman, etc. are left behind. For 48 hours the Shade's shadow body must rest before it can return to the fight. Aside from the loss of the magic items, there is no harmful effect of this process. If it appears that the battle is going against the Shade, she might elect to throw a spell she knows will cause her to disincorporate. She has since reserved her spell-casting to the night, unless absolutely necessary.

The body of the Shade is that of a beautiful woman; although she is actually more than two hundred years old, her apparent age is between twenty-four and thirty years old. She is of slight build (5'1" tall and 105 lbs. in weight). Her hair is the color of ripened wheat and is of a fineness of texture usually associated with children.

The Shade's delving finally led her to the possible cure for her affliction. The Moon Stones of Astos, (see section 7.3) five flawless diamonds from the cairn of the prophet Tyoh, were, from ancient legend, a cure for diseases of the spirit. Nearly five-hundred years ago they were captured as plunder by the advancing armies of Zetta. Since that time, they have been set in a ceremonial breastplate worn by the Prince of Zetta. The stones are supposedly beyond price, but the Shade learned that the Prelate of Ash-val in Oriz has offered an astronomical sum to the Prince. He has agreed to sell when the entire purchase price has been delivered to him.

From this knowledge, the Shade has devised a scheme to acquire the stones for her own use; she will raid the shipping of Oriz. By this means she will be serving a three-fold purpose: denying the treasure needed to buy the stones to the city of Oriz, gathering treasure to herself so that she might buy the stones, and (should the stones be sold before she can prevent it) capturing the stones in transit. Where the stones are guarded now and where they would be held in Oriz, the wards are too potent for her to defeat.

**General Statistics**

The Shade has attained the 25th level of mastery in her craft.

The following is a list of the spell lists she is capable of using and their maximum level available:

| **List** | **Spell List** |
|---|---|
| 25th | Dark Summons |
| 25th | Dark Contact |
| 25th | Gate Mastery |
| 20th | Essence Resistance |
| 20th | Rune Mastery |
| 20th | Detecting Ways |
| 20th | Elemental Shield |
| 20th | Delving Ways |
| 20th | Spirit Mastery |
| 20th | Spell Reins |

| | |
|---|---|
| 20th | Dispelling Ways |
| 20th | Fire Law |
| 20th | Earth Law |
| 20th | Wind Law |
| 10th | Soul Destruction |
| 10th | Shield Mastery |
| 10th | Water Law |

The Shade possesses few powerful magic items. The reason for this relative dearth is tied to her fascination for the original journals of ancient spell casters (see Shade's Keep Level II, room #4). Magic items she obtained have been largely traded for her collection of books.

The hostage value of these books, especially those in the "D" rack of the Shade's library cannot be discounted. Next to guarding her body, the Shade will take whatever steps necessary to safeguard her books. If the party happens to capture the books from the library, they can use them to keep the Shade from blasting them indiscriminately.

The Shade has retained the following items:

1.* A pair of shimmering blue robes that give protection as type 12 armor.
2.* An amulet that gives control over sea birds.
3.* A ring that calms the surface of the sea over an area of one mile radius.
4.* A bracelet that acts as a +4 spell adder.
5.* The Keep of D'Mallo, a "portable" fortress.
6.* The staff of Shadow Halls, charged with the spell "Fire Bolt".
7.* Cross Breed Jewels. These call forth a protective beast upon being tossed.
8.* Booster Potion that enhances the fighting ability of the imbiber.
9.+ Bronze Battle Barge. A toy of the arch-priest Eridor.

* Detailed in Magic Items Section, 7.3.
\+ Detailed in Battle Barge Section, 6.25.

To crew the barge and garrison the keep, the Shade has recruited a force from the city of Garrothold. This city has traditionally been a haven for the outcast of society. Some 500 of these thugs have answered her call to arms in exchange for a generous split of the spoils.

The fighting ability of these men is augmented by a potion administered just prior to battle, which increases the offensive bonus of the fighter by 30%. In addition, those under the influence of the potion are not subject to the results of critical hits that do not result in immediate death (i.e. a critical that stated that the victim was incapacitated due to shock or a stunning blow is not implemented). However, additional hits are deducted and if the wound is stated to cause death at a later round, the victim will die at that time. A side affect of the potion is that there is a 10% chance that the person using it will slip into an irreversible coma. These warm bodies are given to the demon that supplies the potion as payment. The pirates don't seem overly concerned with this. They generally regard it as a fantastic joke on the person afflicted. It also increases their personal share . The potion takes effect in one minute and lasts for three hours. The coma occurs as the drug wears out. More details are available in the new magic section, 7.3.

## 5.2 AARON

The pirate captain is a native of Zetta. He escaped the poverty he was born into by taking to the highways and way-laying travellers. He was adept at this craft and soon attracted a solid following. By the time he took up residence in Garrothold, he commanded a band of 200.

At the age of 42, his life took a dramatic turn. A hunched figure in robes that hid its face approached him in the dead of night. He was made an offer of excellent pay for daring work. As his growing power and popularity was causing Smiley to become nervous of him, this seemed to be a good time to get away from Garrothold.

Aaron led his force, then numbering almost 500 men, out of Garrothold and into the heart of the Sinking Plain.

His first meeting with the Shade was nearly enough to send him screaming back to Garrothold. The sight of the Shadow Magician and the demons revealed was beyond anything he had ever seen.

When he was not torn to shreds and devoured immediately, he was able to listen to the talk of gold. The amount the Shade promised and the plan to acquire it was enough to dispel any qualms that had first beset him.

The first raids were exhilarating. The Battle Barge was invincible and the potion the Shade dispensed made his men an irresistible force.

The treasure was overwhelming. The first ship produced more wealth than he had made in his life. His share alone was equal to his take of the last two years.

Of late, Aaron has taken to heavy drinking. All the glamour has left the task. He finds himself pitying the sailors his men slaughtered. He grieves for his own men who passed into a coma after battle and were taken into the Shade's tower, never to be seen again.

Strangely enough, Aaron has a well developed sense of honor. While he has knifed his share of men in the back, he will not go against his word. As much as he desires to abandon his deal with the Shade (he considers it unnatural for a man to serve such forces), he is bound by his contract.

At the age of 45, Aaron is a hearty, boisterous man of massive build, weighing around 260 pounds.

## 5.3 PRINCE ARNDRE W'RICKE

The Prince-Regent has ruled in Zetta for eight years. While he is certainly not the worst head-of-state in Zetta, he is not what one would consider brilliant. He is weak willed and therefore easily influenced. For the past 5 years he has been manipulated by Danel Silens (for the good of Danel Silens).

He is content with the situation as he has the glory of his position, more than enough of life's pleasures, and is not really bright enough to think beyond the previous two facts.

At the age of 29, he is a handsome man, just starting to show the physical effects of a life of over-indulgence.

### 5.4 DANEL SILENS

The chief advisor to the Prince-Regent is a rare man. He was born into poverty in the slums of Zetta and has used his wits and total lack of ethics to achieve his current status. He is a master in the use of bribes, black mail, and assasination.

The object of his endeavors is simple: *Money*. He is the instigator of the agreement to sell the Moon-Stones of Astos. He plans to siphon-off the money received for them into his personal treasury.

Danel is in his late 40's and, while not particularly good-looking, he possesses a commanding presence and he is a spell-binding orator.

### 5.5 KING Y'RAGE

Ruler of Zetta for 33 years, Y'rage was stricken by a sudden onset of insanity, eight years ago. Arndre, as next in line, had the king locked away and assumed the regency. While rumor links Arndre to the king's sudden affliction, it is really the result of the king's fondness for bizarre drugs.

Y'Rage is 58 years old and in poor health. He is totally and incurably mad.

### 5.6 SMILEY

The "War Lord" (as he prefers to be addressed) has been the dominant figure in Garrothold for 12 years.

The name Smiley was acquired when he was still a relatively young man. The thief he served his apprenticeship under was led to believe that Smiley was planning to kill him and assume the leadership of the thieves band (which was true). Smiley's mentor sought to remove the threat with a wire of drawn mithril. Fortunately (for Smiley) the wire missed his neck. It did loop into his mouth and sliced open his cheeks to his ears. Smiley managed to wrestle away from and kill his former teacher. The healed cuts drew the corners of his mouth up so it appears he is wearing a (literal) ear-to-ear smile.

Smiley is generally a clever and capable individual. He takes care of his own and, to some extent, he protects the city from over abuse from within. He is extremely paranoid. Anyone he perceives as a threat to himself is prone to turning up with a cut throat.

Smiley is 48 years old. He is slight of build, but extremely strong and very quick.

### 5.7 LITO EXTEMPLER, PRELATE OF THE TRUTH

Lito has served as the head of the church of Ash-Val for nearly five decades. He assumed the post at the age of 34 on the death of his predecessor.

He is a dynamic person who has a very clear-cut purpose - to make Ash-Val the dominate religion for Oriz, and Oriz the dominate force in the Northern Kingdoms. He has successfully guided Oriz on this course for these past 49 years.

The driving force for the past 12 years has been the desire to acquire the Moon Stones of Astos for the temple of Ash-Val. For seven years he negotiated, first with king Y'Rage and then with Prince Regent Arndre, to no avail. With the advent of Danel as the Prince's advisor in Zetta, however, a deal was struck. Lito felt sure the Moon Stones would be in Oriz within his life-time.

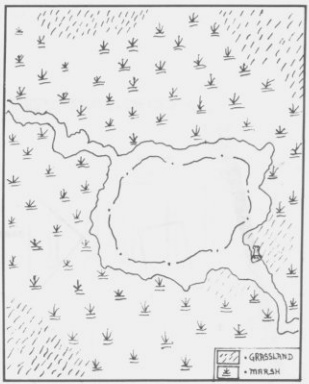
The coming of the Shade has made a shambles of his plans. For three years much of the church's wealth has been diverted to the Sinking Plain, or sent to the bottom of the Northern Sea. The gems that should be nearly paid for are still far from Lito's grasp.

In desperation, Lito pushed the council to offer a bounty for the destruction of the Shade. While they did not like the size of the reward, it would be less than the losses in cargo, ships, and men.

Lito, once an active man, has grown quite feeble as he has advanced in years. His health is still sound and he is mentally sharp.

## 6.0 LAYOUTS AND DETAILED ENCOUNTER DESCRIPTIONS

### 6.1 THE SHADE'S KEEP




#### 6.11 KEEP GARRISON

| | Total | Man Barge | Man Keep |
|---|---|---|---|
| Aaron, Captain | 1 | 1 | N/A |
| Sergeants | 8 | 5 | 3 |
| Pirates, Reg. Grade | 400 | 240 | 160 |
| Cooks | 20 | N/A | 20 |
| Smiths/Armorer | 12 | 4 | 8 |

Garrison may be at + or -25 men depending on losses and replacements.

#### 6.12 THE SWAMP KRAKEN

Should a vessel other than the barge enter the lake, there is a possibility that it will be attacked by the Kraken.

For vessels over 20' long, there is a 10% chance per 1 minute period of cumulative movement that their presence will draw out the beast. For smaller vessels there is a 5% (cumulative) chance per minute that they will be attacked. If the small vessel is taking extra precautions to keep noise and surface disturbances at a minimum, the maximum chance of attack will be 20%.

### 6.13 THE WHARF AND RAMP

The wharf and ramp have been constructed of timber brought down from the Barrier Mountains. The wharf is 200' long and 75' wide. The ramp is 50' wide and slopes up to a landing where it doubles back to lead to the gate of the keep.

Unless the situation dictates differently, there is a base chance of 15% that the barge will be tied up at the wharf. If it is, there is a 50-50 chance as to whether it is leaving or returning. If returning, it will take 7 to 12 hours for the unloading to be completed. If leaving on a raid, it will depart in 3 to 6 hours. There is an additional 5% chance that the barge is on a raid from which it will return in from 3 to 41 hours (1 + 2d20). At such an occurrence, the party will only be told the barge is not in sight.

There are no guards posted on the wharf and unless the barge is present, there will be no activity there.

The walls are smooth and seem to be composed of one continuous stone, carved rather than built. At the eastern-most wall section and towers, there is a 90% chance there are no guards at all.

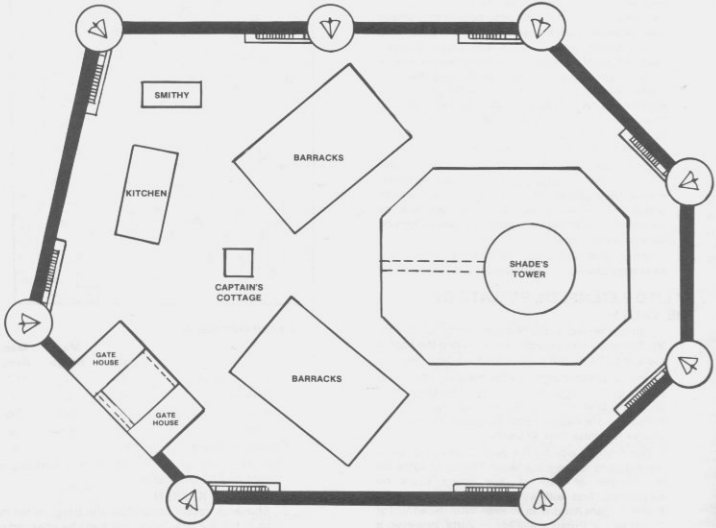
These walls may be successfully grappled and climbed. As there are no chinks, they cannot be scaled without a grapple.

### 6.14 THE GATE

The gate is a steel portcullis 40' wide and 15' high. it is operated from the southern gate house. Within the first gate is a court yard 65' X 50' formed by the two gate houses and the inner gate. The inner gate is operated from the northern gatehouse.

There is an 80% chance the outer portcullis has been left with about a foot of clearance at the bottom and a 65% chance the inner portcullis is the same due to the lax attitude of the garrison.

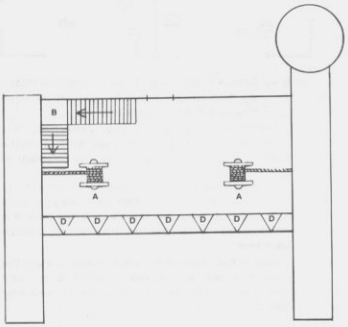
If the guards have noticed the party trying to enter by the gate, they will allow the party to enter the courtyard, close both of the portcullis, and attack with arrows. If the party appears to be gaining the advantage, the guards will then use the downspouts to attack with a random fluid.



## 6.15 KEEP GARRISON BUILDINGS

### 6.151 Gatehouse

Both gatehouses are two story buildings, 50' X 30'. The walls of the lower floor have arrow slits. The floor above has downspouts projecting over the courtyard.




A — Windlass. Used to raise and lower the portcullis. In the southern house, it operates the outer portcullis. The northern house operates the inner portcullis.

B — Stairs to second floor.

C — Stairs to first floor.

D — Arrow Slits, first floor.

E — Downspouts fed by . . . "F"

F — Interior piping. This system sprays a variety of liquids on attackers trapped between the gates.

G — Cauldrons of fluids for attack.

G1 —Boiling Oil — Causes A heat criticals for 5 rounds.

G2 —Acid — Causes B heat criticals for 10 rounds or until neutralized.

G3 —Paralysis. Takes effect immediately and lasts until antidote applied. Resistance roll negates.

G4 —Oil causes loss of human reasoning. Victim will let out a maddened howl, discard all arms and clothing, and run into the swamp. Effects last for two years minus the victim's presence score in weeks or until cured by magical means. Resistance roll negates.

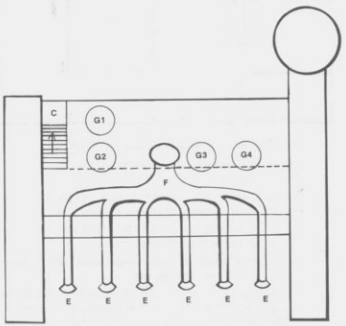
The cauldrons are hung on ceiling tracks to facilitate movement to the outlet.

The doors are locked [hard (-10%)]. Any attempt to force the door open will result 75% of the time in unpleasant attention from the guards (10) and men in the surrounding area (3-30).

Just inside the door is a windlass with a thick rope that, by a series of pulleys, goes into the wall through a small opening. This is obviously used to raise and lower the portcullis. At one end of the room there is a staircase. In the opposite wall, there are seven arrow slits. There is a guard for each slit, armed with sword and dagger and bows strung and ready. There is a light rope hanging through a small opening in the ceiling.

If the party wishes to avoid immediate attack, they must quickly come up with a good excuse to be in the gatehouse. If not successful, or they wish a battle, one of the guards will go to the light rope and pull it. This will sound a bell as an alarm. The other guards downstairs will attack. The balance of the 10 guards in the gatehouse will be upstairs and will arrive in two rounds after the alarm is sounded.

Approximately 10 to 15 rounds after the alarm, a sergeant with a party of 20 fully armed men will arrive. The sergeant has a key and can unlock the gate house door. An additional 15-30 men will mill around outside.




Upstairs there are 4 cauldrons (one over a fire) hanging on ceiling tracks. The tracks lead to a funnel-shaped pipe that branches out and goes through the wall. There are three guards here. In one corner there are five or six metal buckets. There is a light rope that emerges from the floor and leads to a bell.

The guards here will not attack on sight but will possibly be suspicious (20% chance one will check downstairs. If anything is amiss, he will sound the alarm). If engaged in conversation, they can describe the contents of each cauldron and the downspout system. If attacked, one will attempt to sound the alarm before attacking.

### 6.152 Wall Towers

These towers are 40' high. The lower 20' are solid stone. There is a room in the tower level with the battlement walkway. There are two doors, one on either side of the tower, allowing access to the

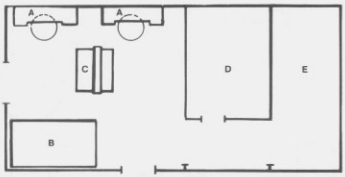
walkways. This room is furnished with a small table and 4 or 5 stools. A ladder on the wall leads to the battlement above.

At the top of each tower a ballista is mounted.

**6.153 Guard on the Wall**

The guards have grown lax due to their isolated hide-out and the seeming invulnerability of their liege. More often than not they are engaged in idle gossip, gambling, or eating, and some actually sleep on duty. The Shade is aware of this, but does not seem overly concerned. Because of this, there is only a base chance of 65% that a party would be seen if they just walked up to the gate. The Game Master can assign suitable modifiers for any stealth employed by the party. (Due to the proximity to the Shade's tower, there is a 90% chance that the eastern wall and towers are unmanned).

