Tredroy's

The Moon of Thorns

by J.C. CONNORS

About the Adventure

The Moon of Thorns is a *GURPS Banestorm* fantasy adventure set in the cosmopolitan city of Tredroy, although it can easily be adapted to other fantasy game systems and large, urban settings (an OSR version is available at 1shotadventures.com

Fresh to the bustling city, the PCs join in on a city-wide search for Carac the Thorn, a no-good hoodlum wanted for multiple crimes against Tredroy's noble families. The search for Carac, however, leads the PCs into the plans of a secretive death cult. The cult has hired Carac to help excavate a long-lost tunnel that leads under one of the city's greatest palaces. There, in the ancient catacombs of the palace, the cult hopes to find the body of a long-dead tyrant, who they hope to revive so that he can continue the bloody conquest he started six hundred years ago.

The Moon of Thorns is suitable for four-to-six 150 point characters. The end of this adventure includes six pregenerated characters so GMs can get started right away. If players are creating their own characters, the adventure works best if they have never been to the great city of Tredroy before, and are entering for the first time.

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in Small-Caps. Sections marked with a map are side-quests and adventure hooks, and not important to the overall plot of the adventure. Sections marked with a person are opportunities for specific PCs, notably the pregenerated characters from the end of this adventure.

Adventure Backstory

Until recently, Carac the Thorn was like many other young men that lived in the poor Deadman's Row section of Tredroy, the cosmopolitan city that lies within the borders of three great nations. Carac made his living doing odd jobs here and there (some legal, some not), and was a regular spectator at the city arena. His passion for the violent games helped him befriend some of city's gladiators.

One of Carac's gladiator friends, Rathar Trygg, recruited Carac to help him smuggle goods across the Blueshoal River. For the most part, their jobs were small, nothing that would earn them more than ten lashes if caught. One day, however, Rathar brought Carac in on a better paying, riskier effort. The nighttime job was to deliver crates of unusual *lunagranate* magical artifacts to a secret portal located on the underside of one of the city's many bridges. There, an unusual servant woman takes the crate and disappears into the bridge.

When Rathar was killed in an arena mishap, Carac decided to continue the job on his own. Grief over the death of his friend made him careless, however, and soon Carac was accepting more dangerous, illicit jobs. One day, Carac took a job to assault a noble and his bride-to-be, which earned him a bounty across the city. While he has largely gone into hiding, Carac still performs his nighttime deliveries to the bridge, using other friends to help.

Unsuspecting Carac does not have any idea that he is embroiled in a darker scheme. His lunagranate deliveries are at the behest of a secretive death cult – the Order of Griev-

ers. The cult believes that they have found the location of the tomb of Prince Ivor, a fierce warlord and crusader who lived six centuries in the past.

Carac's deliveries are helping one of the cult's mages excavate underneath the Emir's palace in order to find it. They are using the imported lunagranate artifacts to demolish sections of the catacombs, hoping that it uncovers Prince Ivor's sarcophagus. For weeks, the mage's work has been slow, as he has dug in the wrong direction, but recently he realized his mistake. With one more crate of lunagranates, he believes he will find Prince Ivor's sarcophagus and retrieve it for his necromancer masters. From there, the Order of Grievers plans to revive the prince, and set him up again as a great conquering crusader.

Adventure Synopsis

The Moon of Thorns spans five parts. In part one, the PCs enter the great city of Tredroy and are recruited into the local Mercenaries Guild.

In part two, the PCs are assigned to arena guard duty. As part of their assignment, the PCs are asked to keep careful watch out for the Carac the Thorn, a renegade who is wanted by two noble families for his crimes. After a deadly mishap in the arena, the PCs get clues to Carac's whereabouts. His gladiator friends know the identity of Carac's new smuggling associate – Arsalan al-Bir.

Finding Arsalan proves no easy feat. The young man is a street rat, and knows the roads and roofs of Tredroy incredibly well. In part three, the PCs will have to use their brains and their agility to catch him. Arsalan, however, is the key to clueing in on Carac's business. Carac still runs regular deliveries to the Emir's Bridge, where the PCs can intercept him, in part four of the adventure.

Confronting Carac, however, exposes the tunnel that lies under the bridge, traverses half of Tredroy, and ends under the great palace. In the final part of the adventure, the PCs must confront find two cultists of the Order of Grievers, who are close to finishing their work to retrieve the Prince Ivor's sarcophagus. With careful planning and action, the PCs will be able to foil their plot before the cult's necromancers arrive to recover the ancient relic.

About Tredroy

The plains city of Tredroy is located at the juncture of three different kingdoms. It is divided between the rule of Cardiel, a Christian nation that has endured much change and upheaval over the years, al-Wazif, an Islamic nation of new ideas, and al-Haz, a Shiite Islamic nation of stern traditions. Somehow, the city has forged its own identity, though the wide rivers that divide the city have managed to retain the original culture and laws of each of Tredroy's nations. As such, Anglish, Arabic, and Latin are all spoken here.

The city itself is home to some 200,000 people, making it roughly the same size and population of today's Venice. The

comparison is also apt as Tredroy is a hub of sophistication, trade, political innovation, and religious debate.

Each section of the city is ruled by a governor who is subservient to his own kingdom. A council, partially elected, partially appointed, runs the city's day to day affairs. Law enforcement is reasonably staffed with mages, who deploy truth detection and information-seeking spells to track down criminals.

Guilds, or livery companies, are highly influential in Tredroy, with the Mercenaries' Guild, Mages' Guild, and Company of Merchants wielding the most obvious power in the city. Thieves, smugglers, slaver's, and assassins' organizations mostly operate in the shadows.

Tredroy is a religious city, with businesses pausing five times a day for Muslim prayers, and churches packed on Sundays. Although the city legally protects religious practice, it is not uncommon for residents to experience religious intolerance as they move about the city.

For more information about the city of Tredroy, see *GURPS Tredroy*.

The Mercenaries' Guild

Joining the influential Mercenaries' Guild in Tredroy is a straightforward affair. Either of its offices at Newhall or Southhold can sign up new *armsmen*. The only real requirement is to look respectable and competently duel one of the available sergeants. This can be handled by winning a quick contest of weapon skill vs. the sergeant's "practice" skill of 10. GMs can give a +1 or +2 bonus for especially charismatic or clever PCs. The sergeants like moxie!

Once inducted into the guild, new armsmen will be assigned a master, to whom they must swear an oath of allegiance. In exchange for steady work, armsmen owe 20% of their income to their master.

Typical guild duties include police duty, especially in the bazaar and arena, guarding nobility, raiding death-cult lodges, and small defensive actions outside the city (mostly against pirates and brigands.

Three sample masters are described in the sections on Newhall and Southhold, though GMs are encouraged to invent their own!

Part 1: Welcome to Tredroy

The adventure begins with the PCs entering the bustling city of Tredroy. Presumably, this is their first time to the great city. Unless the GM is inserting this adventure into another campaign, the PCs enter the city from the east, along Capital Street, in the Cardien section of the city.

There are no walls around the city – the old ones were demolished over a century ago. Still, city guard casually inspect those who enter the city, keeping a particular eye out for slaves being brought into the city (which is illegal in East and North Tredroy) and anyone bringing a large amount of goods into the city without merchant credentials.

It is also illegal to bring bows, crossbows, and polearms into the city. Such weapons will be confiscated, as only men-at-arms are allowed them. Soldiers' equipment such as swords, plate armor, and war axes are allowed only to liveried men-at-arms and members of the Mercenaries Guild. Upon seeing any well-armed PCs, the city guards mandate that they go join the guild before being allowed to bring in their weapons.

Handily, an honest merchant house on Capital Street, Battista's Used Arms, is licensed to store weapons for only a few coins a day – though if they are not claimed in a fortnight, they will be sold off. Of course, PCs can also make successful Hold-out rolls against the guards' Per 11 (with normal modifiers for bulky equipment) to smuggle items into Tredroy. Or, a good Fast-Talk or Diplomacy roll may convince a guard to let a traveler into the city without checking their weapons, as long as the PC is *reasonably* equipped (i.e., not bristling with deadly military weapons and heavy armor).

The city guard advise any PCs who look skilled in martial ways to join the Mercenaries Guild. Not only does it give the PCs the right to carry arms, but there is plenty of work these days inside the city and the pay is good. Inquiring PCs are pointed to Newhall in East Tredroy, or the massive Southhold in West Tredroy, which is the official Mercenaries' Guild headquarters.

Newhall

Newhall is a spacious, sun-bleached brick building that surrounds a one acre, open training area. It is located just a block from Tredroy's grand bazaar, a swarming market of wonderfully colorful shops of wineshops, fabrics, glass, and pottery.

Carac the Thorn

Bounty hunting is a seedy profession in Tredroy. The authorities do not look fondly at their citizens being dragged from its sovereign territory for any reason. As such, the Mercenaries' Guild discourages bounty hunters from taking jobs that ask them to cross bridges.

Today, however, there is an exception. A few days ago, a man named CARAC THE THORN snuck into Lurnan's Hold, a viscount's keep on the outskirts of North Tredroy. Carac held a betrothed couple at knife point, which ended up in scuffle. The young baron, MARTIN GUILDFORD and his betrothed, FELICIA NORTH were seriously embarrassed. Martin lost his sword, signet ring, and his pinky finger, sliced off Carac. Felicia was thrown into a duck pond, whereupon she lost her great-grandmother's necklace, though it's unclear whether she lost it in the pond, or to Carac.

Regardless, the Viscount Lurnan is furious and has demanded that the Mercenaries' Guild apprehend Carac. Known to be a connoisseur of the arena, both masters Brooker and Yvon ask the PCs to keep an eye out for Carac. If they see him, they are to apprehend him and immediately return the villain to Lurnan's Hold. Lurnan has set a reward of 100 dinars ($10,000) for his capture!