**6.154 The Kitchen**




This is a single story building, 40' X 80'.

A — Fireplaces with cooking cauldrons.

B — Ovens

C — Table with overhead rack. From the rack hangs knifes, spatulas, cleavers, etc.

D — Cold storage. Quite a bit of meat stored here, along wth some fresh fruit.

E — Dry goods storage. Vegetables, grain, flour, meal, salt, spices, etc.

At any time there will be six or seven cooks in the cook house. Their stats are as regular grade pirates. They will attack if necessary with kitchen knives (dagger table) and or meat cleavers (hand-ax table - 10%). Armor will be type 2.

The meals are served from 5 a.m. to 7 a.m., 11 a.m. to 1 p.m., and 5 p.m. to 7 p.m. During these hours there will be from 100 to 150 pirates getting food or eating in the courtyard. (If weather is inclement, meals are eaten in the barracks). At meal times, and other off-duty times, the pirates are armed only with daggers. Food is carried to men on duty, who eat at their post. If the barge is on a raid, then there is a maximum of 200, ± 10 pirates in the keep.

**6.155 Smith/Armorer**

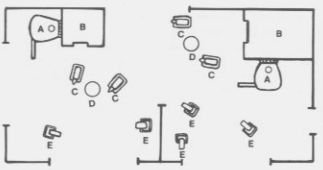
Single story building, 25' X 50', large doors, usually open to allow heat to escape.

A — Bellows. Two locations.

B — Furnaces. Two locations.

C — Anvils. Total of four.

D — Water barrels. Two locations to quench the heated metal.




E — Grind stones. Total of five. All garrison troops are free to use these to sharpen personal weapons if they so desire.

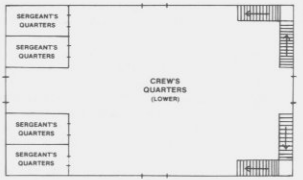
The smithy will vary considerably in activity. Just prior to a raid, all twelve smiths will work round the clock (under direction of Smitty, the foreman) to outfit the pirates.

At most times there is moderate to heavy activity only in the daylight hours and then usually there are only 5 to 9 of the smiths there at any one time. It is rare that the smiths work at night except to prepare for a raid.

Should the smiths at work feel a need to attack the party, they will fight as regular grade pirates and have the pick of the shop for weapons. Armor will be type 3.

**6.156 Barracks**

There are two barracks, identical in design. They are two-story buildings 125' X 80'. They can each provide shelter for over 300 troops without excess crowding. On the first floor of both, there are four private rooms, providing accommodations for the sergeants (the captain has separate quarters). At the opposite end of the barracks are the stairs leading to the second floor. Beds are arranged in a haphazard manner during the barracks current





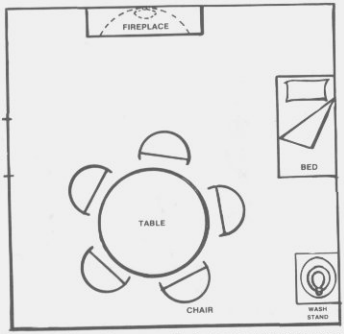

usage. It is much dirtier than it has been in many previous times. There is very little of value in the barracks, perhaps a bracelet or ring hidden away in one of the sergeants rooms or tucked away under a mattress. The rule is that the pirate's share is held until the term of their employment is over (this prevents the weaker in spirit from taking their share and departing prematurely). Some will risk secreting a bauble in their clothing as they transfer the loot from merchant to barge, but most fear the Shade enough to play it strictly by her terms.

There is very little for the garrison to do except man the walls and crew the barge on raids. There are occasional hunting parties of 20 to 30 men to provide fresh meat for the pot. A small party is sent out about every 2 months to recruit replacements for men lost in battle. Otherwise, they spend their time sleeping, gambling, eating, trading lies, etc. Quite a bit of the time they lounge about in the courtyard at the west end of the keep or in the barracks. Very few venture to the east end and the shadow of the Shade's tower. The three eastern wall towers are extremely unpopular assignments. So much so, that frequently the guards assigned there drift to the central towers on the north and south wall, leaving the eastern approach unguarded.

A favorite pastime is archery contests and betting on them. This generally takes place behind the smithy. From 15 to 20 pirates participate and 50 to 100 crowd around to watch.

Other than this and the occasional sword drill by a few individuals, the only weapons carried around by off duty men are daggers. Their main weapons are racked in the barracks within easy reach.

**6.157 The Captain's Cottage**




The cottage, a small, single story building, 25' X 25', is sparsely furnished with a bed, a table and five chairs, and a wash stand. There is a fireplace on the west wall. There are numerous empty wine bottles lying about. The captain has taken to drinking under the pressure from constant exposure to the Shade. Aaron started as a competent bandit, but has lost heart. His and the mens' skill at arms matter less than the drugs and magic provided by their master.

When not called upon to take part in a raid, he delegates authority to his sergeant and drinks heavily.

When called upon to do battle, he wields at +20 two-handed sword. He also has a set of bracers that add 15% to his defensive bonus. Both the sword and the bracers are kept on the mantle while he is ashore. If alerted to the party's entrance to the keep, he will have time to put them on. If surprised, he will be sitting on the edge of his bed in a fog from the wine. He will try to persuade the party that the weapons and bracers are normal if asked.

If captured and questioned about the Shade, Aaron will spill his guts. His main complaint will be that it is not right for a man to serve such an unholy master. Actual information will include the fact that the Shade will not use magic in daylight if at all possible, that the fighting ability of the pirates is due to a drug given to them prior to the attack, that there is a beast guarding the tower (though he has not seen it, he is sure it is there), and that the mortally wounded of his men and the rare prisoners are taken into the tower and never seen again!

At this point, the Shade's familiar will streak in, bite the captain, and flash back out of an unguarded door or window. The captain will then spend a very painful minute turning purple and dying.

Of course if he is killed out of hand by the party, none of this information will be available.

## 6.2 THE SHADE'S TOWER

### 6.21 PHYSICAL DESCRIPTION

The tower is in the eastern end of the keep's compound. It is surrounded by a wall 3' thick and 12' high. The gate is in the western section of this wall between the two barracks. The gate is made of steel and swings inward in two sections. It is not locked. The top of the wall is set with steel barbs crisscrossed to prevent someone from climbing over.

The inner courtyard is filled with Asp Nettles (section 7.28). The only clear path is the walk between the gate and the tower entrance.

The tower itself is circular and approximately 30 yards wide at the base; 40' to 50' above ground level is the first of two battlements. The main structure of the tower is 35' in diameter at the level; 110' above ground level, the tower widens to 60' in diameter. This pinnacle, 150' above ground level, is a 10' diameter dome.

The walls of the tower are impossible to climb. There are *no* cracks or irregularities for finger and toe holds. The wall will resist all efforts to chip such holds into it and to drive in pitons. Grappling hooks and ropes cannot be secured for climbing. There are no windows or arrow slits in the walls.

Should a player achieve the battlements by means of a spell (levitate, fly) or physical means (jumping, pole vault), they will find that they still cannot secure a rope for climbing (a spell carved into the walls here loosens knots). The doors into the tower are locked and these locks are sheer folly (-50) to pick.

There is only one entrance to the tower. This is through a set of double doors in the western side of

the tower. The doors are of steel (naturally) and are polished to a mirror finish. These doors, like the gates, are closed, but not locked. These doors open outward.

There are no guards posted in the immediate area of the gate. The only time there is any considerable traffic in this area is when the barge returns from a raid, and the loot is carried into the tower to be divided. This process takes from 12 to 15 hours to complete. After that, human activity will again be confined to the western end of the keep.

### 6.22 LOCATION OF THE SHADE

If unaware of the presence of the party, the Shade will be on tower level 11 in the reading room.

If the presence of the party has been discovered, the Shade will go to tower level 12 and use the conjuring circle in room #10 to gate in a demon (greater demonic gate on the evil magician base spell list, I.C.E.'s **Spell Law**). The Shade will dispatch this demon with instructions to destroy the intruders in the tower. The demon will search all rooms on level 12 and below and attack the party on sight.

The Shade will meanwhile search the tower on level 13 and 14. If all is well, the Shade will follow the demon to the levels below. During the party's combat with the demon, a roll of 1-5 on percentile dice indicates that the Shade will arrive on the scene the next round. Roll once per round with an additional 1% for the Shade's arrival (i.e. by the 10th round. The Shade will arrive on a roll of 1-14). She will arrive with defensive spells erected and ready to lay waste.

**Note:** Although the Shade is powerful, she will have serious problems if caught alone against several players. The first combat action the Shade takes might be to use the cross-breed gems (section 7.3) to produce some instant allies.

In desperate situations, the Shade may choose to use the overload characteristics of the torches on tower level 11, room #3. The fireball of the explosion will cause an "E" heat critical to all within the 10' radius of the blast. The Shade may elect to carry one with this in mind. (This is a *Last Ditch* defense as the blast of one torch has a 40% chance of breaching the tower wall, obliterating part of the spell that keeps its position in this realm stable and causing it to shift randomly throughout eternity. This effect is cumulative [i.e. the blast of 2 torches has an 80% chance of breaching the wall]).

Also, if the Shade is aware of the party, the demons on level 3 are aware, and both of the forbliss are awake.

If the Shade was not in the tower when the party entered and returns later, she will attempt to go to the location or perform the action described above. It is possible the Shade will cross the party's path in doing so. Note that if the Shade sees evidence of the party's passage, she will be aware of the party's presence.

If the party has met the Shade previously and defeated her, they will find the apparition on the bier in level 14 if they arrive within 48 hours of the battle. Also, the apparition will be there if the Shade has disincorparated due to a spell over extension (in sunlight). They would have to arrive in the latter case within 10 to 12 hours of the occurrence.

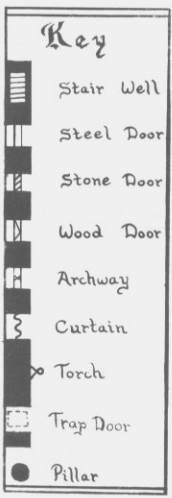
### 6.23 THE SHADE'S COMPOUND

The compound is located in the eastern section of the keep itself. It consists of a wall (12' high with crossed barbs set at the top), a courtyard filled with strange snake-like plants, and the tower.

There is one gate located in the western section. It is steel and swings inward in two sections. The gate is closed. There is a clear walkway between the gate and the towers.

The wall's top barbs are coated with ZAGANZAR, a poison that blinds. The courtyard is filled with Asp Nettles which the party may recognize if encountered in the marsh. The gate is not locked. There are no guards at the gate.

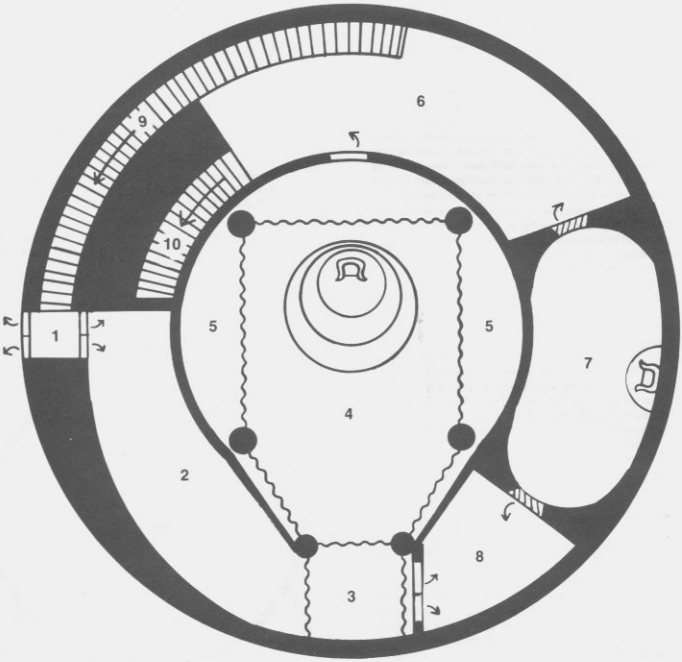
### 6.24 INTO THE TOWER




**Tower Level 1**

1—Once inside the outer set of double doors, the party will find themselves in the anteroom (6' X 9', 8' ceiling). The walls are made of black blue marble. There is another set of double doors immediately before them that open inward. Once again they are steel and unlocked.

2—The hallway (12' to 15' wide X 40" long, 10' ceilings). The walls here are covered with glyphs and mystical symbols. It is possible that a party




member could recognize enough of the symbols to determine that the spell represented deals with transportation between planes, and that the symbols used are of rare power.

The spell cannot be activated by reading the incantation as this is but a small portion of the complete unit. Other portions will appear throughout the tower and references to carvings on the wall will refer to these unless stated differently.

At the end of the hall is a blue silk curtain with silver threads worked into the cloth. It hangs from ceiling to floor and wall to wall. It is slit in the middle for passage.

3— This is the foyer (12' X 12', 10' ceiling). At the northeast and northwest corners are the rounded forms of columns. Hanging north and east are curtains identical to those just passed. Behind the eastern curtains lie another set of steel double doors. These are securely locked. Should the party manage to open them ( -30% to pick due to archaic design, -50% to open by force), they will swing inward to area #8 (Foyer to the Private Audience Chamber). If the party goes to the north, they will enter area #4.

4—Formal Audience Chamber (approximately 30' X 40', 18' ceiling). The perimeter of the room is made of curtains of the same blue silk seen earlier hanging between the six pillars. At the north end of the room sits a throne on circular risers, stepped to the north. The stone work is made of blue marble (floor, pillars, ceiling, risers) except for the throne which seems to be carved of a translucent blue stone and covered with silver filigree. The stone of the risers are deeply grooved around the edges (risers are 8" high with with a groove cut every 2").

The grooves conceal a trap in the top riser. A heavy double-edged blade sweeps out of the center

groove to strike anyone in front of the throne. The victim could be allowed an opportunity to avoid the blade if the situation warrants it. This, and the location of the strike, is left to the discretion of the Game Master. (For example, a character with a high quickness might be allowed a roll on the maneuver/movement table, medium to very hard column. A successful roll might allow him to escape with light or no wounds. On the other hand, a character with low stats in quickness who is not paying particular attention to his surroundings would undoubtedly lose both feet. Were he to be sitting on the riser, the hit location would be the lower back (or arms if he were leaning back).

Damage should be rolled on the "C" slash critical table. Descriptions of head or chest hits should be altered to foot or leg hits. Any roll resulting in a kill indicates the amputation of one or both legs, depending on the severity. The trap is activated by a catch on the right arm of the throne. It is disguised in the filigree as the eye of a unicorn. If the party is actively looking for something of this nature, they will have an 85% chance of finding it. There is a 20% chance that a character casually sitting on the throne will trip it. If the trap is set off, the guards of the Audience Chamber, two stone golems (blue with silver streaks of course) will step out from the two areas marked #5. They will follow the instructions of whoever is occupying the throne (they do not talk), but will not leave areas #4 or #5. If the throne is unoccupied at the time the trap is released, the golems will attack in rooms #4 and #5. Again, they will not leave these two areas.

5—East and west (irregularly shaped). A stone golem as described in #4 stands in each of these areas. *(Describe to players as statues!).* They will not move until the trap in #4 is set off, and then they will follow the commands of whoever sits on the throne. They will not leave #4 or #5 areas.

6—Hallway (15' to 20' X 50', 10' ceilings). In the immediate area are two staircases. One is set against the outer wall and leads up. The other is inside of the first and goes down. The walls are covered with the glyphs and symbols mentioned in area #2. Around the curve the hall comes to an apparent dead end. Carved into the middle of the wall at the end of the hall is a unicorn. By pressing on the eye and ear of the carving simultaneously, a hidden door will swing outward.

7—Private Audience Chamber (A bent oval, approximately 15' X 30', ceiling is curved 12' high). A small plain throne is set against the outer wall with four chairs arranged before it. Behind the chairs, an inscription is carved into the wall.

Reading this will activate a "HEY, BARTENDER" spell (See New Spells, 7.69).

On the inside of both doors are carvings of unicorns. Again, pressing the eye and ear will open the door.

8—Foyer to Private Audience Chamber (Irregularly shaped, 10' ceiling). The only notable features of this area are the glyphs carved into the outside walls and the unicorn carving at the end of the hall.

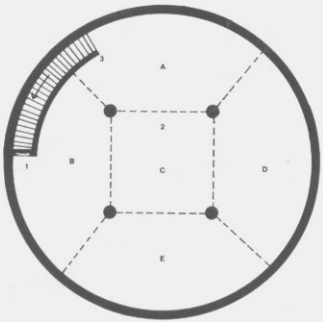
By pressing the eye and ear simultaneously, a hidden door to area #7 will open.

9—Stairs to the upper levels. The bannister is of solid stone carved with intricate designs. There is an ornate knob at the end of the bannister.

10—Stairs leading down. This is a vast circular chamber 20' below the first level. The chamber contains the bulk of the treasure gathered from the Orizian ships over the past three years. It consists of precious metals and jewelry. There are also 10 to 15 wooden cases holding small glass vials.

There is nothing of a magical nature in the hoard as the Shade removes such items to her private collection. The treasure is warded by a rune that releases the spell "Set's Plague". (See New Spells Section, 7.3). The rune is set off if anyone attempts to leave the chamber with more items (gems, coins, etc.) than they entered with. The snakes will attack those of the party that have actually left the chamber and ignore those still within or who did not pick up anything. Suffice it to say that the amount of treasure in the chamber is immense. The 10 to 15 cases (100 vials per case) are booster potions.

**Level 2**




1—Top of the stairs from level one. Half-way up from level #1, the stairwell is totally enclosed. The door at the top is of heavy wood bound with iron straps. It appears that the door is a recent addition. The door is locked, but there is no penalty for picking it.

2—Upon opening the door, the party is assailed with a heavy animal smell. The floor is littered with bones and scraps of rotten meat. They can dimly see the shadowy bulk of at least one large beast.