Classes are frequently taught in the Newhall courtyard. A one-hour class ranges between $5 and $20 copper coins, though members of the guild are given a discount, depending on the class. Inquisitive students can sign up for swordsmanship and hand-to-hand classes from old veterans or learn bodyguard skills from experienced royal guards. Occasionally, a celebrity gladiator or well-known noble can be found teaching a class or two. Today, IBRAHIM ASFOUR, a devout general from the great western city of Alhallabad – known as much for his skill in combat as with his robust mahogany beard – is lecturing eager students on small unit tactics, drawn from his skirmishes with the dark elves of the Great Forest.

Those who join the guild from Newhall get assigned to one of the city's few hundred masters. Today, master MURIEL BROOKER has agreed to take on the day's recruits. One of the guild's few women officers, Muriel is a native of Tredroy who worked her way up in the ranks over the last twenty years. An appropriate Current Affairs or Streetwise roll recalls that Muriel and several of her senior mercenaries recently destroyed a bull-worshipping death cult that was headquartered in a subterranean temple in East Tredroy. This feat has earned a positive reputation in all of Tredroy's quarters.

Muriel accepts new recruits' oath of allegiance at sundown, buys them a hardy dinner at Le Grande Hotel nearby, and then assigns them to policing duty at the city arena in the morning. She'll also quietly ask the PCs to look for the amoral scoundrel, Carac the Thorn (see text box). While the guild doesn't often participate in bounty hunting, she'd like to further advance her reputation by capturing the scoundrel and returning him to Martin Guildford's parents for punishment.

After dinner, as official members of the guild, PCs can rent a bed in the barracks here for $2 copper coins per night,. Here, they'll be surrounded by a hundred or so young mercenaries eager for work, and can learn more about Muriel, Carac the Thorn, and the Tredroy arena, which is where the worst convicts are often tried amidst great spectacle.

Southhold

Southhold is a massive fortress on the west bank, easily one of the largest structures in Tredroy. Its great walls can hold up to three thousand men. At any given time, there are hundreds of mercenaries at the hall, meeting with their sergeants and officers, discussing city business, and – similar to Newhall – attending martial training classes in one of the courtyards.

PCs who join the Mercenaries' Guild from Southhold get assigned to MASTER MICHAEL YVON, the grandson of the old, high-ranking officer who acts as caretaker for the fortress itself. An appropriate Current Affairs or Streetwise roll finds out that Michael has made no real name for himself in Tredroy as of yet. He seems to have earned his position solely from his grandfather's great influence in the guild. Middle-aged and overweight, Michael Yvon is hiring more mercenaries into his camp after several were killed in a recent desert skirmish with a sphinx and its bandit servants outside of Tredroy. A Streetwise roll reveals that the skirmish was a tactical disaster, with *much* to blame Michael for.

Michael Yvon will accept new recruits' oath of allegiance at sundown. He then assigns them to policing duty at the arena in the morning, but promises them a trip to the ruined city of *Umgazur* within a fortnight, where he hopes to uncover an unlooted treasure vault. Yvon also asks the PCs to look for the amoral scoundrel, Carac the Thorn (see text box), having promised Felicia North's family that he would see to it.

Like at Newhall, once members of the guild, PCs can rent a bed in the barracks here for 2 copper coins per night, where they can socialize with dozens of fellow recruits and mercenaries.

Part 2: Arena Duty

Regardless of which master the PCs serve, they end up at arena duty the next morning. The North Tredroy arena is a huge stone-block structure, easily capable of holding 40,000 citizens, although it only hits that capacity once every few years. On a typical event day, less than 10,000 spectators gather to watch. Still, arena crowds can be raucous, competitive, and violent, so the Mercenaries' Guild is regularly hired to send armsmen to keep the peace. Armsmen are expected to breakup brawls, box pickpockets around the ears, and turn any serious criminals over to the West Tredroy *sharia* courts, where they'll be fined or punished. A typical day's work at the arena pays about $15 copper coins, more for larger events.

Today, there is great disappointment among the crowds. An arena favorite, FELL BARRACUDA, was booked to make a comeback today against his nemesis, the half-ogre EYE UNUS, but had to cancel at the last minute due to a stomach sickness. Instead of exciting professional gladiator duels, the event has been replaced by convict executions. A Streetwise+2 or Psychology roll identifies that the crowds are annoyed and restless as they stream into the arena. Soon, booing begins loudly across the arena, with shouts from the crowd that the Grand Referee had best make the lack of Fell Barracuda up to the spectators in some creative way.

The first event sours the mood even more. Three convicts are meant to fight a well-armored, but junior gladiator for their freedom. A minute into the match, the gladiator, BINNI THE LITTLE, twists his ankle, resulting in him limping around the arena after the convicts for an excruciating ten minutes.

At this point, the GM should describe rowdy civilians breaking arena etiquette rules. One large, obviously drunken man throws rocks at the limping gladiator. Another, using a magically enhanced voice, starts shouting explicit, creative obscenities at the Grand Referee, who signals to nearby armsmen to kick the man out. The GM can flesh this interaction out to give the PCs some policing activities to keep them busy as they try to do their job and find Carac the Thorn.

Tracking Carac

Unfortunately, Carac the Thorn is not at the arena today. He abandoned the games when he heard Fell Barracuda was a no-show. Although Carac isn't around, PCs can find more information about his whereabouts during the event:

- Working the cheap seats and making a Streetwise or other appropriate influence roll finds a few unsavory fellows who know that Carac decided not to show up. A smith named DE HOLT – who clearly doesn't like Carac due to some unexplained "bad business" – advises the PCs to talk to Binni the Little, the gladiator who is performing. "If you call this a performance..." De Holt explains as he rolls his eyes. "Carac always hangs out with the gladiators after the show, but none of 'em give any attention to him except for Binni"
- If the Streetwise roll is made by 3 or more, the PCs hear that Carac is lying low somewhere in West Tredroy after his brazen assault on the Baron Guildford. "Good luck ever finding him there! Al-Haz law isn't too keen on letting folk get dragged back east."
- Talking to any gladiators discovers that Carac frequently hung out with them after the arena events, better to meet powerful friends. The gladiators never really liked him. "He'd flirt with the ladies that were trying to flirt with us!" they complain. They'll point the PCs to Binni the Little, "the only gladiator that likes Carac, aside from poor Rather, God rest his soul."
- Rather was Carac's best friend, but he died a month ago in an arena accident. A Current Affairs (Sports) roll, or inquiring with arena regulars, recalls that Rathar was killed when a convict named TORVALD smuggled a shiv into the arena. The convict surprised Rathar and got lucky with the blade, killing the talented gladiator.

Binni the Little

Trainee Gladiator

ST	12	HP: 12
DX	12	Will: 12
IQ	10	Per: 10
HT	12	FP: 12

Basic Speed: 6.0 SM: 0
Move: 5 Punch: 1d-1 cr
Dodge: 9 Axe: 1d+3 cut, Parry 10U

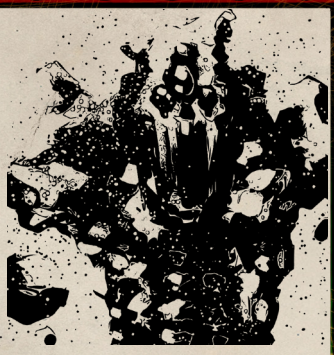
Traits: Combat Reflexes; Fit; Jealousy; Odious Personal Habit (egotistical and rarely self-aware); Status -1; Unluckiness. Always hangs out with the wrong crowd; sensitive about his short height. Speaks Tredroy Patois and Arabic (broken).

Skills: Axe/Mace-13; Acting-10; Area Knowledge (East Tredroy)-10; Brawling-14; Carousing-12; Filch-11; Games (Arena)-10; Intimidation-11; Sex Appeal-11; Shield-12; Streetwise-9.

Gear: Ornate crested helmet (DR 4, 5 lbs.); mail shirt (DR 5, 3 vs. crushing, 15 lbs.); leather gloves; heavy medium shield (DB +2, 14 lbs., Block 10), small axe (1d+3 cut, parry 10U, 3 lbs.).

The Sand Fury

Summoned Elemental



ST	19	HP: 25
DX	13	Will: 10
IQ	9	Per: 10
HT	14	FP: 14

Basic Speed: 6.5 SM: +1
Move: 6 Punch: 2d-1 cr
Dodge: 9

Traits: Cannot Learn; Doesn't Breath; Doesn't Eat or Drink; Doesn't Sleep; DR 3; Fragile (Unnatural); High Pain Threshold; Immunity to Metabolic Hazards; Mute; Indomitable; Injury Tolerance (Homogeneous, No Blood); Pressure Support 3; Unfazeable; Unhealing (Total); Vacuum Support.

Skills: Brawling-15. The elemental can also cast Body of Air as if it had skill 15 (for 8 FP!).

Special Abilities: A cloud of swirling debris surrounds the sand elemental. Anyone within 1 yard of the creature takes 1d-3 cr damage, which is treated as large area damage.

- Other arena staff who have been around for a while share similar information. "Carac was always disappointed that the women fans came escorted by their husbands or fathers!" tells one man. They also point the PCs to Binni the Little, "the only gladiator that puts up with Carac."

Earthquake!

After the first, disappointing event is over, the Grand Referee takes emergency action and hires an elderly conjurer from the Mage's Guild to summon an elemental – "The Sand Fury!" as it's loudly announced – to face off against the next batch of convicts.

The crowd's ill mood reverses as they see a giant earth elemental, made from sand and rocky debris, rise up from the arena floor. Cheers echo around the arena as the next batch of convicts flee in terror from the summoned brute!

The popular new match ends quickly, however, when a terrible earthquake shakes the arena. At first, the shaking seems timed with the sand elemental's performance, causing the arena to erupt into applause. But the shaking soon begins to rain debris into the stands, shake people from their seats, and even cause some fans even topple on to the arena sand. PCs must make a DX roll to stay on their feet, or take a tumble for 1d-2 cr damage. The shaking continues for a minute, causing the crowd to panic and scream. Suddenly, a large stone breaks loose from above the referee's seat box, nearly crushing the grand referee himself. The conjurer who was controlling the sand elemental is not so lucky; his skull crushed as he falls into the arena.

The death of the controlling mage causes the sand elemental's to be freed from his magical control. It roars and climbs into stands, ready to pulverize anyone in his way as he seeks to return to the desert outside the city. Several armsmen and junior gladiators – including Binni the Little – rush to engage the creature, shouting for the PCs' help to stop the menace.

GM's Note: The earthquake was caused by a mishap. Two members of the Order of Grievers accidentally dropped a crate of lunagranates in the Emir's Tunnel, which runs underneath the arena. The result was a near-catastrophic earthquake felt in the arena above.

Arena Aftermath

After the battle (and assuming the PCs helped in some material way), they will be thanked profusely by the Grand Referee himself, ATABEG MANNAAN AL-GHAMDI. A young, charismatic, and well-spoken member of the Emir's court, Atabeg Mannaan heaps praise on those who helped calm the chaos, and vows to give their names to the Emir himself.

The earthquake is a mystery to Atabeg Mannaan. He does not recall a time Tredroy was hit by an earthquake. He vaguely suspects there was a mishap when the Sand Fury was summoned, and that he needs to inquire among the senior members of the Mages' Guild.

Binni the Little is willing to speak to the PCs after the battle as well. Binni is temperamental; his ego must be stroked for him to give up any information about any of his friends. A Good or better reaction will get him to give up information about Carac, who is a drinking buddy of his after the matches. Binni, however, doesn't realize (or forgot) that Carac is hiding out from authorities, and freely gives up that he recently moved in with a friend, who is a cook at the famed White Stallion Coffee House in West Tredroy. While Carac doesn't know the location exactly, as he tries to avoid conservative West Tredroy, he knows that Carac's friend is an ambitious, ebony-skinned, young miscreant named ARSALAN AL-BIR.

If, for some reason, Binni did not survive the battle with the sand elemental, GMs should have another gladiator come forward and talk to the PCs. Carac the Thorn often tried to

befriend gladiators after their matches, so many of the fighters know his name, though few respect him, as they see him as a scrawny hangers-on to those who do actual work for a living.

Arena Underground

If the PCs investigate the corridors and tunnels underneath the arena, they'll find nothing unusual, as there is no entrance to the Emir's Tunnel from the arena's underground. Instead, they'll only find cages of exotic animals, gladiator waiting areas, prison cells, and large storage chambers that hold scenery and props. Quite a bit of those chambers have suffered structural damage due to the earthquake.

If GMs wish to extend the adventure, the damaged arena tunnels can provide some additional opportunities for the PCs to prove themselves:

- A manticore has escaped its cage during the earthquake. It devoured several prisoners and gladiators, and is now making a lair in the arena's underbelly. The Grand Referee of the arena will happily pay Mercenary's Guild members to kill or capture the creature ($25 copper coins for killing it, $150 for capturing it alive).
- A 12-year old boy, AARON BEN ADAN, the grandson of the Guildmaster of Merchants, has gone missing. He was touring the lion cages underneath the arena when the earthquake hit. The poor boy is trapped in a collapsed tunnel with a broken leg. Returning him to safety will earn a $100 copper coin reward from his father, as well as perhaps a future Patron.

Part 3: The White Stallion Escape

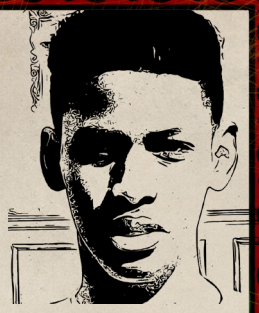
Today, as the PCs cross the bridge into West Tredroy, mullahs ask for alms to pay for food to be given out to the poor on *sham inniseem*, upcoming the spring festival. Donating a few coins earns the PCs thanks and praise, and also the white arm bands, which West Tredroy politely requires non-Moslems to wear to distinguish them from the faithful.

The White Stallion Coffee House is a an extremely popular location in West Tredroy. Everyone from poor laborers to great nobles can find tables of their own in the great coffee house. The house also features more than just its famous inky black coffee. Above the dining lodge are over two hundred rooms and suites available to rent, along with a large stable that boards, breeds, and sells fine horses. All of the servers at this place are trained to be *exceptionally* polite and helpful.

Carac's friend, Arsalan al-Bir works in the coffee house all days except Fridays and Saturdays, when the house is closed for business for the weekend. He works in the spacious back room, boiling purified spring water and steaming fantastic cups of great coffee. Any of the servers in the White Stallion know Arsalan, as he has a "big talent and bigger mouth."

Arsalan al-Bir

Miscreant Barista



ST	10	HP: 10
DX	12	Will: 11
IQ	11	Per: 12
HT	12	FP: 12

Basic Speed: 6.0 SM: 0
Move: 6 Punch: 1d-2 cr
Dodge: 9 Knife: 1d-2 imp, Parry 9

Traits: Acute Vision +2; Appearance (Attractive); Charisma 1; Pacifism (Reluctant Killer); Stubbornness; Wealth (Struggling). Loud voice. Speaks Arabic and Tredroy Patois.

Skills: Acrobatics-11; Area Knowledge (West Tredroy)-12; Brawling-13; Climbing-13; Cooking-11; Fast-Draw (Knife)-12; Fast-Talk-12; Knife-13; Professional Skill (Barista)-13; Running-13; Savoir-Faire (Servant)-12; Smuggling-11; Stealth-11; Streetwise-12; Thrown Weapon (Knife)-13.

Gear: Fine, balanced small knife (+1 to skill, 1d-2 imp or cut, Parry 9). When thrown, the knife does 1d-2 imp, Acc 0, Range 5/10). He also keeps a cheap dagger hidden in a wrap around his ankle (1d-3 damage, Parry 8).

Arsalan, however, has no desire to be questioned about Carac. He's nervous for two reasons. First, he knows that Carac's reckless assault on a baron and future baroness will likely bring retribution to Carac and any of his associates. Second, Arsalan's recently been recently transporting illegal goods around Tredroy. The moment he suspects any strangers are looking for him, he'll make a quick run for it, hoping to escape into the crowded city and disappear.

If Arsalan can't easily flee through either the front door or the back door, he'll race upstairs to the second floor halls that hold the rooms and suite to rent. He'll dash through an open suite, head for a balcony, and then nimbly leap to the rooftops in an attempt to escape.

Arsalan's objective is to get to Safiya Square, the bustling center of traffic and commerce in West Tredroy. His friend, a devout reptile man name KRLO RABBO owns a small art gallery in one of the buildings off the square. While Krlo does not approve of Arsalan's mischief, he has warmth is his heart for the young man and will hide him from those chasing him, *especially* if they are Christians.

If using the *GURPS Action* chase rules, the chase likely starts at close range. Ansalan will run every round of the chase, using his Area Knowledge to benefit him as a complimentary skill. Each round roll a Quick Contest using DX or Running skill, at +2 for Move 5 or +3 for Move 6-7 (magical speed may increase this more). A victory of 5+ means the distance closes to within five yards. A loss by 5+ means it grows to be within a block, risking the PCs losing sight of Ansalon.

In five chase rounds, Ansalon will hit Safiya Square. He'll then use his Stealth skill to disappear into the masses, which is at +10 due to the swarming crowds.

If the PCs entirely lose Ansalon, they'll have to track him through other means:

- An Observation (or Perception-5 or Shadowing-5) roll can identify a few people that look like they might have seen Arsalan. An Influence roll, such as Diplomacy or Fast-Talk, can convince an observer to give up information. Outside of Safiya Square, the informant will just say "I saw him run into the square." Inside Safiya Square, the information points to Krlo's art gallery.
- A Streetwise-4 roll inside Safiya Square will find someone who knows Arsalan by his description, and recalls that he has a friend who runs an art gallery in the square. This effort could take an hour or more, however, making it likely Arsalan slips back to his apartment to tell his mother he's going to disappear for a few days.
- A Good or better reaction from one of Arsalan's co-workers at the coffee house reveals the location of Arsalan's his apartment, located a few blocks away. "He lives with his mother," I think, says one server.

Note that any Influence or reaction rolls asking to give up personal information about a West Tredroy citizen are at -2 or worse for obvious outsiders, or those who are wearing the white armbands that denote Christians and pagans.

Arsalan's Apartment

The PCs likely arrive at Arsalan's apartment if they lose him entirely during the chase and discover its location through his co-workers.

Arsalan lives in a small, two-room apartment above a fruit market located in a wide alley off of Al-Haad Street. His widowed mother, TASLIMA, works half the day in the market, selling the bright red sugarmelons that are harvested south along the River Lorian.

Like all mothers, Taslima is fiercely protective of her son, and will not easily give up any information on him. While she suspects that he has made some poor friends lately – as evidenced by his constant late-night comings and goings – she does not know that he is smuggling goods as a side hustle.

The best way to get Taslima to give up her son's location is for the PCs to convince her that her son is in some kind of danger. Great roleplaying, and some good Influence rolls, will get her to reluctantly explain that her son can often be found helping out – often very late at night – at Krlo Rabbo's art gallery in Safiya Square.