This is the lair of the guardian beasts, the Forbliss (See New Monster Section, 7.42). There are currently two. The dotted lines represent the areas the beasts happen to be in at the time of the party's appearance. Roll a ten-sided dice for each:

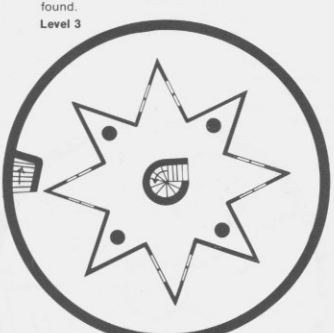
1 or 2 — Section A
3 or 4 — Section B
5 or 6 — Section C
7 or 8 — Section D
9 or 0 — Section E

There is a 45% chance that both Forbliss will be asleep at a given time. If only one is sleeping (both asleep on 1-45; one asleep on 46-75; both awake on 76-100), the party will be able to engage the sleeping, one at +25 for two rounds. In any event, the roar of the one awake will rouse the other immediately. If both are sleeping, the +25 applies to both. The floor of the lair is littered with bones and rotten meat, both animal and human. The structure is still composed of blue marble. The ceilings are (and will be unless noted elsewhere) 8' high. The party may now wish to sneak past if both are asleep. The Forbliss will attack if awake.

3—Stairs to level #3. The bannister is solid and carved in intricate patterns. There is no decorative knob on this one.

If the party looks, they will find a hole in the top of the bannister where one fits. The hole is large enough to fit the blade of a thin dagger. Here lies a trap. The carvings on the bannister conceal a gap about 4' long. If a person (or any weight greater than 50 lbs. for that matter) steps or is placed on either of the first two steps, a blade will be released from the gap in the bannister. It is long enough to nearly touch the outer wall as it swings through. The gap is so well hidden that an average man will have only a 25% chance of finding it, even if he examines the bannister closely. (Refer to level 1, room #4 trap for damage specs). The hole in the top of the bannister is the trap safety. If the ornamental knob (or any item thin enough to fit and at least 4" long) is inserted the trap will not activate when the steps are triggered. After passing the steps, the safety may be removed. The knob, by the way, is nowhere to be found.

**Level 3**

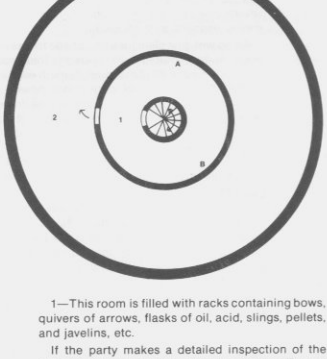


This level is divided by an interior wall. (Refer to diagram for players point of views). The floors are clean and polished. It is very dark and there is a smell of blood in the air.

This level is the quarters of the Shade's henchmen, three demons. There are two sections to this level. The interior is divided by a wall built in the form of an eight pointed star. There are four pillars located in four of the star's points. Each wall of the other four points has an arched doorway (no door). At the center of this level is an enclosed spiral staircase. The outer section is moderately lit with torches. The outer wall has the glyphs carved into it. The floor is clean and polished. The inner section is not lit at all. Unless out on a raid, the three demons will be in the inner section and aware of the party's presence. The demons feed off the torment of living things. At this time, lacking a human captive, several small animals are hanging from hooks in the inner section. Various limbs have been cut off, gnawed off and the bodies slit open in a manner that leaves the creature alive. If possible, the demons will leap out to attack the party as they are more inclined to direct action. If the barge is on a raid, there will be no demons present. If raid booty is being divided, there will be one demon present with a 15% chance per turn one or both of the others will appear. At other times, there is an 80% chance all three are present. If one is absent, it will arrive in 5 to 8 turns. Should the party win through, they will find the stairs upward open. Roll against the party's perception to determine if anyone notices the small glyphs carved into the steps. If they do, they will discover that this is a very minor fire generating spell. This is the final trigger for a trap to be detailed in the description of level #10.

This spell, the "Telekenesis" spells on the battlements, and the plane shift spell were placed by D'Mallo. For purposes of dispelling these, consider D'Mallo to be 60th level.

**Level 4**



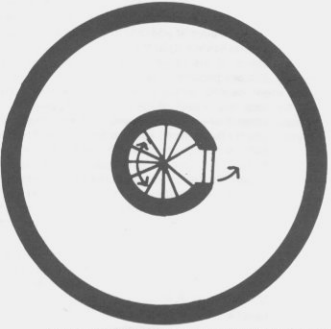

1—This room is filled with racks containing bows, quivers of arrows, flasks of oil, acid, slings, pellets, and javelins, etc.

If the party makes a detailed inspection of the racks they will find a case (marked "A") that contains 20 (+25) arrows. Three bows (marked "B") are magical in nature. They are +20, +10, and the last is +30, but also acts to add 15% to missle attacks directed at the owner (this applies if the owner is using the bow or just carrying it).

2—This is the first of the battlements. The floor is flagstoned in dark blue granite. The walls are crenellated to allow archers to fire. Carved in the battlement are runes.

This is an 11th level "TELEKENESIS" spell that is activated when a rope or grappling hook (or similar object) is used to climb the outer wall. The spell causes the rope to come untied and the hook to lose its purchase.

**Level 5 through 9**



These five rooms were apparently living quarters at one time. Now they are filled with the refuse and detritus of the Shade. Among the junk appears several interesting looking baubles (amulets, rings, staves, daggers, swords, etc.).

Along with just plain junk, the Shade tosses minor magic items captured in the raids into these rooms. There will be 2 to 20 (2d10) such items in each of the rooms. They will be of only minor power. It is suggested that the amulets, rings, etc. be limited to being embedded with at most 5th level spells (choose at random) and weapons be at most +10% or perhaps embedded with a similarly low level spell. Any high power magic item(s) the Shade has apparently given as payment to conjured demons.

**Level 10**

This level composes a trap that releases hundreds of gallons of oil onto the stairs. Not only does it make footing treacherous, but when the oil flows down to the inscription on the steps of the 4th level and fills the scribed letters, it will be set aflame. Characters caught on the staircase at that time are in *serious trouble*. The trap is triggered by a 50 pound + weight on any of six consecutive steps in the middle of this ten foot level. It is deactivated by slipping a thin, strong metal bar into slots located in the front of the trigger steps. The actual safety bars are on the landing of level II. As with the bannister, however, a thin bladed dagger may be used by an enterprising party. There are two slots in the triggered steps. Both must be utilized to prevent the trap from going off. Roll against the party's perception to notice the slots.



If the party triggers the trap, roll on the maneuver chart (medium) to see if the players fall due to the slipperiness and the initial rush of oil.

If a character is behind a character that has fallen, he must make an additional medium maneuver roll to avoid being upset by his comrade.

If a party member slips due to the oil, he must roll on the "A" unbalancing critical table.

It takes two rounds from the time the trap is released until it triggers the fire generating spell at the base of the staircase. In another ½ of a round the fire will fill the stairway from bottom to top. Those caught in the flames take an "A" heat critical until they are out of the fire. The fire will burn for 15 minutes.

**Level II**



There are 12 thin metal bars on the landing. These lock the steps that set the trap off on level 10.

1—The foyer. The door to the stairway is oak, banded with iron. An oval carpet fills the middle portion of the room. The rug is 15' X 10'. The basic color is midnight blue. There is a border one and one-half feet wide, with a pattern of concentric ovals worked into the border in a silver thread. In the center of the rug, there is a circle one foot in diameter that is completely silver; in between, the carpet is patterned with silver on the blue surface to resemble a field of stars.

Should a party member step onto the border of the rug, a voice will emit from the fabric. The voice will have a hollow sound, as if the speaker were in a well. The voice will also be recognizably female. The message will consist of either:

A. *"Instruct Aaron to ready his crew for a voyage. The barge will depart with the setting sun, two days hence."*

or:

B. *"Your reading left off with the third scroll of 'The Mystery of Lucio, His Prophecies and Revelations'. You were beginning the discourse on the rise of a great Northern Kingdom, which you deem to be Zetta, but which may yet prove to be Oriz."*

Response "A" is to be used if the barge is not on a raid. This announcement is instructions for a demon, who checks twice a day for messages. The rug allows messages to be conveyed without interrupting the Shade's study. The second response is a vocal bookmark for the Shade. Once the message is vocalized, it is lost. To implant a message, the person steps into the center section, recites, and steps out. Obviously, to have the message read, someone must step on the border of the rug. The voice, by the way, is that of the Shade.

2—The pentagram scribed into the floor is a generalized one and not particularly potent. It would be used for conferring with departed spirits and weak demons for information. (Possibly contact with a dead author to clarify a point or find the correct pronunciation of a word, etc.). The Shade may be present.

3—This appears to be a reading room. It is sparsely furnished with a table, a reading stand, and a chair. On the table are five scrolls. Another scroll is upon the reading stand. These scrolls are the works of Lucio, a once renowned Seer that has faded into relative obscurity. The third scroll of the series is the one on the stand.

If the party reads these, the scrolls will relate generally incomprehensible predictions that have no value in this situation. If the barge is not on a raid or at the dock, it will appear in miniature form within a quart bottle on the table also. (Refer to "Boat in the Bottle" spell in the New Spell Section, 7.69).

There are five torches set in sconces. The torches are of brass and have two words cast into the handle which translate as *"light"* and *"dark"*.

If either word is pronounced there will be a corresponding change in the brightness of the torches (i.e. Saying "light' will cause the torches to burn brighter and "dark" will reduce the light emitted). There are ten levels of usable light ranging from darkness to a light that is twice the brightness of the sun. If the tenth level of brightness is reached and the command "light" is given again, the torch will immediately explode into a ball of flame 20' in diameter. All within the 20' sphere take an "E" heat critical. In addition, there is a numeral on each torch (1 through 5) that allows each torch to be commanded separately. (i.e. "#3, light."). (See New Magic Section, 7.3). The torches are all set at level 4, fairly dim. There are two candles on the reading stand that are not magical in nature.

4—There are four racks for holding scrolls and books, each with its own catagory of material.

A—This rack is the largest and most fully stocked of all of the racks in the Shades library.

The contents are of various mundane works - everything from histories to cookbooks to epic poetry. They are all original works and first editions, as are all works in this room. Naturally they would bring a premium price from collectors. There are approximately 450 volumes on this rack. (Note: the average book will be 10" to 14" wide X 20" to 24" long, X 3" to 6" thick. Scrolls will be similarly massive).

B— This rack is constructed so that volumes may be pulled out from either side.

The works here are largely biographies and diaries of wizards. The stories are generally interesting to read, but on the whole contain very little of actual mystic lore. Of the approximately 400 books, perhaps 35 have any magical properties at all. Even then the effect would be no more than a second level spell. (The biography of Fitzlau the cleric might include a section on how to detect the use of essence. Likewise, Darkholme Buck, a legendary bard, might describe the process of "STUDY" whereby he was able to develop a photographic memory and total recall). These volumes are not warded against unauthorized use.

C—The books on this rack are accessbile only from the side closest to rack "D". There are in addition, doors covering the books. These doors are the glass paneled type and the books within can be seen.

If the doors are opened by picking the locks, there is no penalty. If the lock-pick effort is unsuccessful or the party breaks the glass, a "SIGN OF BLINDING" rune is triggered and all within the library section of this level must make resistance rolls to avoid temporary loss of sight. The rune will also be set off should the rear cover of the rack be broken. The works in this rack are the basic work books of many magic-users. There are only 74 of the books in the spacious shelves as these types are highly treasured and jealously guarded. All are magical to some degree, and contain references to at least 6th level spells. There is a 10% chance that there will be a 7th to 10th level spell reference found.

D—Access to this rack is through locked metal doors.

If the party manages to pick the locks and gain





entry, there will be no penalty. There is a -25% modifier attempt due to the design of the locks for this, however. There are four locked doors, each holding three books. Should the lock-pick fail or the party attempt to force the doors, a rune releases a "DEMONIC POSSESSION III" spell. All within the library must make their resistance roll or be possessed. Failing their resistance roll will result in the party member:

1 - 25 —— Falling into a fetal position and drooling profusely.
26 - 50 —— Attempting to destroy the book in the rack.
51 - 75 —— Attempting to kill his comrades.
76 - 00 —— Attempting to flee the tower.

These twelve books range from meticulously kept diaries to casual notebooks of some of history's most renowned spell casters. The following is a listing of the works and their various properties:

1. The diary of Nicoli, a master bard. This is a journal of his travels. Aside from interesting descriptions of various locations and personalities, it will detail the spells MINDS LORE TRUE*, and TO THE SOURCE+.
2. Notebook, scrawled with nearly illegible handwriting. Attributed to the elven animist, Ida. Deals with animals, plants and weather. Spells described are ANIMAL EMPATHY*, PLANT CONTROL III* WEATHER PREDICTIONS (three-day period)*, IDA'S MYSTICAL MOUNT+, and CLOUD ALTITUDE ADJUSTMENT+.
3. Notebook of the astrologer, Nimanril. Contains star charts, castings for unidentified nobles (long dead), etc. Spells are COMMUNE I*, MIND TYPING*, and OF THE PUREST LIGHT +.
4. Diary of the ranger Lothrax. Only a few pages are written on as Lothrax started this volume shortly before his death. The spells here are HIDE TRACKS TRUE*, UNPOISON*, DEATH'S SPEED+, and TANGLE WEED+.
5. Diary, attributed to the monk C'ha K'aun T'ze. Renowned for extra-ordinary body control. Spells are SELF KEEPING*, DODGING TRUE*, and SLIPPERY SMALL FELLOW+.
6. Notebook of the arch-mage, Aluap. This volume deals mostly with methods of protection. Spells are BLADE TURN III*, DEFLECTIONS III*, WIZARD SHIELD+, MISS+, and ALUAP'S ZUFFEROOMA+.
7. Scroll, reputed to be the work of mentalist Estaban. This scroll details attack spells. MIND SHOUT (50')*, SHOCK C*, and EMPATHIC REVENGE+.
8. Scroll, by the seer P'Trich Al Maalon. A mystical, almost legendary figure. This scroll details the spells LONG EYE*, SIGHT MERGE (500')*, and LORD DREAM*.
9. Notebook of an unknown cleric of the order of S'Sorr (Deity of birds). This deals with life mastery. Includes LIFE GIVING (17th level)*, LIFE KEEPING (16th level)*, RELEASE UNDEAD+, and CROSSBREED+.
10. Diary of the mystic Harkmar. Spells listed here are SHOUT OF CONFUSION*, FLATTENING*, and CHANGING*.
11. Notebook of healer, D'Breh M'Loy, a noted healer of the Southern Kingdoms. Details HEAL TRUE*, REGENERATION TRUE*, AGE SPELL+, and HEALING SLEEP+.
12. Diary of the evil high priest, Eridor, a figure of dark legend. Spells are ELEPHANTIASIS*, UGLINESS OF ORN*, ERIDOR'S EBON CLOUD+, SERPENTINE+, SET'S PLAGUE+, and BOAT IN THE BOTTLE+.

Spells from these works are detailed enough to be learned in ¼ normal research time. It does require diligent study of the material and cannot be used to benefit in this adventure. Should the party gain these twelve works, they might use them as "hostage" against attack by the Shade as she will be loathe to destroy them if possible. Keys for the various cabinets are hidden in the first pentagram of level 12.

*Spells from Iron Crown Enterprises, SPELL LAW
+Spells from North Pole Publications, THE TOME OF MIGHTY MAGIC. Detailed in New Spells Section.

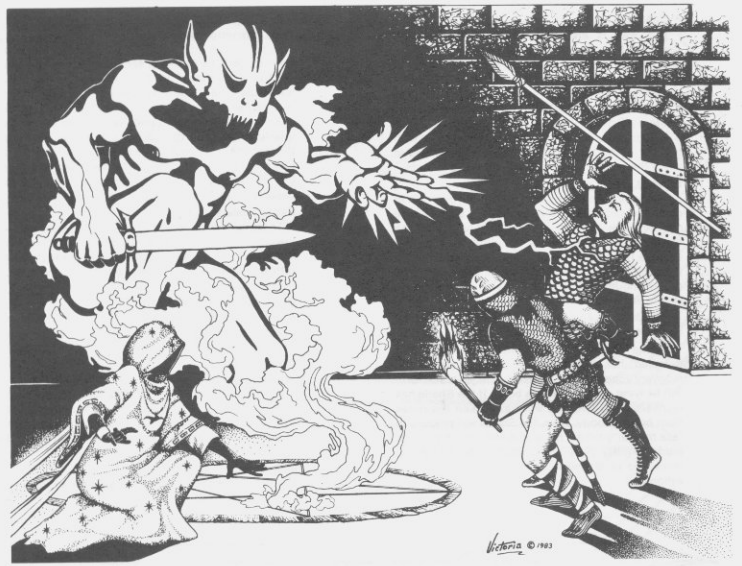
**Level 12**




1—The floor of this room has a "Sign of Stunning" (I.C.E. **Spell Law**) scribed into the floor. The rune is positioned so the door leading to room #2 will swing over it. The rune is triggered by stepping on or over it or allowing the door to swing over it. If great care is taken, it is possible to open the door enough to pass through to the next room and not trigger the rune.

2—This room contains a conjuring circle. It is carved into the floor and inlaid with silver. The circle is of moderate power and is sufficient to call and contain demons of the first pale.

3—This room contains another guardian rune scribed into the floor. It is placed so that the doors




from room #2 and/or #3 will open over it. It is triggered as is the rune in room #1. This rune is a "Sign of Fear" (I.C.E. **Spell Law**). Once again, it can be by-passed if caution is taken.

4—This room contains a more potent circle than the one located in room #2. It is also carved and inlaid with silver. It is adequate for pale II & III demons and weak elementals.

5—The rune in this room is a "Sign of Sleep" (I.C.E. Spell Law). It is triggered as the rune in room #3. It can be by-passed also.

6—A silver inlaid conjuring circle able to call and control pale IV demons.

7—A "Sign of Blinding" (I.C.E. **Spell Law**) guards this room. Details are as in room #3.

8—This room contains a circle of great power. Once again it is carved and inlaid with silver. It is capable of handling demons of the V pale and powerful elementals.

9—A "Sign of Paralysis" (I.C.E. **Spell Law**) is carved into the floor here. Details are as in room #3.

10—Conjuring circle scribed and inlaid with silver. This circle will call and contain even a pale VI demon. Note that lesser pales and classes may be conjured in a higher level circle. Also it is possible to attempt to call a more powerful pale or class with a lesser circle. However, the attempt may fail or, if successful, the circle may not hold the demon or elemental.

Eight of the inlays to this circle are loose and may be removed. These are the keys to the library cases. If all are removed, the power of this circle drops to equal the circle in room #6. With half or less removed, it will equal the circle in room #8.