Sugarmelon War

With her son helping around the house and the market less than ever, Taslima has been bullied more and more from a competitor, a burly woman known as FEYROUZA and her dull, eldest son, KAB.

Thinking that the PCs are wealthy buyers, Feyrouza decides to intimidate Taslima. If Taslima is talking to the PCs in her apartment, Feyrouza and her son start loudly smashing Taslima's melon cart below, yelling that they are poisoned. If Taslima is talking to the PCs by her goods, they strut over and start yelling at the PCs that Taslima's melons are sour and will make people sick.

While Feyrouza will back down if threatened, her stupid son will not. Kab has no problem threatening, boasting, and inciting a fight to show his strength – especially with outsiders.

If the PCs help Feyrouza handle the bullies, she will think especially highly of them, and more easily give helpful information on her son. She laments that if he were around more, such ill things would not happen as much.

Krlo Rabbo's Gallery of Exquisite Paintings

Krlo Rabbo is an unlikely reptile man who has a great love for calligraphy and architectural paintings. After visiting the holy city of Geb' al-Din, he was struck by a vision that he should devote his life to beauty. Ten years ago, he opened a small art gallery in Safiya Square. Because he is a devout Moslem, Krlo's art is non-figural, and often features calligraphic inscriptions and paintings of mosques and gardens, which have proven to be quite popular among the nobility of North and West Tredroy.

Krlo's Gallery is a well-crated, two-room affair. The adorned cedar door opens into a spacious, incense-scented entry, where Krlo serves tea or coffee to his guests at an old, round table. This room is also where he often holds hours-long negotiations with clientele.

The entry opens up through a sash-laden door into the larger, a tiled room big enough to display a dozen or so large pieces.

A small closet is in the back of the gallery. Krlo himself lives above the gallery, but his apartment can be accessed only from a staircase outside the gallery.

Although Krlo was once a veteran of many skirmishes in the northwestern wastes, he gave up soldiering life many decades ago. Now, his enthusiasm comes from acquiring art from new artists across al-Haz and displaying and selling pieces from his gallery. He also enjoys teaching the West Tredroy youth about art, and holds calligraphy classes at his studio on Mondays. It was at one of these classes that he befriended Ansalon, who enjoyed the temperament and stories of the old reptile man. While Krlo suspects Ansalon has been involved with mischief lately, he does not know that the youth is participating in outright illegal activities, and would be disappointed if he found out.

If the PCs were hot on the heels of Ansalon, he'll be hiding in Krlo's closet, hoping that the reptile man shoos away his pursuers. If Ansalon arrived well-ahead of the PCs, he'll be hiding upstairs in Krlo's apartment. If Ansalon had enough time to talk with Krlo, he's told him that the PCs are wicked bounty hunters, paid to drag him back to East Tredroy for crimes he did not commit.

Negotiating with Krlo

Krlo will not simply turn Ansalon over to the PCs for questioning. The reptile man is calm and questions the PCs on their motives. If threatened, he will try to chase them away, using a razor-sharp broadsword that he keeps behind his desk in his entry. But if the PCs explain their motives honestly, and succeed at a Neutral or better reaction roll, Krlo will summon Ansalan, lock his gallery, and sit down at the table for a *candid* negotiation.

Krlo is practical and has a merchant's heart. If the PCs want something from Ansalon, he expects them to give something fair in return. Similarly, he scolds Ansalon not to protect friends who have broken a fair and just law, regardless where in Tredroy it happened.

Krlo holds himself as the arbiter of fair. Krlo enjoys the negotiation though, especially on behalf of his friend, and tries to do the best to aid Ansalon. Certainly, if the PCs aided Ansalon's mother from her bullies, that will count as payment enough in his eyes. Otherwise, something in the range of 30 coins, or equivalent goods, will appease the devout reptile man, which represents a few weeks of honest work for the young man.

Interrogating Ansalon

If Ansalon does not have his friend Krlo to negotiate on his behalf, interrogating him will be more challenging.

Krlo Rabbo

Reptile Man Gallery Owner

ST	14	HP: 14
DX	12	Will: 12
IQ	12	Per: 13
HT	12	FP: 12

Basic Speed: 6.0 SM: +1
Move: 5 Claws: 1d cr
Dodge: 8 Broadsword: 2d+2 cut, Parry 9

Traits: DR 1; Longevity; Nictitating Membrane; Peripheral Vision; Sharp Claws; Sharp Teeth; Shyness (Mild); Social Stigma (Barbarian); Status 2; Temperature Tolerance 5; Wealth (Wealthy). Speaks Arabic and Anglish (both accented). Has a soft spot for teenagers.

Skills: Architecture-12; Area Knowledge (West Tredroy)-12; Artist (Calligraphy)-12; Broadsword-12; Diplomacy-12; Intimidation-12; Merchant-13; Professional Skill (Art Dealer)-14; Soldier-11; Teaching-11; Theology-12.

Gear: Usually none, but he keeps a fine, curved broadsword behind his desk to scare away would-be thieves. The weapon is enchanted with Puissance +1 (2d+3 cut, reach 1, parry 9, 3 lbs.). Behind his counter, in a locked chest that is nailed to the floor is $3,000 worth of coins and gems.

If Ansalon is captured while on the run, perhaps during his getaway from the coffee, he does his best to resist questioning. He call for help from other citizens nearby. Any ruckus summons a crowd who does not wish to see a teenage boy roughed up by strangers. The crowd demands the PCs release Ansalon, yelling that if the PCs truly have a problem with the young man, they should take it up at the courts or with a local mullah (something that will entwine the PCs in bureaucracy for weeks...)

If questioned some place more private, Ansalon first claims innocence and ignorance. There are several ways to get him to give up his secrets:

- A successful quick contest of Interrogation versus his Will 11 causes him to spill the location of his friend. Roll at +3 if the PC uses believable threats – especially about his mother or his mentor Krlo.
- Because Ansalon feels guilty about his association with his friend Carac, after Carac's assault on the baron, he can be convinced that it is for his benefit to give up the location of his friend. A successful Influence roll, such as Diplomacy or Streetwise roll can reluctantly convince him to give up the information.
- Various magical spells, such as Compel Truth or Charm, can also get him to divulge information on his friend.

If convinced to talk, Ansalon shares the following:

Ansalon has no idea where Carac the Thorn is hiding out, as he has not seen him at is apartment in several days. However, he suspects that Carac is still making midnight smuggling runs on the south side of the Emir's Bridge.

For the last few weeks, Carac has been delivering illegal goods at night. Carac takes a small boat and rows out under Emir's Bridge, a quiet bridge that connects North and West Tredroy. The bridge is closed to commercial traffic after nightfall, and lightly patrolled. There, Carac meets a "strange lady servant who glows like the moon" and delivers a box of unusual, ceramic moons to her. The woman, he explains, "opens a secret portal under the bridge and brings the crate of moons inside."

Ansalon has this information because he helped Carac on two occasions, but the job made him too nervous to continue. The punishment for smuggling in North Tredroy is harsh, and his share for such a trip was just a few copper coins.

Ansalon does not know where Carac gets the moons, nor what they are for. He does know that Carac learned about the job from Rathar, the gladiator who died in an arena accident a month ago.

If asked about Carac's assault on a baron in East Tredroy, Ansalon explains that he was discouraged to hear that news, but that it does not surprise him Carac has acted increasingly erratic since the death of his friend Rathar. Ansalon has no idea why Carac would take such a job, other than the man has a well-known hatred for Cardien nobility, and was grumbling about his lack of money lately. "His ego is big and his purse his small... that's my only explanation."

Part 4: Midnight at Emir's Bridge

There are comparatively few boats on the rivers after dark. Only a couple dozen or so lantern-lit skiffs and some light brigs can be seen on the river once dusk falls. An Area Knowledge (Tredroy) or IQ-based Fishing roll identifies these boats as either fishing boats hoping to catch rare Lorian lobsters, or cargo ships heading south to the city of Ten-Tiri, carrying the valuable wares of several nations.

The half-mile long Emir's Bridge itself is closed to commercial traffic after dark. Many guards question those traveling between the sections of Tredroy; they generally only let residents past. Guards on the east bank are more numerous but easier to talk past. Guards on the western, al-Haz side are disciplined and strict, and unlikely to let anyone on the bridge without a *very good* authentic story.

Carac the Thorn

Smuggler and Wanted Man

ST	11	HP: 11
DX	12	Will: 10
IQ	10	Per: 12
HT	12	FP: 12

Basic Speed: 6.0 SM: 0
Move: 6 Punch: 1d-2 cr
Dodge: 9 Shortsword: 1d+2 cut; Parry 9

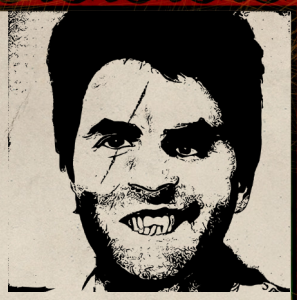
Traits: Chummy; Enemy (Guildford and North noble families); Impulsiveness; Magery 0; Social Stigma (Wanted Criminal); Status -1; Wealth (Poor). Loves bloodsports. Speaks Arabic and Tredroy Patois.

Skills: Area Knowledge (Tredroy)-12; Axe/Mace-12; Boating-12; Brawling-13; Broadsword-11; Current Events (Sports)-10; Intimidation-11; Knife-12; Merchant-10; Pickpocket-13; Shortsword-12; Smuggling-12; Stealth-12; Swimming-12.

Gear: Martin Guildford's fine shortsword (enchanted with Accuracy +1, 1d+2 cut, 1d-1 imp, reach 1, Parry 9, 2 lbs.); large knife; hooded cloak; fine leather hip boots (DR 1); small wooden shortsword (enchanted with Staff spell); stolen 3-point powerstone. $30 in copper coins.