The entire level, with its circular outer wall and the star shaped inner walls, constitutes a pentagram that assists in holding the keep on this plane; should the party effect the destruction of this level, there will be a 10% chance (per day cumulative) that the keep and all inside at the time will begin a random shift through the planes that will continue until the damage is totally repaired. Due to the magical nature of the tower's construction, it should be extremely difficult to damage the walls, floors, etc. The Shade may be present on this level.

**Level 13**

The battlement is floored with dark blue granite. The wall is crenelated for archers although there are no arrows stored at this level. The stairway ends at

at this level.

The wall is also warded against ropes and grappling hooks as was the lower battlement. There is a hidden panel that allows access to level 14 directly above the door to the battlement. This panel is guarded with a 10th level rune. If the panel is moved without an "ESSENCE SHIELD" the effect is triggered. The spell stored in this rune is "CIRCLE AFLAME". This will effectively fill the inner area with fire, delivering fire ciriticals to those caught within when the rune is triggered. It will last 20 rounds.

**Level 14**

The interior of this room is a little over 10' in diameter. Occupying the center is a slab of blue marble, six feet square and three feet high. Lying on one side is the body of a beautiful woman. She appears to be about 25 years old. Her petite form is wrapped in shimmering blue robes. She looks to be asleep though she is cold as death. There are no visible life functions.

*This is the true body of the Shade. To truly kill the Shade, the body must be destroyed.*

(If the Shade has been met previously and defeated, her apparition will be here also if the recovery time has not elapsed. The jet-black form will be lying next to her true body. If the Shade has recovered and left, she will have taken the robes from her true body. Also, the Shade will prepare to face the party here if the sun is still up. If her wards hold the party away until nightfall, the Shade will leave this level and hunt the party down with a vengeance.

## 6.25 THE BARGE

**The Command Tower**

This tower has four levels. The lowest are quarters for the captain's personal servants. The next is the Captain's quarters. The third level contains charts, telescopes, navigation equipment, etc. The upper level is for observation and command. There is an auxiliary deck on the same level as the captain's quarters. Here, on the upper three levels, running through the main deck to the steering tower, scribed into the tower is a "Boat in the Bottle" spell. Reading this causes the Barge to be reduced to a size capable of fitting into a quart bottle.

**Battle Towers**

There are three levels to each of the six battle towers. The lowest being the quarters for the crew of that tower. Next above is the armory for that crew (arrows, javalins, etc.). The uppermost is the open, battle area.

**Battlements (Fore and Aft)**

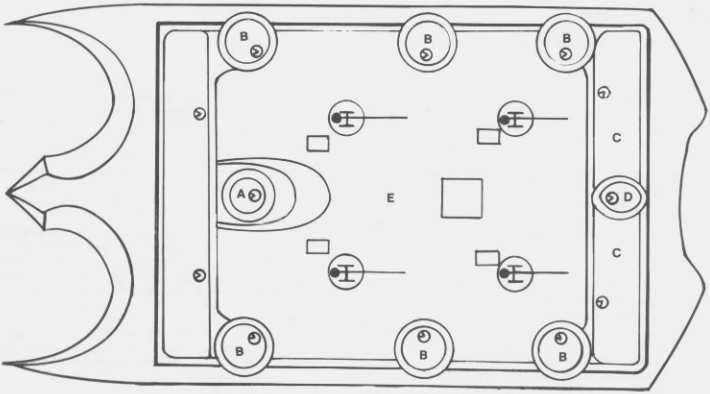
There are two levels to this area. The lower is living quarters for the crew combined with the armory. A spiral stairway leads to the upper combat station.

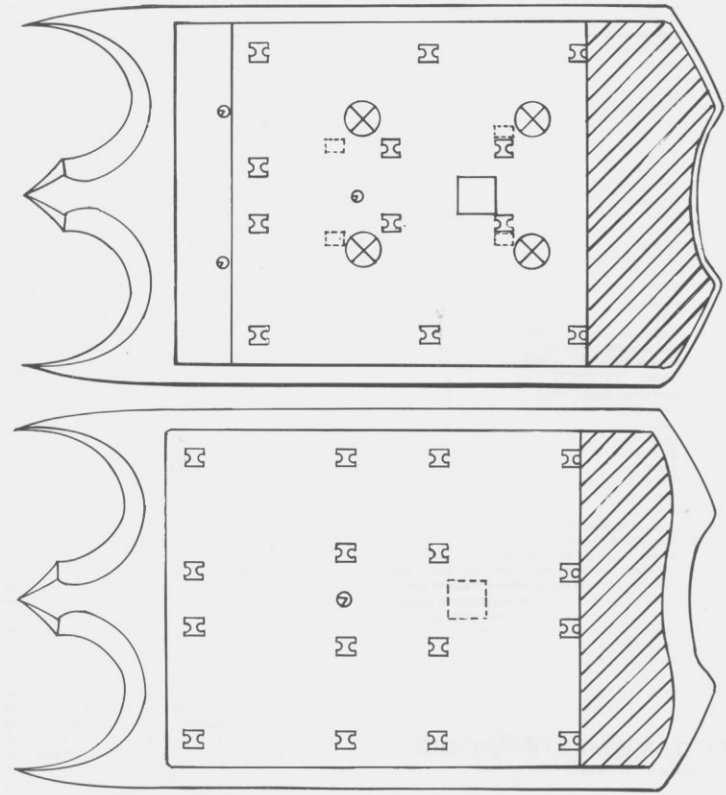
**Steering Tower**

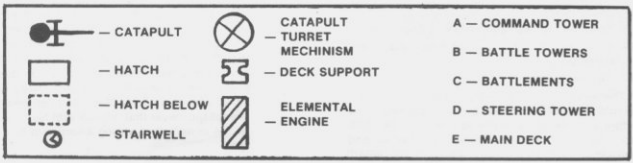
Located at the middle of the aft battlement, this is where the barge is steered. Directions are received from the command tower by means of hand signals or voice tubes. There are arrangements for signal lights to be used at night.

**Main Deck**

The four catapults are mounted here on rotating






— CATAPULT
— HATCH
— HATCH BELOW
— STAIRWELL
CATAPULT — TURRET MECHINISM
— DECK SUPPORT
ELEMENTAL — ENGINE
A — COMMAND TOWER
B — BATTLE TOWERS
C — BATTLEMENTS
D — STEERING TOWER
E — MAIN DECK

platforms to provide a large field of fire for each. Directly below each catapult is a storage area for the acid projectiles. There is a large central hatch immediately aft of the command tower base. The two aft catapults can be rigged to act as cranes for loading or unloading the hold.

**Second Deck**

This area is taken up with additional crew quarters, projectile storage, mechanism for catapult platforms, and the upper portion of the "elemental-engine". The third (and final) deck is composed of the hold, ballast areas, and the lower half of the "demon-engine".

**Elemental Engine**

The mechanical components of the ships drive (propeller shafts, rudder shafts, etc.) are enclosed in the glyph engraved section that takes up the last 70' of the lower two decks and runs the entire width of the ship. The weight of the engine balances the weight of the rams.

**Location of Barge (after "bottling")**

The Shade keeps the bottled barge on the table in the Reading Room (#3) of tower level 11. If not on a raid or at the dock, that is where it will be.

**Note to Game Master:** Describe as a *model* of the barge.

**Acid Globe Stats:**

The globes are approximately 2' in diameter. The caseing is pliable and leathery and virtually impossible to rupture. Upon being loaded into a catapult, the globe is sprayed with a solution that causes the case to become rigid and readily breakable in the space of 5 seconds. The globe disintegrates on impact, releasing the acid that bursts into flames upon exposure to air. The acid will remain volatile for about 30 minutes. Acid from one globe can cover an area of 1000 square feet. It will float on the surface of the sea. Dousing it with water will cause it to splatter and spread. A direct hit will be 100% fatal to any ship. It reacts with wood, metal, stone, and glass.

The Shade is supplied with the globes by contact with a demon. Payment for the globes (and the booster potion) is many of the minor magic items taken in the raid and those pirates rendered comatose after the booster potion wears off.

There is a supply of 50 globes per catapult on the barge. They are stored on the 2nd deck and brought up through a small hatch adjacent to each catapult.

# 7.0 GAME MASTER'S GUIDE

## 7.1 ADVENTURE PHASES

1 - Gathering information in the city (City Encounters)
2 - The Journey (Sea and/or Marsh Encounters)
3 - The Conflict (The Shade's Keep and/or the Battle Barge)
4 - Return to Oriz

The information gathering phase is vital and should not be ignored by the players. The information available to the party will not be 100% accurate as it will be subject to hearsay and exaggeration, but if enough is gathered, the pattern of the Shade's tactics and powers will be revealed sufficiently to allow a good possibility of success. A party that charges into the fray poorly informed will reap the consequences of their ignorance.

There are four readily available courses leading to confrontation with the Shade. The first consists of crossing the marsh on foot (or mounted). This would be a difficult and time-consuming process. The second would be using a boat to go up a river in hopes of discovering the Shade's lair. This is the fastest mode of travel, but as there are six rivers large enough to accommodate the barge, much time could be lost in futile search. The third method employs punts, the wide, flat-bottomed boat used by those who hunt and trap along the edge of the Sinking Plain, the punt is a wooden frame with a skin covering. It is light enough for two men to carry over land, while being capable of carrying four men and a considerable amount of supplies. The final tactic would be to follow along in a convoy of ships and attempt to attack the barge or follow it secretly to its berth. If the party opts to attack the barge, chances of success should be extremely low for reasons that will become obvious. Following the barge to its berth would prove to be a more survivable approach. This tactic has been employed by Orizian war gallies successfully. These ships were not successful in destroying the barge, meeting with destruction from below as they manuevered to attack the barge at dock. The methods can of course be combined to suit the needs of the party.

Once the party has found the tower, the first problem they will face will be gaining entry. As the party will be composed of a limited number of members, stealth will be necessary. They should keep in mind that the goal of the adventure is to eliminate the Shade, not necessarily to decimate the keep and its human defenders (if they can manage that, then they are too high powered for this module). After gaining entry to the keep, their objective is the tower. It is only here that the ultimate objective can be obtained. The Shade's spirit is disassociated from its body so that defeating the spector without dealing with the body could prove disastrous.

Finally, with the Shade defeated and the battle barge disposed of, the party must effect an escape from the Sinking Plain. For all practical purposes this will be the journey phase in reverse. Depending on the relative ease or difficulty the party had in accomplishing their goal, the Game Master may wish to make their return extra hazardous or easy.

Naturally, these are only guidelines and can be modified to fit your individual campaign. Do take care not to alter the balance between the forces in conflict to the point where the quest is too easy or out right suicide. While at first glance it may appear that the Shade is too powerful for the level of adventurers recommended, the Shade does have built-in weaknesses that a capable party can take advantage of. This module has been designed to reward the player that is quick with his mind as well as the ones with a strong sword arm or a deadly spell.

## 7.2 DEPARTING ORIZ

Assume that the party already possesses suitable mounts for cross-country travel. They could proceed south along the Faerie River and then ford it to go east along the foot-hills of the Barrier Mountains. Eventually they would have to quit skirting the marsh and journey into the swamps and bayous. Horses will be useless after a day's journey into the swamp as the ground becomes too treacherous (sink-holes, quicksand, etc.).

If the party wishes to travel by sea, they could book passage on a regular merchantman for 75 silver pieces each. They will be part of a convoy from 4 to 24 (4d6) ships. In addition, there will be 2 to 8 (2d4) gallies in escort. In general, the fewer the merchant ships and the more gallies included in a convoy indicates a richer cargo.

Alternately, the party could charter a small merchant ship to accompany a convoy. This would allow them much greater freedom of action. The cost of a charter would be 1700 silver pieces (for a period of two months, all provisions included).

The party may elect to start across the swamp directly, on foot or in hunter's punt.

## 7.3 NEW MAGIC ITEMS

**A Pair of Robes**

These robes of blue cloth are embroidered with silver thread. Their magical nature is evident in dim light where they shimmer as if exposed to full sunlight. The effect of these robes is to give the wearer protection as if wearing class 12 armor. The Shade wears one of these robes as a garment and the other shrouds the soul bereft body of Karyn Jardan.

**The Malforr Albatross**

This is a pendant approximately three inches wide worked in silver in the shape of a flying albatross. It is suspended from a woven silver chain.



The property of this amulet is to allow the wearer to gather and control all sea birds within a five mile radius (up to 500 birds) for a period of up to 12 hours. The birds must be commanded en masse and their actions must be consistent with the natural actions of the birds. For example, a single bird could not be commanded to open a door. The first instance (command a single bird) is prohibited since the entire flock would receive the command; the second (open a door) is beyond the normal action of birds. This would not exclude them from attacking humans.

The amulet is useable but once in a twenty-four hour period.

**The Ring of Captain Selachii**

This is a silver ring shaped as a sea serpent and holding in its mouth a large black pearl. Captain Selachii was a fabled privateer of the southern lands.



Possession of the ring becalms the sea (or any open body of water) to a radius of one mile. The action of this ring is constant and involuntary.

Spells cast to reverse the effect are allowed a resistance roll at the level of the wearer. If the ring is not being worn, the resistance roll is figured using the statistics of the person closest to the ring.

**A Bracelet**

This is a heavy silver bracelet inlaid with gold wire and enamel. It acts as a plus 4 spell adder (four spells may be employed without expending power points).

It also affects the casting limitations of the Shade's spell casting abilities. This is detailed in full in the Game Master's section on the Shade.



**The Keep of D'Mallo**

In one aspect, this is a cube of marble (blue in color shot through with streaks of silver) measuring two inches per side. Carved on the six sides of the cube is an incantation. When this is read, the cube is transformed into its other aspect, that of a small fortress surrounding a high tower. All walls of the fortress and the structures within are composed of the same blue/silver marble as the cube. This material is impervious to spells that affect normal stone.

It is important for the user to place the cube on the ground as the incantation is completed and then to move away from it (about 150 yards) as the change is rather rapid. The whole process is finished within three minutes.

The earth beneath this keep will be affected also. A hill will develop underneath the keep, rising 30 feet above the surrounding countryside. This area is also immune to "earth effect" spells.

When this keep is formed, the incantation controlling the transformation is located on the inside wall of the tower. It begins at the top of the stairway at level 13, goes down the stairway walls to level 3, across the floor of level 3 to the outside wall, along the outside wall down the stairs to level 2, around the outside wall of level 2 and down the stairs to level 1; on level 1 it follows a twisting, looping path until it covers the inside and outside walls, and ends in the entrance hall by the exit. The reader must then make haste to go out the front gate. The transformation process in this direction is delayed by five minutes, but once under way, it is again complete within three minutes.

The layout of the keep grounds and floor plans of the various buildings are located elsewhere in this module.

**Cross Breed Gems**

This is a pair of pyramid shaped jewels with images of four different animals carved into the edges. When these are cast upon the ground, a beast springs into being as a protector of the owner. On a throw of matching pictures, a pure bred animal of the type shown is produced. On a mismatched cast, a cross bred animal appears that possesses characteristics of both parent animals.

The beast produced remains for four rounds, after which it dissolves back into the jewels. The effect of the jewels is not lost should the beast be killed prior to the end of the two turns.

The animals pictured are a lion (#1), a giant wolf spider (#2), an ape (#3), and an eagle (#4).

The following table lists the results of the various number combinations:

| | |
|---|---|
| 1 - 1 = Lion | 2 - 3 = Spider/Ape |
| 1 - 2 = Lion/Spider | 2 - 4 = Spider/Eagle |
| 1 - 3 = Lion/Ape | 3 - 3 = Ape |
| 1 - 4 = Lion/Eagle | 3 - 4 = Ape/Eagle |
| 2 - 2 = Giant Wolf Spider | 4 - 4 = Eagle |

These numbers can be determined by rolling a pair of 4-sided dice (the pyramid shaped jewels) or by removing the ace, two, three, and four of two suits from a deck of playing cards and drawing two of these at random.

Statistics are detailed in the new monster section of this module. The Shade has four matched pair of gems (i.e. can call up four beasts at a time).

**Booster Potion**

This is supplied along with the acid globes by a demon. It is a clear fluid that smells and tastes of peppermint. It is in individual vials of one-half ounces each, packed in crates of 100. The Shade will have 10 to 15 crates stored in Tower level "0". The potion increases the offensive bonus of the drinker by 30% and infects the user with a raging battle lust. In addition, those under the influence of the potion are unaffected by stuns, shock, unconciousness, etc., called for by critical strikes. Only damage points are counted. The potion will wear off in three hours. After it wears off, there is a 10% chance of the user slipping into an irreversible coma.

**The Staff of Shadow Hall**

This is a staff of Ebon Wood, shod with steel and with a silver head. The head is in the form of a wreath enclosing a maltese cross.

The major power of this item lies in its easing the process of summoning and controlling demons (there is a +25 modifier for both). In addition, it doubles the number of demons its holder can normally master at one time.

Its subsidary powers also serve as a +25 defense against essence based spells and an 11th level "Fire Bolt" (I.C.E. **Spell Law**) useable three times a day. The Shade may use the fire bolt without the possibility of disincorporating.

**Torches**

These five torches illuminate the reading room (#5) on tower level 11. They are made of brass and are very ornate and cast into the handles are two words, "light" and "dark". By pronouncing the appropriate word, the level of illumination may be raised or lowered. There are 10 levels, from darkness to a light twice the intensity of the sun. If the 10th (brightest) level is reached and the command "light" is given again, the torch will explode in a 10' radius fire ball. Anyone caught in the area of effect is subjected to an "E" heat critical. There is also a 40% chance (cumulative per torch) that the blast will destroy a part of the spell holding the keep of D'Mallo stable on this realm. If the spell is destroyed, the keep will shift realms eternally.

**The Moon Stones of Astos**

These relics originated in the far eastern city of Astos.

Tyoh, a prophet of Amnac, died in his 74th year. He was an extremely devout man noted for his goodness. He was cremated and a cairn was raised above his ashes. As the multitude said a final prayer to ease the passing of Tyoh, the goddess appeared by the cairn. Tears trickled down her face. Five times she caught a tear in her hands, then placed her hands on the stones of the cairn. She then beckoned to the grave and from the rock pile stepped the glowing spirit of Tyoh. Together, the Goddess and the prophet vanished into the swirling wind.

Those who remained were the first to see The Moon Stones. The Goddess's tears were now five

diamonds of unsurpassed brilliance.

It soon became known, from the hordes of pilgrims that came to worship at the cairn, that those with a malady of the soul of spirit were cured by the touch of the stones.

For many, many years the stones stood unmolested by the elements or by thieves. Then the armies of Zetta took Astos into its domain.

The Moon Stones were taken carefully from there stone setting and fitted into a golden breastplate for the King of Zetta. There they have remained for 550 years.

The Moon Stones do indeed have power over spiritual illnesses. Many types of insanity can be cured by merely touching them. If the Shade should manage to procure the stones, they can effect a cure. However, the extent of her sickness is such that the stones will be totally destroyed in the process.

## 7.4 NEW MONSTERS

### 7.41 DEMON AIDES

| | | | |
|---|---|---|---|
| Primary attack — | (Ba) Bash | OB - 60 | |
| | Prob - | 100% | |
| Secondary | —(K) Crush | OB - 70 | |
| | Prob - | If previous attack results in a critical. | |
| Tertiary attack — | Weapon | Add - 60 | |
| | Prob - | Optional. Demons are armed with +10 whips. Heat criticals. | |

Hits - 80 (Level 8) Def. Bonus - 50 Armor - 11

The demons are humanoid in shape, five feet tall and stockily built. Their arms are exceptionally long and are equipped with massive hands. The demons are indentured to the Shade as body guards, lieutenants, and general helpers. In payment, the Shade provides that they are supplied with living animals (and occasionally men) to torture, for they feed off the pain that emanates from a wracked organism. As a result of this, each hit they score in combat adds one hit point to their total (not to exceed their maximum). If they capture a party member, they will chain him to a wall on the 3rd level of the Shade's Tower and torture him to death (very slowly, so rescue is possible).

### 7.42 THE FORBLISS

| | | | |
|---|---|---|---|
| Primary attack — | (P) Beak | OB - 80 | |
| | Prob - | 100% | |
| Secondary | —(Ts) Trample | OB - 100 | |
| | Prob - | Same round if primary attack results in a critical. | |
| Tertiary | — (B) Bash | OB - 30 | |
| | Prob - | Option. May use this method when foe enters 135° arc at creatures rear. K crits for this attack are rolled on *SLASH* table. | |

Hits - 180 (Level 5) Def. Bonus - 25 Armor -9

The forbliss is a creature that resulted from the Shade's use of the CROSS-BREED spell gleaned from diary of Eridor. Somewhere in its ancestory was a crocodile, a lion, a horse, and eagle, and undoubtedly several other animals. It is roughly the size of a large draft horse. Its legs are short and powerfully built, ending in hooves. The head retains the basic shape of its reptillian predecessor. The jaws now end with a horny beak. A pair of forward curving horns are set in the top of its head. The beast has a long tail that ends with a pair of modified vertibra that form two scythe-like blades. When an opponent enters an area behind the Forbliss, the tail can be flicked out and cause considerable damage.



**7.43 SWAMP KRAKEN**

Primary Attack — (G) Grapple OB - 100
Prob - 100%

Secondary —(K) Crush OB - 100
Prob - Same round if prime is critical

Tertiary —(P) Beak OB - 50
Prob - If previous attack results in a critical.

Hits - 250 (Level 4) Def. Bonus - 0 Body Armor - 4
- 60 Arms

The Swamp Kraken is a small species of giant squid. It is a natural inhabitant of the lake and not a captured guardian of the Shade. It has, however, learned that combat with the barge is painful and now contents itself with the occasional galley that blunders into the lake and the morsels the Shade flings to it. In short, the Kraken and the Shade have reached an understanding. The Kraken is about 135' overall and is a sickly brown color. Chances of attack from the Kraken are listed in the "Shade's Keep" section.

**7.44 THE SHADE'S FAMILIAR**

Primary attack — (B) Bite OB - 30
Prob - 100%

Hits - 10 (Level 20) Def. Bonus - 0 Armor - 3
-20 Landed -45 In Air

The familiar is a small creature halfway between a humanoid and a bird. The head, chest, arms, and legs are generally humanoid while the hands and feet are talons and the face is drawn out into a beak shape. The jaws are equipped with fangs that inject a poison that resembles ACAANA* in effect. The familiar is in telepathic communication with the Shade. In the darkness, this union is of limitless range. In the day, there is a -5% per mile separation for the union to be successful.

*Refer to I.C.E.'s **Character Law.**

**7.45 GIANT WOLF SPIDER**

Primary attack — (P) Pincher OB - 45
Prob - 100%

Hits - 100 (Level 4) Def. Bonus - 30 Armor - 12

This predatory spider is 2½ to 3 feet long in the body with legs 3 to 4 feet long. It has a shaggy coat of brown hair. It actively stalks prey and is a fearless attacker. It will attempt to sneak up on the trailing member of a party and render him unconscious quickly. The poison causes instant paralysis at its greatest effect and at a minimum will cause extreme dizziness (movement -80%, combat - 70%). Repeated bites will cause death in a matter of minutes.

**7.46 HELL COBRA**

Primary attack — Special OB - 25
Prob - 100%

Hits - 25 (Level 4) Def. Bonus - 30 Armor - 4

This is not a true cobra, though it superficially resembles one. In dealing with enemies larger than itself, the Hell Cobra relies on two modes of attack. The first is a breath weapon. When the Hell Cobra hisses, it emits a cone twice its body length (adults are 6' to 10' long) which causes damage equal to the evil magician spell "PAIN". The second mode is a "SHOCK BOLT" attack from a third eye set in a ridge between the two normal eyes. The breath attack can be used twice per 24 hours and the eye only once per day. When these attacks are exhausted, the Hell Cobra will attempt to flee. If cornered it will bite a human, but the poison is relatively weak (2 -20 points damage).

**7.47 STRANGLER VINES**

Primary attack — (G) Grapple OB 75/40/0
Prob - 100%

Hits-30 per vine Def. Bonus - 0 Armor - 3

These are dark green vines (5 to 50) with purplish streaks and often beautiful purple flowers. They hang from tree limbs across game paths, watering holes, etc. They do not attack so much as react to contact, much as a venus fly trap. When sensor tendrils on the vines are brushed against, the vines coil rapidly.

There is a +75 bonus for the vines against the person who triggers the attack. For others, up to 3 feet away, there is a +40 added to the attack. Up to 10 feet away, there is no attack modifier. Beyond 10 feet is out of range.

An attack resulting in a critical indicates that the victim is entangled in the vines. Subsequent attacks are rolled on the "B" critical table for grapples. This continues until the victim is rescued or dead.

A victim entangled attacks at -50. As the body decomposes, its nutrients are absorbed by the plant. If fire is used against the vines, the sap will quickly come to a boil, causing the vines to uncoil.

**7.48 ASP NETTLES**

Primary attack — (S) Stinger OB - 50
Prob - 100%

Hits-15 per stalk Def. Bonus - 0 Armor - 1

These are clumps of stalks (2 to 20) that grow from a central root system. The stalks resemble snakes that are reared up to strike and in poor light or dense underbrush might be described as snakes at first. Closer inspection will reveal that they are indeed plants. The pod is shaped like a snake's head and is approximately 2" long and 1" wide. There is a crease that bisects the pod and forms the "mouth". When the pod is disturbed, it will split along the crease and a coil tendril will shoot out. The end of the tendril is extremely sharp and barbed. An attack that results in a critical indicates that the plant's poison has been injected into the victim.

The poison injected will cause the victim to fall instantly into a coma. Over the period of a few days, more tendrils will grow from the pod into the flesh of the victim and draw out the blood.

**7.49 BEASTS OF THE CROSS-BREED JEWELS**

**7.491 Lion/Spider**

Primary attack — (C) Claw OB - 90
Prob - 100%

Secondary attack — (B) Bite OB - 75
Prob - If prime attack results in a critical, same round.

Hits - 135 (Level 5) Def. Bonus - 20 Armor - 4

This is a lion sized beast, equipped with eight limbs, eyes arranged as a spider's, and envenomed fangs. The rear three pair of limbs are spider like in structure while the front pair retain the lion's claws. The beast may move rapidly while employing the front limbs as weapons.

**7.492 Lion/Ape**

Primary attack — (G) Grapple OB - 50
Prob - 100%

Secondary attack — (B) Bite OB - 75
Prob - If prime attack results in a critical, same round.

Hits - 135 (Level 5) Def. Bonus - 20 Armor - 4

This animal is similar to a centaur. It has a lion's body, and ape's torso and arms, and a generally lion-shaped head. It moves relatively slowly as the legs end in ape's feet.

**7.493 Lion/Eagle**

Primary attack — (C) Talon OB - 75
Prob - If prime attack results in a critical, next round.

Hits - 140 (Level 6) Def. Bonus - 40 Armor - 4

This is quite simply an immense eagle with a lion's head. Its preferred method of attack, swooping down and grasping its victim with its talon, then mauling it, may be hampered if it is forced to fight indoors.

**7.494 Spider/Ape**

Primary attack — (G) Grapple OB - 75
Prob - 100%

Secondary attack — (P) Pincher + OB - 80
Prob - If prime attack results in a critical, same round.

Hits - 11 - (Level 5) Def. Bonus - 15 Armor - 4

This beast has an ape's body with the lower legs combined with a spider's head and three pair of limbs. The first pair of limbs are rudimentary, but the other two pair are massive and quite powerful. In addition, the mandibles carry poison.

+ Envenomed as a giant wolf spider.



**7.495 Spider/Eagle**

Primary attack — (P) Beak - OB - 0
Prob - 100%

Hits - 100 (Level 4) Def. Bonus - 45 Armor - 4

This is the body head of a giant wolf spider with an eagle's beak and wings. It is somewhat smaller than the Lion/Eagle so it will not be as restricted in a confined space. There is only a 50% chance that venom will be injected on each successful attack due to the inefficient delivery system.

+ Envenomed as giant wolf spider.

**7.496 Ape/Eagle**

Primary attack — (G) Grapple OB - 60
Prob - 100%

Secondary attack — (P) Beak OB - 70
Prob - If prime attack results in a critical, same round.

Hits - 115 (Level 5) Def. Bonus - 20 Armor - 4

This is basically an ape with an eagle's beak instead of jaws and vestigial wings. The feet are shaped like talons, but are not used in combat.

## 7.5 NEW SPELLS

Some of these spells are very powerful, specialized and personalized to the character who has them in the SSP. They may tend to inflate the level of magic in a game if the PC's or other characters gain access to them. The GM should carefully read each spell and determine which spells he wants to be specifically keyed to particular persons. The rationale can be that the spells have been specially researched, or that they are inherently keyed to the SSP.

### 7.51 TO THE SOURCE

Realm — Mentalism List — True Perception
Class — Force Range — 100 Miles/Level
Duration — 10 Minutes Level — 15/Closed

Gives the caster a vision (sight and sound) of the place in which the answer to a specified question is available. The caster may concentrate and move his point of view within the vision. He must use his wits to discover the answer as it will most often not be obvious.

### 7.52 IDA'S MYSTICAL MOUNT

Realm — Channeling | List — Animal Mastery
Class — Force/Mental | Range — Self/As Needed
Duration — 10 Min/LVL | Level — 15/Animist Base

This spell summons a giant dragon fly (arrives in 2 rounds) which will follow the caster's telepathic orders. The dragon fly will not attack. It has 80 hits and moves at 360' per round at full speed. It may carry up to 300 lbs.

### 7.53 CLOUD ALTITUDE ADJUSTMENT

Realm — Channeling | List — Weather Ways
Class — Force | Range — 1 Mile/LVL
Duration — 10 Min/LVL | Level — 20/Open

Allows the caster to increase or decrease the altitude of a moderately sized cloud by 500' per level. Can be useful as camouflage.

### 7.54 OF THE PUREST LIGHT

Realm — Channeling | List — Protections
Class — Defensive | Range — Above Caster
Duration — 1 Min/LVL | Level — 3, Cleric Base

This spell brings into existence a small globe of pure light. It will add 10% to the morale of those of pure heart that see it and add 5% to their offensive bonus or their spell attack roll (basic attack roll/elemental attack roll, [bar/ear]). As it is composed of the essence of life, it will cause undead to flee in panic if they fail their resistance roll.

### 7.55 DEATH'S SPEED

Realm — Essence | List — Rapid Ways
Class - Force | Range — Touch
Duration — 3 Rounds | Level — 10/Closed

The recipient is endowed with Death's speed and attacks at 4 times the normal rate. It may be cast on willing targets only. This spell is an incredible drain on the recipient's body; 1 to 10 concussion hits are subtracted from his normal total. These cannot be healed, they can only be recovered through body development.

### 7.56 TANGLE WEED

Realm — Channeling | List — Plant Mastery
Class — Mental Attack | Range — Touch
Duration — 1 Hour/LVL | Level — 15/Animist Base

This spell creates an area of foliage that will attack and attempt to strangle either a particular type of creature or all who enter the area (caster's option when spell is cast). All affected creatures entering the area are subjected to 1 to 10 attacks per round. Each attack is a large envelope (+50), with criticals resolved on the Grapple table.

### 7.57 WIZARD'S SHIELD

Realm — Essence | List — Spell Wall
Class — Force | Range — Self
Duration — 1 Min/LVL | Level — 15/Open

This spell projects a physical manifestation of the caster's essence in the form of a transparent, shimmering aura. There is a 50% chance plus or minus 1% per level difference in the attacker's level that the attack spell will rebound and affect the caster. (i.e. There would be a 56% chance that a 14th level wizard attacking a 20th level wizard protected by WIZARD'S SHIELD would be struck with his own spell. On the other hand, a 20th level attacking a 14th level would have a 44% chance of having his spell backfire!). The incoming spell is entitled to a RR; if not reflected successfully, it is unnaffected.

### 7.58 MISS

Realm — Essence | List — Shield Mastery
Class — Force | Range — Self
Duration — 1 Round | Level - 18/Closed

This causes all physical attacks, melee or missle, made on the caster during that round to have 200 subtracted from them.

### 7.59 ALAUP'S ZUFFEROOMA

Realm — Channeling | List — Nature Law
Class — Force | Range — Self/As Needed
Duration — As Needed | Level — 35/Closed.

This spell summons a horrid camel with 50 hit points and armor type 14, and is almost immune to fire, cold, lightning, and weapons less than +10%. Such attacks are at -200 against the Zufferooma. The spell caster may mount the camel and it will carry him to the caster's abode at 360' per round. The camel is surrounded at all times by a raging sand whirlwind (10' radius) that inflicts "B" criticals on the UNBALANCING table to all who enter the storm (except the caster and the camel). The camel disappears upon delivering the caster home.

### 7.60 EMPATHIC REVENGE

Realm — Mentalism | List — Mind Merge
Class — Force/Mental | Range — Self
Duration — 1 RND/LVL | Level — 5/Mentalist Base

When the recipient is attacked, the attacker receives damage equal to ½ that suffered by the recipient. This does not apply to stat drain. A successful resistance roll negates that reciprocal damage is only at ¼ per point.

### 7.61 RELEASE UNDEAD

Realm — Channeling | List — Repulsions
Class — Force | Range — 100'
Duration — Permanent | Level — 14/Closed

This causes 1 undead per level of caster to have their spirits released and to truly die. Intelligent undead are allowed a resistance roll.

### 7.62 CROSSBREED

Realm — Channeling | List — Life Twisting
Class — Force | Range — 30'
Duration — Permanent | Level — 30/Evil Cleric Base

This spell creates a new life form from two parent creatures that may differ to a vast degree. The spell caster must concentrate 12 hours per day, pausing only for a brief rest and to eat, to successfully cast the spell. The spell draws essence from both parents, mingles it, and produces a new manifestation. (Final appearance, hits, armor type, etc. are left to the Game Master to determine). The parent creatures are apparently unharmed. The new creature will be sterile 90% of the time, otherwise, it will be 45% male, 45% female, or 10% assexual. Crossbreeds can be crossbred any number of times.

### 7.63 AGE SPELL

Realm — Channeling | List — Curses
Class — Force | Range — Touch

Duration - Permanent | Level — 12/Evil Cleric Base

By means of this spell, the caster may alter the age of a person or creature. The age may be advanced by 5 to 50 years (5d10).

**7.64 HEALING SLEEP**

Realm — Channeling | List — Surface Ways
Class — Healing | Range — Touch
Duration — Permanent | Level - 8/Healer Base

May only be cast on a willing recipient. The recipient will fall into a deep sleep that will last for eight hours. During that time, he will be healed for 50 points plus one point per level of the caster.

**7.65 ERIDOR'S EBON CLOUD**

Realm — Channeling | List — Gas Distruction
Class — Force | Range — 100'
Duration — 10 Rounds | Level — 20/Evil Cleric Base

Creates a black cloud of vapors impenetrable to light. The cloud is not affected by normal wind. Within the cloud, visibility is zero and breathing is difficult. Each round a creature is in the cloud, one of the following black channeling effects will happen: (see Fatal Channeling Projections).

1. Effect: Distrupts Body Cells; Foe Operates at - 50; Range Touch; RR Modification -50
2. Effect: Blinds foe for 1-10 days; +10 hits; Range: 50'; RR Modification: -10.
3. Effect: Nerve disruption; foe is sent into coma Range 100'; RR Modification: None
4. Effect: Severe brain disorder; convulsive spasms; foe operates at -75; Range 100'; RR Modification: -10

The caster can will the cloud to move in any direction up to 30' per round. Once in motion, it will continue to move until the caster wills it to stop or changes its direction.

**7.66 SERPENTINE**

Realm — Channeling | List — Life Twisting
Class — Force | Range — Self
Duration — 1 Minute/LVL | Level — 25/Evil Cleric Base

This spell transforms the caster into a black, snake-like creature with wings and pearly-white eyes. While the caster may still use spells, he is limited in regard to physical attacks. He may, however, use both of the following simultaneously:

| Type | Max. Size | OB |
|---|---|---|
| Grapple | L | As skill level bonus |
| Bite | M | chart, based on level of caster.* |

The bite attack is at an additional +20 if the target is held immobile (according to earlier critical result). A fatal venom is injected on any non-tiny critical, effective within 1-3 rounds.

Armor type is 16; defensive bonus is based on caster's quickness (no encumbrance penalties while in this form), plus any magical bonuses (including bonuses from magic armor). While in flight, normal movement is 250'/round, subject to the same run-sprint-dash modifiers and exhaustion point restrictions as normal one foot per level of the caster. It receives the benefit of all magic items worn, but not held, by the caster.