Mugluk

Half-Orc Smuggler



ST	13	HP: 15
DX	11	Will: 11
IQ	10	Per: 10
HT	12	FP: 12

Basic Speed: 6.0 SM: 0
Move: 6 Punch: 1d cr
Dodge: 9 Hatchet: 1d+2 cut; Parry 9

Traits: Acute Hearing +1; Appearance (Attractive); Night Vision +2; Odious Personal Habit (always smiling creepily); Social Stigma (Minority Group); Status -1; Wealth (Poor). Has a distinguishing scar on his face. Desperate to be a gladiator. Speaks Tredroy Patois.

Skills: Area Knowledge (Tredroy)-10; Axe/Mace-12; Boating-10; Brawling-13; Current Events (Sports)-10; Filch-11; Intimidation-11; Knife-11; Lifting-12; Smuggling-9; Stealth-11; Swimming-12.

Gear: Hatchet (2d-1 cut, reach 1, Parry 9, 2 lbs.); large knife; layered cloth shirt (DR 2*, 12 lbs.). $20 in copper coins.

In a pinch, Mugluk may all-out attack with the boat's oar. This defaults to DX-5 but does 2d+2 cr damage, reach 1, 2).

To intercept Carac and his shipment, the PCs must either be on the bridge and on the lookout for him, or have a boat of their own. Guards routinely from both sides of Tredroy wave off anyone loitering on the bridge, so PCs need to either be stealthy, use magic, or plan on talking their way into staying on the bridge for a while once it's dark.

Renting a rowboat is cheap, only about 5 copper coins, a few more if they want an experienced sailor to pilot it. A Boating roll is necessary to steer around the swift nighttime currents to the south side of the dock. Failure indicates losing time (~30 minutes per point failed) as the boat is swept southwards down the river. If the PCs botch the interception altogether, they'll have to try another night, which may result in the cult in the catacombs having additional reinforcements.

Once at the bridge, there are small grottoes that can reasonably obscure a rowboat. Someone can also climb down from the bridge and hide in a grotto with a successful Climbing-3 roll (or only -1 with rope).

Carac's Skiff

Shortly after midnight, a small two-man boat leaves from the southern docks of East Tredroy, not far from Cardonagh Palace, and steers southward. It goes under the Pasha's Bridge, sails along the docks of West Tredroy, and then towards the middle of the southern section of the Emir's Bridge. This boat carries Carac the Thorn, his half-orc companion MUGLUK, and a locked cedar crate carrying four of the ceramic moons that Ansalon described – "moon shatters," or *lunagranates*, as dubbed the enchanters who manufacture them.

Carac's boat lights the way with a dim, hooded lantern. If he sees another boat near the bridge as he approaches (a Perception (Vision)-5 roll due to the darkness and concealment of a grotto), he'll stop and observe for a while. If the intruder stays, he'll abort the mission and sail back to the East Tredroy docks. Similarly, if he sees what looks like guards on top of the bridge where he is heading (which he is more likely to be looking for), he'll wait and then abort the mission if it looks like they are not leaving.

Otherwise, Carac steers his boat to the middle of Emir's Bridge, towards what looks like a rough patch of masonry in a foundation block under an arch. There, he'll moor his boat to the bridge, using the iron rings hammered into the brick, stand on his boat and tap on the bottom of the arch four times with a small cudgel.

Lunagranates

Carac is delivering a crate of four lunagranates, also known as "shatter moons." They are ceramic, moon-shaped magical items enchanted with a variant of the Earthquake spell. Their enchantment has unfortunately given them the quirk that they only work at full-strength on the same day as the full moon. When shattered, the items causes the ground to shake for a minute. On a full moon, this has the power to topple walls within a 3-yard radius, similar to a powerful Earthquake spell. Anyone caught in the radius must make a ST-4 roll or fall to the ground, suffering 1d-3 damage every second.

During other lunar cycles, the shaking is minor, but those caught within its 3-yard radius must still make a ST roll to keep their feet.

A minute or so later, the bridge's masonry magically retools itself into an open doorway. Carac and Mugluk haul the heavy wood box from their boat and pass it to a hooded figure inside the bridge. A Perception (Vision) roll spots that the figure's face inside the cloak every so slightly *glows*. After a few quick words, the brick and mortar of the bridge seal the hidden passage shut.

Carac and Mugluk have zero desire to be caught smuggling. Depending on how they are confronted, they will either try to row away as fast as possible, heading towards the nearest docks, or even swim for it if they have no other option. If cornered, they'll shout for help from the bridge guards, hoping that the strict guards from western side of the bridge will come to their aid, or at least chase away both parties.

Failing to get help from the guards, the two men defend themselves up until their lives look in serious danger, in which case they will surrender.

Questioning the Hoodlums

If the two hoodlums are captured, the PCs are able to extract details of Carac's business from them. This feat requires some kind of interrogation:

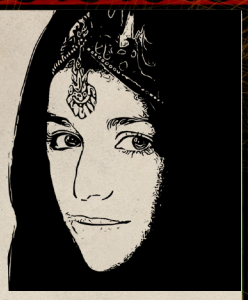
- Carac is being paid to bring a box of four magical ceramic artifacts to the "Luminous Bride" – the cloaked woman who lives inside the bridge. He picks up the artifacts from behind a pub called The Bridge Rat in the low-income Dead Man's Row neighborhood, and then delivers them here. He has no idea what the items do, but he can sense that they are magical. He always brings someone with him to help. He originally used Arsalan, but Arsalan chickened out, so he recruited Mugluk.
- Carac's been doing this job for about six weeks. Before him, a gladiator named Rathar was doing the job, with

Carac helping him. Rathar was killed in an arena accident, and Carac took over the job. Carac visibly chokes up when discussing Rathar, his best friend.

- The half-orc Mugluk helps Carac because he desperately wants to become a gladiator, and Carac has friends in gladiator circles. He's not aware of any specifics of the job.
- Carac has no idea what lies deeper inside the bridge, or who the Luminous Bride is. He doesn't care either.
- Carac assaulted Martin Guildford and Felicia North because he was paid to embarrass the couple. He's hesitant to give out the name of the man who asked him to do the job, because revealing the name might make trouble for him later. Getting this information requires a Very Good reaction or an Interrogation-2 roll. If successful, Carac says that one of SICLANDUS DE LURNAN'S footmen paid him for the job. A Current Affairs or Area Knowledge (Tredroy) roll knows that Siclandus de Lurnan is a well-known member of the city mages' guild, and also one of the many sons of the 90-year old Viscount Guillaume de Laney de Lurnan, a powerful lord of Tredroy. The viscount rules from his keep located a day's ride southeast of the city. *GM's Note: The assault on the two nobles is unrelated to the events in this adventure, but can be used as a hook for another adventure. Siclandus was madly in love with Felicia North and angry that she was betrothed to marry Martin Guildford. Siclandus paid Carac to embarrass Guildford, hoping it would cause enough of a scandal to cancel the engagement. Carac does not know any of these particular romantic details, however.*

The Luminous Bride

Magically-Created Servant



ST	9	HP: 9
DX	9	Will: 9
IQ	9	Per: 9
HT	9	FP: 14

Basic Speed: 4.5 SM: 0
Move: 4
Dodge: 7

Traits: Appearance (Beautiful); Automaton; Dark Vision; Photographic Memory. Has a slight "uncanny valley" appearance. Her flesh faintly glows in the dark. Looks exactly like Princess Erica Solway.

Skills: Singing-16.

Gear: A fine silk cloak (enchanted with Soilproof); a centuries old gold and copper crown (worth $400).

Background: The Bride was created by the mage Guiscard Severin when his love, a Cardien princess, rejected him for being below her station. Pouring all of his frustrated energy into his magical servant, he somehow succeeded in making her permanent creation. However, the use of a faulty powerstone caused her to have an unusual glow in the dark.

The Emir's Door

The brick portal in the underside of the bridge is magically sealed with a Magelock-15 spell. There are four techniques to gain entrance from the river-side:

- Knocking on the door four times with an item enchanted with the Staff spell opens the door. (Carac opens the door this way, using his enchanted wooden *rudis*, a shortsword that used to belong to his gladiator friend, Rathar.)
- A Lockmaster or Counterspell (Magelock) spell can open the door with a successful contest.

History of the Pasha's Tunnel

The Emir's Tunnel was built by Pasha Ali ib Hayyam around 1386, more than six centuries prior to this adventure. Fearing that the crusaders would conquer the city, the Pasha hired Rushdi Ramzi, a talented mage, to carve the escape tunnel using earth magic.

The miles long tunnel leads from underneath the Palace of the Crescent Moon to a few blocks from the arena, where it forks. One fork leads under the Blueshoal River and into the Emir's Bridge, which is where the PCs find entrance. The other fork continues north towards the plains, but mysteriously ends just a hundred yards out. Unfortunately, Ramzi died of fever before he was able to complete this second tunnel, intended to allow for a northern land escape under the city walls.

In 1854, the Emir of North Tredroy ordered the interior of the palace remodeled. For over a year, mages and architects worked to transform the palace's original fortress-like design into one that could accommodate the Emir's magnificent banquets and receptions. Whether by accident or design, much of the old catacombs under the palace were sealed off during remodel, and the existence of the Pasha's escape tunnel was forgotten.

- A mage with the ability to move through stone, teleport, or similar can simply pass through the door.
- The door can be smashed or blasted open! The door is made from old bricks with DR 16, HP 67. Of course, hammering on the portal likely attracts the attention of both curious pedestrians and ill-tempered guards...

The door can be opened from the inside without hinderance, as it was designed to help the pasha and his court escape to the river in the case of invasion.