**7.67 SETS PLAGUE**

Realm — Channeling | List — Curses
Class — Force | Range — 50'
Duration — 1 RND/LVL | Level — 15/Evil Cleric Basic

This spell brings forth one black phantom-like snake per level of the caster. The snakes are 4" long and attack at the caster's will. They attack on the tiny animal table, but any critical result injects a deadly poison. If the victim fails his resistance roll, he dies within 1-10 rounds. The snakes are armor type 3 and have 6 hits.

**7.68 BOAT IN THE BOTTLE**

Realm — Essence | List — Inanimate change
Class — Force | Range — 100'
Duration — Varies | Level — 30/Closed

This spell causes a ship and all inanimate dead creatures aboard to be reduced in size to fit in a quart bottle. If the bottle is broken, the ship will resume its normal size. Living creatures are unaffected and, if aboard, have sufficent time to escape.

**7.69 HEY, BARTENDER**

Realm — Essence | List — Gate Mastery & Dark Summons
Class — Force | Range 50'
Duration — Varies | Level — 10/Closed

This spell calls forth a humanoid figure and a cabinet filled with a variety of spirits. The bartender will politely inquire as to the assembly's preference, fill their order, and disappear along with his cabinet.

**7.70 ELEMENTAL SUMMONS**

Realm — Essence | List — Gate Mastery
Class — Elemental Attack | Range — 100'/LVL
Duration — 2 Rounds | Level — 10/Closed

This summons a weak elemental (of the caster's choice). The elemental will fully form in 2 rounds. It will attack the caster if not controlled.

**7.71 LORD ELEMENTAL SUMMONS**

Realm — Essence | List — Gate Mastery
Class — Elemental Attack | Range — 100'/LVL
Duration — 2 Rounds | Level — 20/Closed

As "Elemental Summons", but will summon a powerful elemental.

**7.72 CONTROL ELEMENTAL**

Realm — Essence | List — Gate Mastery
Class — Mental Attack* | Range — 100'/LVL
Duration — Concentration | Level — 10/Closed

Will control (94% chance) a weak elemental. Will attack if spell fails.

**7.73 CONTROL LORD ELEMENTAL**

Realm — Essence | List — Gate Mastery
Class — Mental Attack* | Range — 100'/LVL
Duration — Concentration | Level — 20/Closed

As "Control Elemental", but powerful elementals can be controlled. Will attack if powerful spell fails.

**7.74 ELEMENTAL MASTERY**

Realm — Essence | List — Gate Mastery
Class — Mental Attack* | Range — 100'/LVL

Duration — Varies Level — 13/Closed

As "Demon Mastery" on dark summons list (85%). Will master weak elementals.

### 7.75 LORD ELEMENTAL MASTERY

Realm — Essence List — Gate Mastery

Class — Mental Range — 100'/LVL

Attack *

Duration — Varies Level — 25/Closed

As "Elemental Mastery", but powerful elementals can be mastered.

*Instantaneous.

### 7.8 PERSONALITIES/CREATURES

| TYPE STATS | SHADE | AARON | BOSUNS (X8) | PIRATES (X400) |
|---|---|---|---|---|
| ST (CO) | 74 (95) | 95 (96) | 75 (80) | 75 (80) |
| QU (AG) | 80 (87) | 89 (95) | 75 (80) | 75 (80) |
| PR (SD) | 105 (99) | 73 (84) | 75 (80) | 75 (80) |
| IN (ME) | 94 (97) | 77 (82) | 75 (80) | 75 (80) |
| EM (RE) | 95 (95) | 80 (85) | 75 (80) | 75 (80) |
| LVL | 25 | 12 | 8 | 5 |
| HITS | 140 | 100 | 70 | 45 |
| AT (DB) | 12 (55) | 16 (25) | 12 (25) | 8 (25) |
| SHIELD | N | N | Y15 | Y10 |
| MELEE OB | 60 | 100 | 90 | 70 |
| MISSLE OB | -10 | 100 | 85 | 70 |
| RANK-TYPE OFFENSIVE BONUS | 1 - STK | 1 - STK | 1 - STK | 1 - STK |
| AMBUSH SKILL | 5 | 50 | 45 | 35 |
| DIRECTED SPELL BONUS | 0 | 18 | 15 | 10 |
| CLIMBING | 85 | -25 | -25 | -25 |
| RIDE/SWIM | 20 | 35 | 25 | 15 |
| DISARM TRAP/ PICK LOCKS | 50 | 50 | 45 | 40 |
| STALK/HIDE | 5 | 10 | 5 | 5 |
| PERCEPTION | 25 | 65 | 50 | 40 |
| ADRENAL MOVES #/BONUS | 55 | 60 | 45 | 35 |
| RUNES/ STAVES & WANDS | 0/0 | 2/40 | 2/35 | 2/20 |
| CHANNELING | 100 | 20 | 10 | 5 |
| # SPELL LISTS TO 10TH LEVEL | 10 | -25 | -25 | -25 |
| # SPELL LISTS TO 20TH LEVEL | 3 LIST | — | — | — |
| # SPELL LISTS TO 25TH LEVEL | 12 LIST | — | — | — |
| MAGIC | 2 LIST | — | — | — |
| | SEE TEXT | +15 Bracers +20 2 Hand SWORD | — | — |
| CLASS | Magician | Fighter | Various Non—Spell Caster | Various Non-Spell Caster |

### 7.81 NPC's of Note

| TYPE STATS | ARNDRE W'RICKE | Y'RAGE | DANEL SILENS | SMILEY | LITO EXTEMPLER |
|---|---|---|---|---|---|
| ST (CO) | 84 (91) | 94 (98) | 80 (89) | 89 (94) | 68 (85) |
| QU (AG) | 64 (84) | 88 (79) | 79 (79) | 80 (94) | 64 (66) |
| PR (SD) | 75 (52) | 20 (25) | 88 (90) | 70 (89) | 95 (110) |
| IN (ME) | 59 (95) | 25 (20) | 95 (100) | 65 (74) | 98 (99) |
| EM (RE) | 81 (41) | 74 (24) | 70 (94) | 72 (90) | 84 (91) |
| LVL | 15 | 17 | 12 | 13 | 20 |
| HITS | 50 | 175 | 82 | 110 | 100 |
| AT (DB) | 12 (20) | 2 (30) | 10 (20) | 14 (25) | 6 (20) |
| SHIELD | Y20 | N | N | Y10 | Y20 |
| MELEE OB | 60 | 145 | 95 | 110 | 60 |
| MISSLE OB | 50 | 145 | 95 | 100 | 25 |
| RANK-TYPE | 1 - STK | 1 - STK | 1 - STK | 1 - STK | 1 - STK |
| OFFENSIVE BONUS | 40 | 70 | 30 | 50 | 5 |
| AMBUSH SKILL | 2 | 12 | 30 | 25 | — |
| DIRECTED SPELL BONUS | -25 | -25 | -25 | -25 | -25 |
| CLIMBING | 40 | 45 | 80 | 45 | 50 |
| RIDE/SWIM | 50 | 65 | 50 | 65 | 40 |
| DISARM TRAP/ PICK LOCKS | 35 | 50 | 75 | 55 | 5 |
| STALK/HIDE | 40 | 65 | 80 | 70 | 40 |
| PERCEPTION | 40 | 60 | 75 | 75 | 45 |
| ADRENAL MOVES # / BONUS | 2/40 | 4/50 | 3/50 | 3/50 | 0/0 |
| RUNES/ STAVES & WANDS | 40 | 5 | 35 | 20 | 70 |
| CHANNELING | -25 | -25 | -25 | -25 | 95 |
| # SPELL LISTS TO 5TH LEVEL | 2 LISTS | — | 1 LIST | 1 LIST | — |
| # SPELL LISTS TO 10TH LEVEL | 2 LISTS | — | — | — | 4 LISTS |
| # SPELL LISTS TO 20TH LEVEL | — | — | — | — | 12 LISTS |
| MAGIC WEAPON | +20 Rapier | — | + Bastard Sword | +15 Hammer | +20 Pick |
| MONEY | Tons | None on Him | A Lot | Who's Askin'? | Enough |
| CLASS | Bard | Fighter | Thief | Rogue | Cleric |

## 7.82 SUGGESTED PLAYER CHARACTERS

| TYPE<br>STATS | THIEF | ROUGE | RANGER | BARD | MAGICIAN | CLERIC |
|---|---|---|---|---|---|---|
| ST (CO) | 88 (75) | 97 (91) | 84 (90) | 89 (89) | 65 (90) | 75 (81) |
| QU (AG) | 94 (98) | 84 (93) | 70 (88) | 77 (85) | 80 (81) | 89 (90) |
| PR (SD) | 91 (68) | 65 (72) | 68 (74) | 105 (94) | 69 (74) | 73 (95) |
| IN (ME) | 79 (69) | 79 (86) | 100 (93) | 60 (78) | 75 (88) | 95 (89) |
| EM (RE) | 84 (72) | 90 (77) | 75 (82) | 89 (95) | 95 (95) | 84 (89) |
| LVL | 7 | 10 | 10 | 8 | 10 | 10 |
| HITS | 72 | 90 | 115 | 85 | 75 | 80 |
| AT (DB) | 7 (15) | 6 (25) | 10 (25) | 13 (20) | 2 (0) | 11 (20) |
| SHIELD | N | Y10 | Y10 | Y10 | N | Y 10 |
| MELEE<br>OB | 90 | 110 | 95 | 50 | 25 | 45 |
| MISSLE<br>OB | 70 | 110 | 95 | 50 | -25 | 15 |
| RANK-TYPE<br>OFFENSIVE<br>BONUS | 1 - STK<br>25 | 1 - STK<br>50 | 1 STK<br>50 | 1 - STK<br>35 | 1 - STK<br>5 | 1 - STK<br>5 |
| AMBUSH<br>SKILL | 22 | 17 | 5 | 2 | 0 | 0 |
| DIRECTED<br>SPELL BONUS | -25 | -25 | -25 | -25 | 55 | -25 |
| CLIMBING | 70 | 35 | 40 | 30 | 10 | 30 |
| RIDE/SWIM | 50 | 50 | 45 | 30 | 5 | 20 |
| DISARM TRAP/<br>PICK LOCKS | 70 | 50 | 15 | 15 | 5 | 5 |
| STALK/HIDE | 70 | 65 | 60 | 40 | 5 | 25 |
| PERCEPTION | 70 | 65 | 35 | 35 | 25 | 30 |
| ADRENAL MOVES<br># / BONUS | 3/50 | 3/50 | 1/40 | 1/30 | 0/0 | 0/0 |
| CHANNELING | -25 | -25 | -25 | -25 | 5 | 75 |
| # SPELL LIST<br>TO 5TH LVL | Cloaking | Brillance | — | — | | |
| # SPELL LIST<br>TO 10 TH LVL | — | — | 4 List | 3 List | 6 List | 14 List |
| MAGIC<br>ITEM | +10 Sword | +15 Hand<br>Axe | + Mace | +10 Rapier | +10 Dagger<br>+3 Adder | +10 Mace<br>X2 Multiplier |



## 7.83 MASTER MILITARY COMBAT CAPABILITIES SUMMARY

| TYPE/ RANK | # | LVL | HITS | AT (DB) | SHIELD | MELEE OB | MISSLE OB | NOTES |
|---|---|---|---|---|---|---|---|---|
| **ORIZ** | | | | | | | | |
| ARMY | | | | | | | | |
| Centurions and above | 450 | 9 | 95 | 14 (25) | Y | 90 | 90 | TYPICAL STATS |
| Sergeants | 1000 | 7 | 65 | 11 (25) | Y | 75 | 80 | " |
| Troopers | 6500 | 4 | 40 | 6 (25) | Y | 65 | 60 | " |
| NAVY | | | | | | | | |
| Mates and above | 600 | 10 | 100 | 12 (25) | N | 85 | 85 | TYPICAL STATS |
| Bosuns | 1400 | 7 | 60 | 10 (25) | N | 75 | 75 | " |
| Sailors | 8000 | 4 | 35 | 5 (25) | N | 50 | 50 | " |
| Temple Warriors | | | | | | | | |
| Priests and above | 10 | 12 | 110 | 14 (25) | Y | 100 | 90 | TYPICAL STATS |
| Brothers | 40 | 9 | 85 | 10 (25) | Y | 80 | 75 | " |
| Acolytes | 450 | 6 | 50 | 8 (25) | Y | 70 | 65 | " |
| **SHADE'S KEEP** | | | | | | | | |
| Shade | 1 | 25 | 140 | 12 (55) | N | 60 | -10 | AT DUE TO ROBES |
| Aaron | 1 | 12 | 95 | 16 (25) | N | 100 | 100 | +15 BRACERS +20 Two Handed Sword |
| Bosuns | 8 | 8 | 70 | 12 (25) | Y | 90 | 85 | |
| Pirates | 400 | 5 | 45 | 8 (25) | Y | 70 | 70 | |
| **ZETTA** | | | | | | | | |
| Captains and above | 3,000 | 10 | 100 | 16 (25) | Y | 45 | 30 | TYPICAL STATS |
| Sergeants | 7,000 | 7 | 65 | 12 (25) | Y | 40 | 35 | " |
| Troopers | 25,000 | 4 | 40 | 10 (25) | Y | 30 | 25 | " |
| **GARROTHOLD** | | | | | | | | |
| Typical Band | | | | | | | | |
| Leaders | 1 | 8 | 60 | 10 (25) | Y | 50 | 50 | TYPICAL STATS |
| Lieutenants | 3 | 6 | 40 | 6 (25) | Y | 40 | 40 | " |
| Bandits | 45 | 3 | 30 | 4 (25) | Y | 35 | 35 | " |
| **ORIZ** | | | | | | | | |
| MARINES | | | | | | | | |
| Centurions and above | 100 | 9 | 95 | 10 (25) | Y | 90 | 90 | TYPICAL STATS |
| Sergeants | 250 | 7 | 65 | 8 (25) | Y | 75 | 75 | " |
| Troopers | 900 | 4 | 40 | 6 (25) | Y | 60 | 60 | " |



## 7.84 CREATURES REFERENCE CHART

| Type | LV | # | Sz | Hits | AT | DB | MS | AQ | Prim. | Sec. | Tert. | Other | Crit | Special |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Alligator | 2 | 2-12 | L | 120 | 7 | 0 | M | M | MB60 | — | — | — | L | DB= +20, OB= +20 if in water |
| Ants (Giant Warrior) | 2 | 20 | S | 40 | 19 | 40 | M | M | MP35 | — | — | — | M | 2' to 3' long |
| Ape | 5 | 1 | L | 120 | 8 | 10 | M | F | MC55 | LG70 | W60 | — | L | Can use simple hand weapons. |
| Ape/Eagle | 5 | 1 | M | 115 | 4 | 20 | MF | F | MGr60 | MP70 | — | — | M | Does not fly. |
| Asp Nettles | 2 | 2-20 | S | 15 per stalk | 1 | 0 | VF | F | Stinger 50 | — | — | — Special | S | Critical indicates venom injected. Victim falls instantly into coma. |
| Baboons | 3 | Appx. 40 | M | 50 | 3 | 10 | M | F | MG40 | MB60 | MB40 | — | M | Usually in tribal groups |
| Basilisk | 6 | 1 | L | 110 | 12 | 10 | M | MF | LH60 | — | — | — | L | Gaze Paralyzes |
| Bear | 5 | * | L | 170 | 8 | 10 | MF | MF | LG70 | LC60 | MB20 | — | L | Attack mode based on situation, may charge |
| Bees | 1 | 1-400 | T | 1 | 1 | 40 | M | VF | SS-10 | — | — | — | S | Poison does 1 hit/bee |
| Boa Constrictor | 2 | 1 | M | 50 | 3 | 0 | S | S | MG60 | LG75 | — | — | M | 15' Boa |
| Boar | 3 | 1-4 | M | 120 | 4 | 30 | F | M | LH40 | MBa30 | MTs20 | — | M | Unpredictable, ill-tempered |
| Condor | 4 | 1 | L | 90 | 1 | 30 | VF | MF | LC50 | MT45 | — | — | L | |
| Crabs (Giant) | 3 | 1-6 | M | 60 | 16 | 20 | VS | M | MP75 | — | — | — | L | Size- 4' wide |
| Deer | 2 | * | M | 70 | 3 | 40 | VF | F | MH20 | MTs20 | — | — | M | |
| Demon Aides | 8 | 1-3 | M | 80 | 6 | 50 | VF | VF | MBa60 | MCr70 | MWp60 | — | M | Weapon use is optional |
| Dolphin | 8 | 1-20 | M | 80 | 1 | 40 | VF | F | MBa50 | — | — | — | M | Intelligent |
| Dragon | 25 | 1 | H | 450 | 16 | 50 | VF | F | HB200 | HC170 | HBa120 | — | H | Fire breather |
| Eagle | 3 | 1 | M | 30 | 1 | 30 | F | F | MC45 | SP35 | — | — | M | |
| Eagle (Giant) | 8 | 1 | L | 150 | 3 | 40 | F | F | LC80 | LP60 | — | — | L | |
| Forbliss | 5 | 2 | L | 180 | 9 | 25 | VF | VF | LP80 | Ts100 | — | LBa30 | L | "Other" attack is tail slash. It may be used in the same round as prime or secondary. |
| Goblins | 1 | * | M | 15 | 1 | 10 | M | M | T20 | W25 | — | — | T | Wears armor. Weapon use optional. |
| Hell Cobra | 4 | 1 | S | 25 | 5 | 0 | F | VF | *0 | ‡ | SB10 | — | 2 | *O-Breath weapon. As "pain" spell. May use twice ‡Gaze weapon. As "Shock Bolt". May use once. Bite is venomous. |
| Horses | 3 | 2-12 | L | 150 | 3 | 20 | F | F | LBa50 | LTs35 | — | — | L | Trail Riding Speed |
| Hyenas | 2 | 2-5 | M | 70 | 3 | 40 | VF | F | MB45 | — | — | — | M | |
| Lion | 5 | 2-8 | L | 150 | 4 | 20 | F | MF | LC85 | LB85 | LC120 | — | L | Third attack as long as critical obtained. |
| Lion/Ape | 5 | 1 | M | 135 | 6 | 20 | MF | MF | MGr50 | MB75 | — | — | M | |
| Lion/Eagle | 6 | 1 | M | 140 | 4 | 40 | F | F | MC75 | — | — | — | M | |
| Lion/Spider | 5 | 1 | M | 170 | 7 | 30 | M | F | MC90 | MB75 | — | — | M | Bite is venomous. |
| Moose | 3 | 1 | L | 120 | 4 | 20 | F | MF | LH30 | LBa40 | LTs60 | — | L | Males only. |
| Moutain Lion | 3 | 1 | M | 100 | 3 | 40 | F | MF | MC40 | MBa60 | MB60 | — | M | Stalks & ambushes |
| Orcs | 3 | * | M | 45 | 1 | 10 | M | M | W35 | T25 | — | — | L | |
| Ogre | 8 | 1 | L | 140 | 1 | 10 | M | MF | LBa120 | LC80 | W-60 | — | L | Uses weapons |
| Piranha | 1 | * | T | 4 | 1 | 70 | VF | VF | T25 | 6 or more | B25 | — | T | +20 when water is bloody. |
| Roc | 10 | 1 | L | 200 | 4 | 30 | F | VF | HC90 | LP80 | — | — | L | |
| Scorpion | 1 | 1 | T | 2 | 1 | 40 | M | VF | SS10 | — | — | — | S | Very poisonous (1-50 Hits) |
| Shade's Familiar | 20 | 1 | S | 10 | 2 | 0 | VF | VF | SB30 | — | — | — | S | Bite is venomous |
| Snapping Turtle | 3 | 1 | M | 80 | 12 | 30 | C | S | MP20 | — | — | — | M | Makes great soup |
| Spider/Ape | 5 | 1 | M | 110 | 8 | 15 | S | F | MGr75 | MP80 | — | — | M | Bite is venomous |
| Spider/Eagle | 4 | 1 | M | 100 | 10 | 45 | M | F | MPi70 | — | — | — | M | Bite is venomous |
| Strangler Vine | 4 | 5-50 | L | 30 | 3 | 0 | VF | VF | Grapple 75/40/0 | — | — | — | L | Critical attack indicates victim is entangled. Victim take "B" grapple critical until rescued or dead. |
| Swamp Kraken Troll | 4 | 1 | H | 150 | 10 | 0 | F | F | HGr100 | HK100 | HP50 | — | H | |
| (Civilized, small) Troll | 5 | 2-12 | L | 100 | 11 | 20 | M | M | LW100 | LBa50 | LC40 | — | M | Uses weapons and armor unless disarmed. |
| (classical, large) | 10 | 2-8 | L | 170 | 11 | 20 | M | MF | LBa160 | LC110 | LB65 | — | H | Semi-intelligent, Crit. for bite is "L" |
| Viper | 1 | 1-6 | S | 10 | 1 | 50 | F | VF | T25 | — | — | — | — | Poisonous, 2-40 per hit |
| Wolf Spider (Giant) | 4 | 1 | M | 55 | 14 | 30 | M | M | MP45 | — | — | — | M | Bite is venomous |
| Wyvern | 10 | 1 | L | 150 | 16 | 35 | VF | VF | LP90 | LC60 | LBa60 | — | L | Claws are envenomed, damage at 2-20 (2d10) per hit. |