Part 5: The Pasha's Tunnel

The miles-long Pasha's Tunnel runs under the Blueshoal River into North Tredroy. It then forks and branches towards the Palace of the Crescent Moon, where the Cult of the Grievers works to find the entombed body of Prince Ivor.

Anyone making an Architecture or History-2 roll will realize that they have found what is likely to be a secret escape tunnel.

The Antechamber

The antechamber to the tunnel is a small, brick room built on the inside of the bridge. The chamber was built traditionally, without magic, and even a casual investigation shows water damage and crumbling water due to the room's age. The dank smell of river algae permeates the room.

Collapsed, cedar shelves line one of the walls. The pasha's servants used to keep these shelves stocked with supplies in the event he needed to escape to the river, but they've long since rotted away. A small, silver bell (worth $50 copper coins) can be found in the corner of the room. It was once used to summon a boat that would take the pasha to safety.

In the rear of the chamber is a narrow, spiral staircase that leads deep into the bedrock underneath the Blueshoal River. An Architecture roll, modified by Magery, identifies that the stairs were carved by magic, and are well-crafted and sturdy compared to the antechamber.

The only resident of the antechamber is The Luminous Bride, a magical servant of the Order of Grievers. One of the Order's mages, GUISGARD SIVERIN, created the Bride as a companion, fashioned to look like his great, unrequited love. Unlike most magically created servants, the bride is both independent and permanent. The PCs immediately notice that her appearance is unusual, with her skin glowing slightly and her features having a mildly unsettling, uncanny valley appearance to them.

The Luminous Bride has been helping Guiscard by picking up the lunagranate shipments, and tirelessly carrying the artifacts to the cult's work site underneath the palace.

The Bride can talk and is quite pleasant, though she is simple-minded and catches no nuance. She cannot be incited to violence, and if threatened, scared, or attacked tries to flee down the tunnel, or else cower in fear. She only knows that it is her job to deliver the crate of four lunagranates to Guisgard, her master. She does not know why he needs them, who he working for, or any real details of the cult. She does know that Guisgard is "helping the Order look for Prince Ivor," as she has overheard him talking about this quest many times.

An Area Knowledge (Tredroy) or appropriate History roll remembers that Prince Ivor was a crusader who lived over six hundred years ago (see inset on p.17).

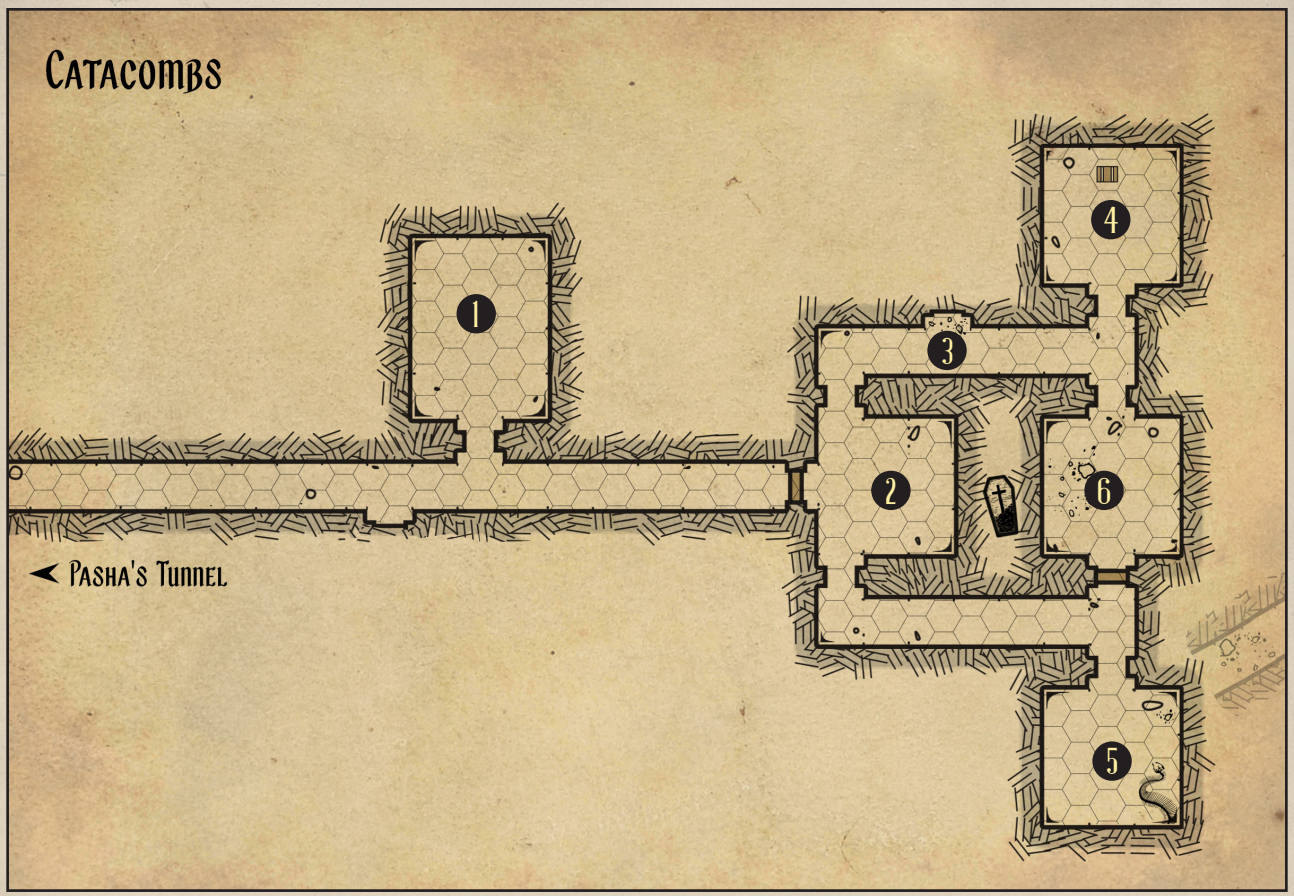
The Escape Tunnel

The tunnel is a straight and regular corridor, big enough for two people to comfortably walk side by side down its length. The tunnel walls are unadorned except for an intricately carved coat-of-arms positioned on the wall every hundred yards or so. The coat of arms displays a two-branched tree and a crescent moon. A Heraldry-2 or History-4 roll identifies it as the coat of arms of the Ramzi family. Several of the Ramzis were leaders in the Tredroy Mages Guild several centuries ago, but the family has not been active in Tredroy for generations.

About five miles down the tunnel, the tunnel ends in a large, octagonal room. This chamber is marked by massive structural damage. Heavy rubble is strewn everywhere and the ceiling is jagged and cracked. Two tunnel branches continue from the room, with one route continuing north and the other heading to the east. If the PCs investigate the room:

- An IQ-2 roll, Architecture+3, or Engineering (Civil)+4 roll identifies that the chamber's damage is due to a localized seismic event.
- A Search roll finds the shattered remains of at least two ceramic lunagranates on the floor. It also finds the bones of three crushed skeletons under the rubble. If the PCs examine a skeleton, one of its hands will suddenly, but feebly, reach outward, no doubt causing a Fright Check!

GM Note: This is the source of the earthquake that hit the arena. Three undead skeletons were transporting lunagranates but accidentally dropped them, causing the quake. The falling debris crushed the skeletons.



If the PCs follow the passage to the north, they will find that it suddenly ends. This was once intended as another escape route, north to al-Wazif, but the mage who was excavating the tunnel died before he could complete it.

The tunnel to the east heads underneath the Palace of the Crescent Moon, where Tredroy's great Emir and his council currently reside and hold court.

Under the Palace

The tunnel extends another three miles to the east before it ends in a forgotten section of the old catacombs that lie underneath the Emir's palace. It will be difficult for PCs to surmise their exact location in the city, though magic or someone with Absolute Direction and good Area Knowledge may get a hint as to their whereabouts.

Two members of the Cult of the Grievers work continuously in this section of the catacombs. The first is Guiscard Severin, a mage who has honed in on the area that he thinks Prince Ivor is entombed. He is aided by a strong half-ogre mercenary, CHOCK, who is happy to help with his massive pickaxe when Guiscard Severin is fatigued from his spellcasting.

Additionally, the two are accompanied by five skeletons, created from the remains of dead crusaders by the Order of Grievers' necromancers. Guiscard is happy to use the skeletons to do some of the more dangerous excavation work, especially when the magical lunagranates are used. *GM's Note: For more experienced or powerful PCs, you can increase the number of skeletons, or give more of them sharp swords, shields, and armor.*

As the PCs approach the end of the tunnel, Guiscard and Chock are in their workroom (room 4). They are debating the merits of ale versus mead, with Chock obviously annoyed that Guiscard did not bring an extra bottle for him.

If the PCs were noisy on their approach, or if Guiscard's bride frantically fled from the PCs, the two will be alerted and will take defensive action in the catacomb entrance chamber (see room 2 below).

1 - Preparation Chamber

This chamber once held emergency supplies for those fleeing the palace. Shelves and chests were kept here, stocked with blankets, packs, and weapons. Most of these goods rotted away centuries ago, leaving dust and debris.

An old, medium shield is still hung on one wall, faintly emblazoned with Pasha Ali's sigil. A few old coins can be found

The Order of Grievers

Guiscard Severin

Mage

ST	**10**	**HP: 10**
DX	**12**	**Will: 13**
IQ	**13**	**Per: 13**
HT	**11**	**FP: 12**

Basic Speed: 5.75
Move: 6 Dodge: 8

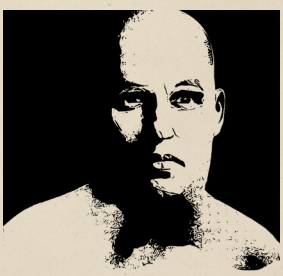
Traits: Appearance (Attractive); High Manual Dexterity +2; Magery 3; Night Vision 2; Obsession (Help the cult restore Prince Ivor to life); Status 1; In love with his creation, the Luminous Bride. Speaks Anglish and Arabic.