*As Per Encounter Table.

## 7.9 MISCELLANEOUS CHARTS

### 7.91 Movement Rate (Miles per day)

| | Open | Mountain | Forest | Swamp | Sea | River |
|---|---|---|---|---|---|---|
| Foot | 20+ | 15+ | 20+ | 10 | — | — |
| Horse | 40+ | 20+ | 25+ | 5 | — | — |
| Ship | — | — | — | 15* | 75 | 30 |
| Punt | — | — | — | 25 | 20 | 25 |

*In nagivable river.

+This assumes that normal rest periods are taken. Forced movement with fewer or no rest stops can up to double movement rates. There is a fatigue penalty inherent in forced movement. There is a chance that the men or horses will collapse from the extra exertion, requiring two full days of rest and ½ rate movement for 3 more days. Also, forced movement may not be attempted for an additional 5 days. There is a chance that a man or horse that collapses will die. The percentage chance of this occuring is 10% per consecutive day of forced march, cumulative. (i.e., a horse that collapses after 3 days of forced movement stands a 30% chance of dying). This cumulative effect is negated by 3 consecutive days of normal movement or one full day of rest.

The odds of collapse are listed below:

| MAN | | HORSE | |
|---|---|---|---|
| Extra Miles | % of Collapse | Extra Miles | % of Collapse |
| Up to 5 | 10% | Up to 10 | 10% |
| Up to 10 | 15% | Up to 20 | 10% |
| Up to 15 | 20% | Up to 30 | 15% |
| Up to 20 | 25% | Up to 40 | 20% |

In small parties, roll for each individual. For larger groups, roll for each player character and once for the bulk of the group. If collapse is indicated, roll percentile to see how large a portion of the group is affected.

### 7.92 ARMOR AND CLOTHING COST CHART

| Item | Rai'shard | La Battrae | Harbor Town | Oke'lee * | Inner City | Production Time x | Weight | Notes |
|---|---|---|---|---|---|---|---|---|
| Leather Jerkin | 7 BP | 9 BP | 1 SP | 15 BP | 12 BP | 2 Days/1 Day | 7-12 lbs. | |
| Greaves | 13 BP | 17 BP | 2 SP | 3 SP | 25 BP | 3 Days/2 Days | 2-4 lbs. | |
| Leather Breastplate | — | 4 SP | 45 BP | 7 SP | 6 SP | 6 Days/4 Days | 10-18 lbs. | |
| Leather Coat | 4 SP | 45 BP | 6 SP | 8 SP | 7 SP | 9 Days/6 Days | 15-20 lbs. | |
| Rein. Leather Coat | 5 SP | 7 SP | 9 SP | 12 SP | 11 SP | 3 Weeks/2 Weeks | 15-25 lbs. | |
| Chain Shirt | — | — | 15 SP | 22 SP | — | —/3 Weeks | 15-25 lbs. | |
| Full Chain | — | — | 65 SP | 90 SP | — | —/2 Months | 35-50 lbs. | |
| Chain Hauberk | — | — | 55 SP | 80 SP | — | —/5 Weeks | 35-45 lbs. | |
| Breastplate | — | 15 SP | 20 SP | 30 SP | — | 4 Weeks/3 Weeks | 20-30 lbs. | |
| Superior Chain Hauberk | — | — | 75 SP | 110 SP | — | —/7Weeks | 40-55 lbs. | |
| Half Plate | — | — | 100 SP | 125 SP | — | —/10 Weeks | 50-70 lbs. | |
| Full Plate | — | — | 200 SP | 275 SP | — | —4 Months | 60-85 lbs. | |
| Target Shield | 22 BP | 3 SP | 35 BP | 5 SP | 4 SP | 5 Days/3 Days | 3-10 lbs. | |
| Normal Shield | 33 BP | 45 BP | 55 BP | 8 SP | 65 BP | 7 Days/5 Days | 10-20 lbs. | |
| Full Shield | — | 6 SP | 7 SP | 10 SP | — | 8 Days/6 Days | 15-30 lbs. | |
| Wall Shield | — | — | 9 SP | 14 SP | — | —/7 Days | 30-50 lbs. | |
| Leather Helmet | 1 SP | 12 BP | 15 BP | 2 SP | 15 BP | 2 Days/1 Day | 1-2 lbs. | Will be useless after 1 head critical |
| Superior Leather Helmet | — | 2 SP | 25 BP | 35 BP | 25 BP | 3 Days/2 Days | 1½-2½ lbs. | Will be useless after 2 head criticals |
| Conical Helm | — | 3 Sp | 35 BP | 5 SP | — | 2 Days/1 Day | 1½-3 lbs. | Will be useless after 3 head criticals |
| Norman Helm | — | — | 4 SP | 6 SP | — | —/2 Days | 1½-3 lbs. | 5% chance of failure vs. head criticals |
| Bassinet | — | — | 55 BP | 8 SP | — | —/3 Days | 1½-3 lbs. | |
| Full Helmet | — | — | 9 SP | 14 SP | — | —/8 Days | 2½-5 lbs. | |
| Visored Helm | — | — | 125 BP | 18 SP | — | —/10 Days | 2-4 lbs. | |
| Padded Undercoat | 3 BP | 4 BP | 6 BP | 1 SP | — | 3 Days/2 Days | 2-4 lbs. | |
| Plain Surcoat | 5 BP | 7 BP | 9 BP | 15 BP | 1 SP | 2 Days/1 Day | 1-2 lbs. | |
| Shirt | 1 BP | 2 BP | 3 BP | 6 BP | 4 BP | 2 Days/ 1½ Days | ¼-¾ lbs. | |
| Pants | 1 BP | 15 CP | 2 BP | 4 BP | 3 BP | 2 Days/1 Day | ½-1 lbs. | |
| Boots | 7 BP | 9 BP | 1 SP | 15 BP | 12 BP | 5 Days/3 Days | 1½-3 lbs. | |
| Belt (Sword) | 3 BP | 4 BP | 5 BP | 11 BP | 8 BP | 1 Day/½ Day | ¼-¾ lbs. | |
| Stockings (Pair) | 3 CP | 4 CP | 5 CP | 1 BP | 7CP | 1 Day/½ Day | ¼ lbs. | |
| Gauntlet | 13 BP | 17 BP | 2 SP | 35 BP | 3 SP | 6 Days/4 Days | ½-1 lbs. | Can also be used as a weapon-Type 1HC |
| Wool Cap | 5 CP | 6 CP | 8 CP | 15 BP | 1 SP | 1 Day/½ Day | ¼ lbs. | |

— Not Available In This Section, but you may be able to barter for goods.

* Most of the Green Hill residents shop here for fine quality items.

X Number before slash represents time needed to make goods in both Rai'shard and La Battrae — after slash is the time needed in Harbor Town, Oke'lee, and Inner City.

Silver is the highest type of coinage available to the general public. Gold & Mithril available only to banks.

## 7.93 WEAPONS COST CHART

| Item | Rai'shad and La Battrae | Harbor Town and Inner City | Oke'lee | Production Time x | Weight | Notes | Type |
|---|---|---|---|---|---|---|---|
| Axe (Woodman's) | 23 BP | 35 BP | 5 SP | 2 Days/1 Day | 3-5 lbs. | Extremely common | 2H |
| Bastard Sword | 13 BP | 20 SP | 30 SP | 8 Weeks/45 Days | 4-6 lbs. | Hand-and-a-half sword | 1HS+2H |
| Battle Axe | 9 SP | 13 SP | 19 SP | 3 Days/2 Days | 5-9 lbs. | Very Common | 2H |
| Blackjack | 13 TP | 2 CP | 4 CP | 1 Day/¼ Day | ¼-¾ lbs | Easly made; wide variety | 1 HC |
| Blow pipe | 8 SP | 12 SP | 18 SP | 2 Days/1 Day | 2-4 lbs. | Often very long. Rare. | Mis. |
| Bola | 3 SP | 5 SP | 8 SP | 2 Days/1 Day | 2-6 lb. | Requires two hands to throw Easy to make, but good ones rare. Cost artificially high. | TH |
| Boomerang | 13 BP | 2 SP | 3 SP | 1 Day/½ Day | ¼-1 lb | | TH |
| Cat-o-nine-tails | 7 BP | 1 SP | 2 SP | 2 Days/1 Day | 3-5 lbs. | | 1 HC |
| Club | 7 TP | 1 CP | 2 SP | 1 Day/¼ Day | 3-7 lbs. | Usually a matter of time and/or a good piece of material. | 1 HC |
| Composite Bow | 12 SP | 17 SP | 25 SP | 19 Days/2 Weeks | 2-3 lbs. | Rare, about 2 weeks work. | Mis |
| Crossbow (Heavy) | 17 SP | 25 SP | 35 SP | 22 Days/16 Days | 8-12 lbs. | Moderately rare, over two weeks work | Mis |
| Crossbow (Light) | 7 SP | 11 SP | 16 SP | 10 Days/7 Days | 4-8 lbs. | Moderately common | MIS |
| Cutlass | 6 SP | 9 SP | 15 SP | 3 Days/2 Days | 3-5 lbs | Has only one sharp edge | 1HS |
| Dagger | 2 SP | 3 SP | 5 SP | 2 Days/1 Day | ½ -1½ lbs | Extremely common | 1HS |
| Falchion | 10 SP | 15 SP | 20 SP | 5 Days/3 Days | 2½-5 lbs | | 1HS |
| Flail | 13 SP | 19 SP | 30 SP | 8 Days/5 Days | 4-8 lbs | | 2H |
| Foil | 14 SP | 21 SP | 30 SP | 8 Days/5 Days | 1½-2½ lbs | Good one very rare | 1HS |
| Hammer (War Hammer) | 5 SP | 15 SP | 23 SP | 3 Days/2 Days | ½-7 lbs | Moderately rare | 1HC |
| Hand Axe | 4 SP | 5 SP | 8 SP | 2 Days/1 Day | 4-6 lbs. | Very common | 1HC |
| Harpoon | 17 BP | 25 BP | 4SP | 2 Days/1 Day | 4-8 lbs. | | TH |
| Javelin | 2 SP | 3 SP | 5 SP | 2 Days/1 Day | 3-5 lbs. | | TH |
| Lance | 4 SP | 5 SP | 8 SP | 2 Days/1 Day | 8-15 lbs. | Large, strong calvary spear | PA |
| Lasso | 2 TP | 4 TP | 6 TP | 1 Day/½Day | 2-5 lbs. | Rope plus splice as knot | TH |
| Long Bow | 6 SP | 10 SP | 15 SP | 12 Days/9 Days | 2-3 lbs. | Moderately rare | Mis. |
| Long Sword | 12 SP | 18 SP | 25 SP | 6 Days/4 Days | 3½-5 lbs. | | 1HS |
| Mace | 4 SP | 6 SP | 9 SP | 3 Days/2 Days | 3½-8 lbs. | Common | 1HC |
| Morning Star | 11 SP | 16 SP | 25 SP | 3 Days/2 Days | 4-8 lbs. | Spiked ball and chain | 1HC |
| Net (Fishing) | 7 BP | 1 SP | 2 SP | 5 Days/3 Days | 3-5 lbs. | | TH |
| Net (Gladiators) | 5 SP | 7 SP | 12 SP | 10 Days/7 Days | 2-4 lbs. | Rare | TH |
| Pick | 3 SP | 4 SP | 6 SP | 3 Days/2 Days | 3-7 lbs. | Common tool | 2H |
| Quarter Staff | 3 CP | 5 CP | 8 CP | 2 Days/1 Day | 3-5 lbs. | Very common | 2H |
| Rapier | 15 SP | 22 SP | 35 SP | 8 Days/5 Days | 1½-3 lbs. | Moderately rare | 1HS |
| Sabre | 6 SP | 9 SP | 15 SP | 3 Days/2 Days | 2½-4½ lbs. | | 1HS |
| Scimitar | 7 SP | 10 SP | 15 SP | 5 Days/3 Days | 3-5 lbs | Common | 1HS |
| Short Bow | 4 SP | 6 SP | 9 SP | 5 Days/3 Days | 1½-2 lbs. | Very common | Mis. |
| Short Sword | 5 SP | 7 SP | 11 SP | 3 Days/2 Days | 2-4 lbs. | Very common, expertise relates if in 1HS or 1HC | 1HS |
| Sling | 3 BP | 9 BP | 15 BP | 1 Day/¼ Day | ½-1 lbs. | Very common | Mis. |
| Spear | 15 BP | 23 BP | 35 BP | 2 Days/1 Day | 3-8 lbs. | Extremely common | PA |
| Sword (Broadsword) | 7 SP | 10 SP | 15 SP | 5 Days/3 Days | 3-5 lbs. | Common | 1HS |
| Tomahawk | 3 CP | 4 CP | 6 CP | 1 Day/½ Day | 1½-3 lbs. | Very easy to construct in field | 1HS |
| Trident | 3 SP | 4 SP | 6 SP | 3 Days/2 Days | 4-8 lbs. | | PA |
| Two Handed Sword | 13 SP | 20 SP | 30 SP | 8 Days/5 Days | 5-12 lbs. | | 2H |
| Whip | 13 BP | 2 SP | 3 SP | 1 Day/½ Day | 2-5 lbs. | Combat ready whips are rare | 1HC |

X Number before slash represents time needed to make goods in both Rai'shard and La Battrae — after slash is the time needed in Harbor Town, Oke'lee and Inner City.

## 7.94 GEM VALUE TABLE

| | Type/Carat Size | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| | 1.0 | 1.5 | 2.0 | 2.5 | 3.0 | 3.5 | 4.0 X | Notes |
| Amethysts | 25 SP | 35 SP | 50 SP | 75 SP | 110 SP | 165 SP | 330 SP | Prevents the possesser from becoming intoxicated. |
| Diamonds | 20 SP | 30 SP | 40 SP | 60 SP | 90 SP | 135 SP | 270 SP | Prevents possessors bladed weapons from becoming dull. |
| Ruby | 15 SP | 25 SP | 30 SP | 50 SP | 70 SP | 110 SP | 215 SP | Allows owner to see into the infrared spectum. |
| Sapphire | 5 SP | 10 SP | 15 SP | 25 SP | 35 SP | 55 SP | 110 SP | Owner can determine direction, i.e. east, west, north and south |

X Maximum size allowed for regular trading purposes.

# 8.0 SCENARIOS

The party has come to the city of Oriz refugees from a revolution to the northwest. For the past few weeks they have been recovering from the minor wounds and the hard ride that brought them to safety.

The party has established itself in a villa located in the old section of the city. Up the hill are the walls protecting the inner city. Below lie the warehouses, the shipyards, the docks, and finally the sea. The villa is not extravagant, and the party's life style has been relatively simple, but the cost has been biting deeply into the naturally limited amount of treasure they were able to escape with. The monies, gems, jewelry, and pawnable items remaining leave the party with a balance of 3,000 silver pieces. All concerned are well advanced in their area of endeavor so the eventual recovery of their former station does not worry them. What they are waiting for is the ideal opportunity.