Skills: Architecture-13; Broadsword-12; Current Events (Tredroy)-12; Fast-Talk-12; First Aid-13; History (Tredroy)-12; Knife-12; Occultism-13; Research-13; Thaumatology-15; Savoir-Faire-12; Stealth-11.

Gear: Padded cloth torso armor, enchanted with Fortify +1 (DR 2, 6 lbs.); fine cloak (enchanted with Soilproof); fine large knife, enchanted with Puissance +1); wooden rod (1d cr, Parry 9, enchanted with the Staff spell; 7-point powerstone (with the quirk, all illusions and creations glow).

Spells: Bladeturning-15; Complex Illusion-15; Conceal Magic-15; Continual Light-15; Counterspell-14; Create Earth-14; Create Object-14; Create Servant-15; Create Warrior-15; Detect Magic-14; Earth to Stone-14; Earth Vision-14; Itch-14; Light-15; Perfect Illusion-14; Seek Earth-14; Shape Earth-15; Shield-15; Simple Illusion-15; Sound-14; Spasm-15; Turn Blade-15.

Severin's Man



Magically-Created Warrior

ST	**12**	**HP: 12**
DX	**12**	**Will: 10**
IQ	**10**	**Per: 10**
HT	**12**	**FP: 12**

Basic Speed: 6.0
Move: 6 Dodge: 9

Traits: Slave Mentality. Has a slight "uncanny valley" appearance. His flesh faintly glows in the dark.

Skills: Flail-16.

Gear: Ancient morningstar (1d+5 cr, Parry 11U, -4 to Parry, -2 to Block)

Chock

Half-Ogre Bravo

ST	**16**	**HP: 18**
DX	**11**	**Will: 10**
IQ	**8**	**Per: 9**
HT	**13**	**FP: 13**

Basic Speed: 6.0 SM: +1
Move: 6 Punch: 1d+2 cr
Dodge: 9

Traits: Acute Taste/Smell 1; Appearance (Ugly); Bad Temper; Code of Honor (Mercenaries); DR 2 (Tough Skin); High Pain Threshold; Intolerance; Magic Resistance 3; Night Vision 9; Overconfidence; Social Stigma (Uneducated). Sniffles a lot. Speaks Tredroy Patois and accented Arabic.

Skills: Area Knowledge (Tredroy)-9; Axe/Mace-12; Brawling-13; Shield-10; Stealth-10; Streetwise-10.

Gear: Leather torso and arms (DR 2, 18 lbs); cheap leather pot helm (DR 2, 3 lbs); brass knuckles; two hatchets (2d+2 cut, Parry 9 – one is enchanted with Puissance for +1 damage); mining pickaxe (2d+3 imp, Parry 9U); purse with $400 in centuries-old coins.

Bone Grievers

Skeletal Squires

ST	**11**	**HP: 11**
DX	**12**	**Will: 9**
IQ	**9**	**Per: 9**
HT	**12**	**FP: -**

Basic Speed: 7.0 Punch: 1d-2 cr
Move: 7 Dodge: 10

Traits: DR 2 (except skull); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Fragile (Brittle); Immunity to Metabolic Hazards; Injury Tolerance (No Blood, Brain, Eyes, Vitals, Unliving); Slave Mentality; Temperature Tolerance 10; Unhealing (Total); Vacuum Support; Vulnerability (Crushing x2).

Skills: Broadsword-12; Shield-12.

Gear: Dull swords (1d+2 cr, Parry 9). One has a sharp sword (cutting damage), a cheap heater shield (DB+2, 7 lbs.), and light mail (DR 3, 1 vs. crushing) – surviving artifacts of his burial.

Remember, Unliving gives impaling damage a wounding modifier of x1, large piercing x½, piercing x⅓.

on the floor as well (worth $50); the rest that were here were taken by Chock, who hid them from Guiscard.

Three bronze map tubes can also be found scattered among the debris as well. Inspection of the maps inside the tubes (which must be removed delicately, else they crumble away), reveals that they show the location of key fortresses in what is now southern al-Wazif, circa 1400 (see **Handout A**). A History or appropriate Area Knowledge roll reveals only a few of those fortresses still stand.

These maps can make a good hook for future adventures. One map references a lost fort known as Shalfak Qala. A History roll recalls that the fort was destroyed in the Easter Crusade of 1519. As the story goes, the fort's last defender was an al-Wazifi archmage known as Al-Damashki, who wielded a legendary wand called the Rod of Black Destiny, which was said to be enchanted with over a dozen magical properties. When the crusaders burned Shalfak Qala, the wand was lost to history; even the location of the fort has been forgotten. With this map, however, the PCs have an opportunity to find the ruins of the fort and recover the rod...

On the western wall of this chamber is a gold leaf inscription written in Arabic – *Allah Maak*, or "Go with God's Might," a blessing to those who would flee the palace under threat of siege or attack.

2 - Catacomb Entrance Chamber

Unlike the escape tunnel, this section is built without the help of earth-shaping magic. The rough and irregular walls are made from brick and mortar. Oil-less lanterns, each fueled by an enchanted stone that emits light, are regularly hung along the walls to provide light to Guiscard and Chock.

The entrance to the catacombs is guarded by a heavy metal door. The cult members usually keep the door open, but if they are alerted to invaders, they will close and lock it from the inside. This seals them in quite effectively.

Battering the door down requires winning a quick contest of ST vs. 23 (taking into account the hinge's DR 3, 20 HP). Add +2 for using a crowbar, or +1 with Forced Entry at DX+1 or +2 at DX+2.

Of course, this tactic leaves Guiscard and Chock locked *inside* the catacombs, unable to escape. However, within 24 hours, their cult's powerful necromancers will scry what has happened to their agents, and teleport them out.

3 - Blasted Wall

The wall here is significantly damaged. Guiscard and Chock spent a week trying to crumble this wall, thinking that Prince Ivor's tomb was on the other side (the result of a divination spell failing badly). An Architecture or Engineering (Civil) roll reveals that this entire hallways is now unstable. A lunagranate or some other explosive effect going off here again has a material chance of toppling ceiling stones on top of anyone here for 3d cr damage, and blockading the corridor.

Skeletal Serpent

Undead Assassin

ST	19	HP: 19
DX	12	Will: 10
IQ	2	Per: 12
HT	12	FP: 10

Basic Speed: 6.0 SM: +2
Move: 6 Bite: 2d-2 cut (Reach 3)
Dodge: 10

Traits: Acute Smell 3; Born Biter 2; Clinging; Combat Reflexes; Constriction Attack; Doesn't Breathe; Doesn't Sleep; Hard to Kill 4; Hard to Subdue 4; Infravision; Peripheral Vision; Sharp Teeth; Terrain Adaptation (Uneven); Vibration Sense (ground, cannot detect immobile foes).

Undead Traits: DR 2 (except skull); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Fragile (Brittle); Immunity to Metabolic Hazards; Injury Tolerance (No Blood, Brain, Eyes, Vitals, Unliving); Slave Mentality; Temperature Tolerance 10; Unhealing (Total); Vacuum Support; Vulnerability (Crushing x2). *Remember, Unliving gives impaling damage a wounding modifier of x1, large piercing x½, piercing x⅓.*

Skills: Brawling-14; Climbing-16; Escape-11; Stealth-15; Tracking-15; Wrestling-14.

4 - Workroom

Guiscard and Chock use this chamber as bed chamber and work room. There are a few interesting finds here:

- A yellowed parchment map lies on an uneven table, showing a confusing layout of the palace catacombs. A Cartography+2 or IQ-3 roll figures out that the southeastern chamber connects to another set of disused catacombs, which may allow for an alternate exit (see Extending the Adventure).
- A locked metal chest in the room holds lots of straw and one lunagranate. Oddly, this lunagranate seems to be leaking some sort of faintly-glowing, sticky sap. A Thaumatology or Alchemy roll reveals that it is quite defective. If the roll is made by 3+, the investigator discovers it will likely act as a primitive explosive (if its DR 2 is penetrated, it explodes for 5d-1 [2d] cr ex damage).
- Two thick wool blankets lie at either end of the room. One smells foul, as it is the sleeping place of Chock. A bottle of strong Thorson's Dwarven Mead sits over by the cleaner blanket. It is delicious, sweet stuff.

- A crumpled note in the corner is addressed to Guiscard. It is from a Cardien princess from the town of Hadaton named ERICA SOLWAY, who rejected Guiscard due to his station and association with the Order of Grievers (see **Handout B**). The Luminous Bride was created to look exactly like Erica Solway.

5 - The Skeletal Serpent Chamber

This room is empty except for the dry and lifeless skeleton of an enormous serpent. The necromancers of the Order of Grievers have enchanted this skeleton to come to life once Guiscard has removed the sarcophagus of Prince Ivor from the catacomb walls. The necromancers had no desire for Guiscard to be able to tell others of his accomplishment, so the undead serpent has been programmed to leave no survivors.

If Prince's sarcophagus is removed at any point, the skeletal serpent revives and hones in on Guiscard (assuming he is still alive, otherwise it targets other mages). The necromancers want Guiscard dead first, knowing they can more easily charm or enslave Chock, whenever they want.

The eastern wall in this room shows obvious signs of hurried brick and mortar work. If one were to bust through the thick wall here, it would connect into yet another abandoned part of the palace's old basement. (Treat the wall as 9" thick brick, having DR 15 and 60 HP, though GMs can weaken this appropriately if they have an adventure planned in another section of the catacombs).