The opportunity presents itself with the sounding of a gong in the street outside. There stands a herald dressed in the robes of an acolyte of Ash-val (the state religion of Oriz). He unrolls a parchment and reads in a clear, high voice:

> *"The mighty voice of Ash-val does command all to attend these words. All praise the mercy of Ash-val! Be it known that he who does rid the Northern Sea of that vile sorceror, slave of demons, fiend of the nine hells - known as the Faceless Death, the Black Reaver, the Shade of the Sinking Plain - and also the evil one's engine of terror - to wit, a battle barge of immense size and mystic design - to that person shall be awarded the blessings of Ash-val and a share in all cargo carried on the ships of Oriz for a period of one year. As token of success, the claimant shall deliver the robes of the Shade and the pennant that does fly on the central tower of the barge. So it has been decreed by the council of Oriz and His Holiness, Lito Extempler, prelate of the truth."*

With the proclamation read, the herald continues down the street.

As he departs, the party will note that Dame Ross'a, an elderly woman hired as a cook and housekeeper, is repeating a sign of warding that she used at the herald's mentioning of the Shade. If asked what she knows, she will tell the party that she knows that the evil one is Ash-val's retribution on Oriz for the city's fall from grace. She will cite as her authority her cousin's son, a sailor named Estus who stood face to face with the Shade. Such a beast as he described could only be a demon sent to torment the city by Ash-Val himself. She will be all too pleased to direct the party to Estus for a first hand account. Estus is now a mate on the "North Wind".

As fortune would have it, the "North Wind" is in port. The crewman the party talks to tells them that Estus has not worked on this ship for nearly two years. They are directed to a dockside inn called "The Mermaids' Dugs" to see if Estus had died of alcohol poisoning.

Estus is firmly entrenched there and well into his cups. However, for a steady supply of ale, he will relate his story as described in the prologue.

When he finishes his story and sits for a moment, he will ask the party if they think the Shade is just a man in a black mask and gloves. It will be apparent he wants them to say yes. Estus will only grudgingly leave the inn if the party requests his company (and then only for drinking money). No amount will make him agree to accompany them.

From this point the party must decide what steps to take next.

## 8.1 ORIZ

**8.11 Scenario Level**

5 to 7 medium level (7th through 9th) adventurers.

**8.12 The Sequence of Events**

a) Arrival at Oriz and rehabilitation.
b) Proclamation read
c) Party gathers information
d) Transit into Sinking Plain
e) Entry into Shade's Keep
f) Transit to Oriz

**8.13 The Goal**

The destruction of the Shade and of the Barge. Capture and delivery to Oriz of either or both would constitute success.

## 8.2 GARROTHOLD OPTION

**8.21 AS IN 8.11**

**8.22 The Sequence of Events**

a) Arrival at Oriz and rehabilitation
b) Proclamation read
c) Party gathers information
d) Transit to Garrothold
e) Transit into Sinking Plain
f) Entry into Shade's Keep
g) Transit to Oriz

**8.221 Zetta**

Very little is to be gained by visiting Zetta. Very basic information concerning ships lost by the Orizian fleets will be available at dock side. There is a high probability (80%) that a rumor suggesting that a big-time pirate is recruiting in Garrothold will be heard in any section of Zetta.

**8.222 In Garrothold**

In Garrothold, the party will be able to confirm that approximately every two months some members of Aaron's old band return to recruit 40 to 60 men for some mysterious patron in the Sinking Plain.

The party must be very careful in how they go about asking questions. In Garrothold, while new arrivals are generally safe from attracting attacks (5% per week for an attack to be made on the party or an individual), if they are not discreet in quizzing residents, they will more likely be molested (20% chance per day that the entire party will be set upon by a group of equal size. If they survive that attack, the next day there is a 50% chance they will be attacked by a band twice the size of the party. Surviving that attack leaves them safe as being to tough to fool with).

If they are in Garrothold when Aaron's men arrive (roll 1 to 10 for the number of weeks before the recruiters arrive), they may try to enlist (+10 for every level for acceptance). If not accepted, they may try

to track the party into the swamp. If some are accepted and others are not, those left out may try to track the rest at +25%.

**8.23 The Goal**

As in 8.13.

## 8.3 THE SEIGE OF THE SHADE'S KEEP

**8.31 Scenario Level**

Provides for a party to raise an Army and take the Shade's stronghold by storm.

**8.32 The Sequence of Events**

a) Arrival at Oriz and rehabilitation
b) Proclamation read
c) Party gathers information
d) Journey into Sinking Plain (scouting party)
e) Return to Oriz
f) Raising (and training) Army
g) March on the Shade's Keep
h) The battle
i) Return (or escape)

The sequence may be altered to allow the army to be raised and trained prior to the scouting mission.

**8.33 The Goal**

Is the destruction of the Shade and the Barge.

**8.34 Scenario Guidelines**

Based on the Keep's garrison and the Shade's potential for destructive action, a force of 1,000 to 1,500 troops should yield the best play balance. Party members, depending on their level and area of expertise, would fill the role of an army commander, centurion, or staff officer. The troops themselves will consist almost exclusively of infantry. Horses would be totally useless in the marsh and major seige engines (catapults, towers, etc.) are impossible to transport through the muck. (They could, of course, be brought in by ship but the possibility of finding ground to support its weight is small). Small "artillery" pieces are allowed.

Note that the movement rate of a large army with its attendant baggage train is one-fourth that listed (i.e. where a small party can move 30 miles on foot in open terrain, an army may only cover 5 miles). Forced marches are similarly affected.

Naturally, the raising and training of an army is an expensive affair. The Game Master should run this with player characters that are already able to afford the cost or run an adventure (or series of adventures) to allow the party to gain the necessary cash. It is also possible that the city government of Oriz will underwrite the expense of the army, but it will take a real salesman of a player character to convince them.

When on the march, consult the encounter charts once per week rather than daily. Results that indicate encounters with hostile beasts (including orcs and goblins) will result in the demise (or desertion) of 1 to 20 soldiers (1d20). As you can see, a long overland march can decimate an army.

Unless *extraordinary* precautions are taken, the Shade will be aware of the army's approach at least 100 miles out. The lackadasical attitude of the defenders will be replaced by diligence.

The Shade's defensive set-up is rather simple:

1. The barge will be at the dock (or to one side for widest range of fire) with catapults manned. It will be covered by archery from the Keep.
2. The balance of the garrison will man the Keep walls.
3. The demon-aides will maintain their post in the tower, guarding access to the upper levels.
4. Both Forbliss will be awake and in area "B".
5. The Shade is in the command tower of the barge. (The Steering Tower is also manned, allowing the barge to maneuver).
6. The Swamp Kraken will be aroused and attack anything moving on the lake besides the barge.

(In reference to training and/or combat effectiveness, the Shade's garrison stands at +20%. Booster potion will raise this to 40%, but at least two-thirds of the garrison must use it. Note that booster potion is only effective for melee).

If the fight is ultimately lost, the Shade will recite the incantation that will release the Keep of D'Mallo into its alternate existence, carrying all within it. If you do not want a *LONG* vacation, it would be best to stop the incantation. (The incantation takes 30 rounds to complete).

If the invaders gain entry into the Keep, the Shade will leave the Barge and proceed as described in section six (aware of the party, of course).

**8.35 Combat Rules**

Any large scale combat system may be used following the proceeding guide lines. As an alternative, the combat system in 8.36 may be used.

**8.36 Infantry Combat**

Results for phases of infantry (hand-to-hand) battle are determined by a percentile die roll (open ended) by each side. After figuring in the various modifiers described in the infantry combat modifier table, the higher total is the winning side for that phase (Phases are 30 minutes in length). Losses for the side losing a phase is the difference of the modified die roll as a percent of remaining forces. The winning side of a phase takes losses equal to one quarter (rounded down) of the difference of the die roll as a percentage of remaining forces (i.e., a force of 400 men (Group "A") meet a force of 200 men (Group "B") in a combat phase. The modified roll of Group "A" is 75. That of Group "B" is 94. This difference in the roll is 19. Group "A" losses for this phase is 19% or 76 men. Group "B" losses would be 4% (19 — 4 = 4.75 rounded down) or 8 men. Naturally, the most the losses for one phase can be is 100%.

At the end of any phase in which a side takes more than 50% losses, morale must be checked. A roll of 75+ on percentile dice indicates that this force will continue to fight. A roll of 25 to 74 indicates a retreat to regroup. This force will fall back on the next phase, "regroup" for 1 to 10 phases, then return to the fight on the next phase. A roll of 24 or less indicates desertion. The only modifier for this roll is training. Morale must be checked in each and every phase in which a side suffers 50% or greater losses. The combat is carried out against various "Fronts". For example, a square fortress with a tower at each corner would have a possibility of eight fronts (the four walls and each of the towers). The separate attacks on each front constitute one phase. It is not mandatory that every possible front be attacked.

However, no more than 50 man-sized attackers may be effectively employed against a 10' section of wall. Defenders may employ up to 10 soldiers on a 10' section (this assumes a catwalk 6' wide. The number of effective defenders may be adjusted for a narrower or wider walkway).

**PLAYER CHARACTERS**

Player characters take the part of leaders in battle, utilizing their level as a modifier. P.C.'s are not subject to phase attack losses. The G.M. may designate an individual combat between an NPC and a player character. If his troops fail a morale roll, the PC may elect to fall back with them or join another group. Leadership modifiers are not cumulative.

**ARCHERY**

To determine the effects of archery fire, add the training modifier to the modifiers listed for the various bow types. A number equal to or greater than the "To Hit" number listed by bow type produces opponent casualties. All bow types cause 5 to 50 casualties per 100 archers firing. Under field conditions (no re-supply) archers many fire for three phases. If firing into congested situations (opponents and allies engaged in melee), loses are taken by both sides (divided equally).

**TRAINING**

To be effective, an army must be trained to operate as a unit. The training modifier of an army when it is first gathered is -25. As a general rule, the longer an army trains, the better it operates. (See the training table for progression). After 12 months of training, however, an army stands a chance of losing effectiveness due to "Staleness".

Note that an army must be paid and fed during training. The G.M. may wish to penalize a party that skimps in this area.

**FORTIFICATION POINTS**

The number of points a fortification possesses is a function of the cubic volume of the structure. Rather than regarding the wall in its entirety, it is divided into 10 foot sections. The final section is considered separately if over 6 feet in length. A section 6 feet or under is included in the previous section (i.e., a wall is divided into 7, 10 foot sections. The remainder of the wall is 4 feet long. In this case, the final section would be figured at 14 feet. Had the remainder been 7 feet long, it would have been figured as a separate section).

This formula for determining points is H x W x T — 10 (Where H = Height; W = Width (usually 10') and T = Thickness). Thus, a 10' section of a wall 20 feet high and 5 feet thick would have 100 points (20' x 10' x 5' — 10 = 100).

Furthermore, different materials give varying base points. Base points are:

Wood — 50
Earth — 100
Stone — 200
Other — At GM's discretion.

To breach a wall, the point total for a section must be reduced to zero. This will form a gap 5' wide at the base of the wall. Additional hits in a breached section will widen the gap by 1 foot on each side to a maximum of 9 feet wide total.

Towers and gates are figured by the same formula (and separately from the walls). For circular towers, use circumference rather than length. Square towers use perimeter.

At 75% loss of points, the battlements of a wall or tower are put out of action.

**INFANTRY COMBAT MODIFIER TABLE**

Training — See Attached Table
Experience Level — +5 Per Level (average) of Army
Armor Type — +1 Per Armor Type (average) of Army
Leadership — +1 Per Level of Commander in direct control.
Winning Previous Phase - +5 (cumlative)
Attack Conditions - See Attached Table

**MAGIC**

The effects of magic are determined in the second period of a combat phase. The sequence of the individual spells is determined by the casting time required.

PHASE SEQUENCE
PERIOD 1: Force Deployment/Re-deployment
PERIOD 2: Spell Casting
PERIOD 3: Siege Engine Fire
PERIOD 4: Archery Fire
PERIOD 5: Infantry Combat
PERIOD 6: Morale Check (If necessary)

**8.361 ATTACK CONDITIONS**

| Terrain Attack Odds | OPEN Field | Prepared Position In Open Field | Restricted Fire* | Prep. Position Restrict. Field | Walls | Towers | Wall/Tower Combination |
|---|---|---|---|---|---|---|---|
| Less Than 1 to 4 | -100 | -150 | -125 | -175 | -225 | -250 | -230 |
| Less Than 1 to 3 | -75 | -110 | -90 | -145 | -200 | -225 | -205 |
| Less Than 1 to 2 | -40 | -60 | -30 | -75 | -175 | -200 | -180 |
| Less Than 1 to 1 | -10 | -20 | -15 | -30 | -150 | -175 | -155 |
| EVEN | — | -10 | -5 | -15 | -100 | 150 | -105 |
| More Than 1 to 1 | +10 | — | — | -5 | -50 | -125 | -55 |
| More Than 2 to 1 | +30 | +10 | +20 | — | -20 | -75 | -25 |
| More Than 3 to 1 | +50 | +30 | +40 | +10 | — | -25 | -5 |
| More Than 4 to 1 | +75 | +50 | +60 | +30 | +25 | — | +20 |

+ In cases where there is no obvious attack/defend situation, status is alternated.
*Woods, swamp, mountain,etc.

### 8.362 HEAVY WEAPONS CHART

| Oriz | RANGE YDS. | MISSLE WT. LBS. | TO HIT | RATE OF FIRE | PERSONNEL CRITICALS | WOOD | EARTH | STONE |
|---|---|---|---|---|---|---|---|---|
| Light Catapult | 300 | 10 | 100 | M | A Crush | 50 PTS | 30 PTS | 40 PTS |
| Med. Catapult | 350 | 25 | 100 | S | B Crush | 75 PTS | 45 PTS | 60 PTS |
| Heavy Catapult | 400 | 50 | 100 | VS | C Crush | 150 PTS | 90 PTS | 120 PTS |
| Light Ballista | 300 | 2.5 | 80 | F | A Puncture | 10 PTS | 5 PTS | — |
| Med. Ballista | 375 | 5 | 80 | M | B Puncture | 25 PTS | 10 PTS | 5 PTS |
| Heavy Ballista | 450 | 10 | 80 | S | C Puncture | 50 PTS | 20 PTS | 10 PTS |
| Light Trebuchet | 250 | 150 | 120 | S | C Crush | 200 PTS | 100 PTS | 125 PTS |
| Medium Trebuchet | 275 | 200 | 120 | VS | D Crush | 300 PTS | 150 PTS | 225 PTS |
| Heavy Trebuchet | 300 | 300 | 120 | ES | E Crush | 400 PTS | 200 PTS | 300 PTS |
| Battering Ram | Contact | Varies | Auto | F | N/A | 25 PTS | 10 PTS | 5 PTS |
| Shade | | | | | | | | |
| Ships Catapult | 400 | 20 | 85 | M | E Heat | 500 PTS | 250 PTS | 375 PTS |
| Tower Ballistas | 400 | 5 | 75 | F | C Punctures | 30 PTS | 15 PTS | 10 PTS |

MODIFIERS: Training level of crew
Weapon bonus (The Barge catapults are +20)

Rate of Fire Abbreviations:

F — Once per 5 Minutes
M — Once per 10 Minutes
S — Once per 15 Minutes
VS — Once per 20 Minutes
ES — Once per 30 Minutes

### 8.363 SHIP CAPABILITIES CHART

| Type | Length X Beam X Draft | Crew | Structure Points | Maximum Speed | Max. Speed Per Round | Cargo | Number Existing |
|---|---|---|---|---|---|---|---|
| ORIZ | | | | | | | |
| Merchant | 90'x20'x6' | 50 | 110 | 3.5 knots | 42'/rd | 70 Tons | 275 |
| Small Merchant | 70'x14'x5' | 45 | 50 | 3.5 knots | 42'/rd | 50 Tons | 400 |
| Trieme | 150'x20'x5' | 200 | 180 | 7.0 knots | 118'/rd | Complement of 50 Marines | 10 |
| Bireme | 100'x12'x14' | 100 | 150 | 6.0 knots | 10'/rd | Complement of 30 Marines | 25 |
| Patrol Galley | 75'x10'x3' | 65 | 100 | 5.0 knots | 84'/rd | — | 65 |
| SHADE | | | | | | | |
| Barge | 370'x200'x30' | 250* | 2500 | 12 knots | 203'/rd | 600 Tons | 1 |

*Maximum 450

### 8.364 TRAINING TABLE

| Time | Up to 3 Months | 4 to 8 Months | 9 to 12 Months | 13+ Months Percentile Roll |
|---|---|---|---|---|
| -25 Base | | | | |
| Modifier | +10 Per Month | +5 Per Month | +2 Per Month | 01-25: +1<br>26-95: 0<br>76-00: -2 |

# PLAYERS MAP






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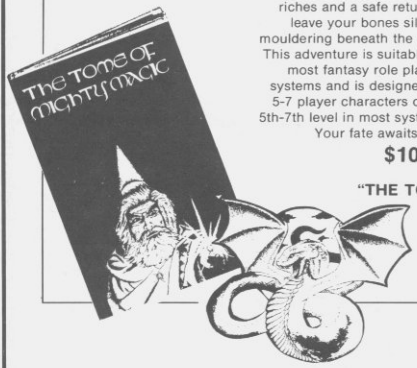



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## Introduction:

Long after the last sailor could possibly have been alive, the swords and axes of the pirates rose and fell. When finally the killing lust left them, the pirates began transferring the cargo to the barge. Dawn was just starting to bring pink glow to the eastern sky when they finished. On the deck of the merchant ship, the pirates had left a flattened globe the size of a wine cask. As the barge backed away, an archer shot an arrow into the globe and the center of the ship erupted in a ball of flames.

Estus watched as the barge slowly moved southward past him. The rising sun washed the bronze barge in a rosey light. At the top of the main tower of the barge was a figure in shimmering blue robes. The wind plucked at the robes and blew the hood back to leave the head bare. The early morning light revealed a face untouched by light. Estus would say later that it had been a mask, cut from velvet blacker than the deepest night, that obliterated the features of the specter in blue. Gloves of the same material undoubtedly covered the hands that pulled the hood back into place. In the depths of his soul, however, Estus knew that what he had seen was not a mask. What stood in the central tower of the bronze barge had been a nightmare incarnate; a shadow that had forsaken its body and now walked the earth in the guise of a man.

So came the Shade of the Sinking Plain to the Northern Kingdoms.

Can you face the challenge of an unknown power and survive to enjoy your reward. In your quest you must overcome superior numbers, mysterious sorcery, and the Sinking Plain itself; all conspire to seal your doom. Will you return to fame and glory, or endure an eternity of torment at a demon's hand?

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