6 - Crypt of the Seven Squires

This chamber was once sealed in by two heavy doors. Only one of them is intact, the other destroyed completely with strategic usage of the lunagranates.

This room once held the resting place of seven Christian squires who served Prince Ivor. The necromancers of the Order of Grievers, however, revived them as undead skeletons, who now serve Guiscard Severin (and occasionally Chock, though he swears they ignore his commands). Several of the skeletons were lost in an accident with the lunagranates, but at least five remain to serve the cult.

The floor of this room is uneven and strewn with rubble and debris, the result of the cult using the lunagranates to unseal the crypt. Guiscard now knows this crypt is closest to the sarcophagus that contains Prince Ivor.

Guiscard needs at least one lunagranate to gain access to the sarcophagus. The stone and hard clay surrounding the sarcophagus has been drained of magic, making it low-mana (-5 to all casting rolls), so he's loathe to use his Shape Earth spell to uncover it.

If Guiscard believes that he is in under threat, he retreats to this room and devises a few potential plans:

- If the Luminous Bride escaped the PCs and brings lunagranates to Guiscard, he will tell Chock and his guards to

Prince Ivor's Sarcophagus

The third son of the Emperor of Megalos, Prince Ivor was a fearsome and cruel warlord who led the Second Crusades of the 1420s. In 1446, Prince Ivor declared himself Ivor Romulus, "rightful ruler of all the world!" Megalos, however, does not accept Ivor's claim, and Ivor was eventually forced to retreat from the land. In 1449, he was mysteriously killed by a bolt of lightning during a thunderstorm. Prince Ivor's body was fought over for a year. Leading the attempt to claim his body was the Order of Grievers, a group that believed Ivor's claim. History, however, tells that a nun claimed Ivor's body and buried it in a hidden location, ending the story.

In reality, however, Prince Ivor's body was stolen away by a woman pretending to be a nun, and delivered to the Pasha of Tredroy, who hated Ivor for his murderous crusades. The Pasha ordered a necromancer to revive Ivor, curse him into an immortal, barely-conscious state, seal him in a 750-lb. stone sarcophagus, and then bury it in the palace's catacombs – eternal punishment for the cruel tyrant. The heavy sarcophagus was reinforced and magically sealed (treat as Shatterpoof-20, Magelock-20, and other appropriate spells to protect the prince's torment).

Centuries later, the Order of Grievers had become an obscure, hidden sect of necromancers and loyal cultists who seek to infiltrate the politics of al-Wazif and Cardiel. However, when one necromancer discovered the true story behind Prince Ivor's burial, he hatched a plan to recover the prince, and use his revival to reclaim the world that was once his.

scare away the intruders. He just needs to set off a lunagranate, use a little bit of his Shape Earth spell, and then uncover the sarcophagus. He then expects the necromancers of the cult to teleport everyone away (which, sadly, will not happen as soon as he thinks).

- Without the lunagranates, he'll order Chock and his warriors to threaten the PCs, demanding they return the lunagranates or die.
- If the PCs outright attack, Guiscard will size up the situation. His ability to participate in the battle are limited, so he will likely seal himself up in this chamber (using an Illusion to disguise the opening), then painstakingly try to use his Shape Earth spell to uncover the sarcophagus, which drains him of most of his energy to achieve, assuming he makes his spell rolls!
- If the PCs have captured the Luminous Bride, then all bets are off. Guiscard values her more than anything else, and will negotiate for her release. This quick surrender, however, angers Chock who will quickly turn on Guiscard and the PCs.

Remember, as soon as the sarcophagus is removed from the wall, this triggers' the cult necromancer's plan of assassinating Guiscard and Chock. The skeletal serpent in the southeastern room silently comes to life, and slithers towards Guiscard and any other mages.

If the sarcophagus is removed *and* Guiscard is dead, a necromancer from the cult will eventually teleport into the chamber and then teleport himself and the sarcophagus into the cult's hidden headquarters. This event is unlikely to happen while the PCs are still around. (The cult uses occasional divination spells to observe the happenings in the catacombs, but they are not regularly watching. The soonest they'll arrive is an hour or so after their undead snake has been activated.)

If Guiscard is captured and interrogated, he will freely admit he is working for the necromancers of the Order of Grievers, who are paying him handsomely to recover the body of Prince Ivor. He does not know the purpose, exactly, but knows enough of the history of the cult that he assumes they are trying to either find an artifact lost inside the sarcophagus, or planning to resurrect the prince himself. He does not know that the prince is still – barely – alive inside the sarcophagus!

Finale

With careful planning and bold action, the PCs can defeat the two cultists and prevent Prince Ivor's sarcophagus from falling into the hands of the Order of Grievers.

If the PCs leave the sarcophagus in place, it will not be long before the secretive necromancers of the Cult of the Grievers steal it back again.

If the sarcophagus is returned to the palace, the Emir, will thank the PCs for their help in keeping his palace safe, and reward them each with $1,000 worth of gold. He will then order his mages to seal the sarcophagus up once again. This action will likely delay the necromancers' plan to steal the Prince for quite some time.

If the PCs smuggle the heavy artifact out of the catacombs, they can find other interested parties in Tredroy. Several curious antiquarians are willing to spend ten thousand coins or more for the sarcophagus. Also, the Cardien churches will also happily accept it as donation, as they see it as a sacred, lost relic (with some considering Ivor a martyr for the church).

Completing the Adventure

For completing the adventure, the PCs should receive 2 character points. They should receive an additional 1-2 character points for good roleplaying or excellent performance, such as capturing Carac the Thorn on behalf of their guild masters, or retrieving and returning Prince Ivor's sarcophagus.

Capturing Carac the Thorn earns the PCs the 100 ducat ($10,000) reward for his capture from Duke Lurnan and Martin Guildford's family. It also earns the PCs the thanks of their Mercenary Guild master, both of whom will gain significant status in East Tredroy due to the capture. Of course, the Mercenaries' Guild will take its 20% cut from the reward...

If the PCs aided the Grand Referee of the Arena in a significant way, he will send them each a gift of fine, balanced large knives enchanted with Graceful Weapon as a token of his appreciation. Such knives are usually reserved for gladiators who have pleased the crowd in good fashion.

GMs should freely confer various Reputations, Contacts, or Patrons for befriending any of the influential folk in the adventure. Depending on how the dealt with Guiscard, Chock, and the sarcophagus of Prince Ivor, they may have also earned themselves an Enemy of the Order of Grievers.

Extending the Adventure

While this adventure ends with the PCs recovering (or abandoning) the sarcophagus of Prince Ivor, this retrieval can easily lead into other adventures.

An immediate extension of the adventure may find one or more powerful necromancers teleporting into the Pasha's Tunnel to investigate what is going on. This may force the PCs to find an alternate escape from the catacombs through the wall in the skeletal serpent's chamber. For dungeon-loving players, this next section of the catacombs may be filled with dangers thought sealed centuries ago – perhaps undead crusaders, dust demons, and crypt ghouls.

The catacombs may also lead directly into the cellar of the Emir's palace. Avoiding the Emir's servants and royal guards will be a challenge, as they will not treat intruders lightly.

In either scenario, the PCs will have earned the attention of the necromancers of the Order of Grievers. Unmasking the ancient cult, and tracking down its leaders, and avoiding assassination attempts can make the start of an exciting urban campaign!

Sir Svend's Quest

Sir Svend Holfdon, one of the pregenerated PCs, is on a quest to find out whether his king and friend, King Torvald, is alive or dead. This adventure does give conclusion to that question, leaving it as a hook for future adventures.

However, if the GM wants to settle that question, the answer lies at the arena. If the PCs inquire into the death of Rathar, they will discover that the lucky convict who killed him was named Torvald. This is the same King Torvald that Svend seeks!

In a one-shot game, Torvald continued to fight in the arena for several weeks, showing great skill in his matches. However, he was eventually killed in an arena event when the referee surprised the crowd by unleashing a manticore into the arena. Torvald died bravely, but the mystery of how he went from king to convict is unknown.

In a continuing campaign, having impressed the Grand Referee, Torvald survived his battle with the manticore and was freed after a close victory. One gladiator recalls seeing Torvald two weeks ago outside a church in East Tredroy, passionately talking with a monk about the church's stained glass located in its rose window. "It seemed as if he found something special in that window," says the gladiator. Whether Torvald is still in Tredroy, perhaps on a great pilgrimage or quest, or has moved on, is entirely up to the GM.

Special Thanks

Special thanks hafizaprilio on Fiverr.com for his illustration of the fierce sand elemental. Thanks also to thispersondoesnotexist.com for helping create illustrations of the various human characters, and to watabou.itch.io/one-page-dungeon for generating the catacombs under the Emir's palace.

For more free one shot adventures, please visit 1shotadventures.com. If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Post a note on 1shotadventures.com or tweet @SageThalcos on Twitter.

Disclaimer Stuff

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Change Log

v1.0 - Original release.
v1.1 - Fixes to pregenerated PCs.
v1.2 - Fixed missing line on p.16.

Handouts

Handout A - Fragment of a map found in a tube in the catacombs. The map shows the location of Shalfak Qala, a fort destroyed 500 years ago.

Handouts

Dearest Guiscard

You are very brave for writing me. But I write to you tell you that your letters have afflicted me and you have abused my Goodness.

A year ago we ended our engagement, although my father would argue that an engagement cannot occur without his permission. Even still, you knew he had issue with your station. Although we blushed at its cruelty, we could not ignore it, and it disarmed us both the same.

I have become engaged to another, and I believe that the match will bring me happiness and you peace.

If you will grant me but one last wish, my dear Guiscard, please resolve to abandon the Order of Grievers. Although I know you learn't much by their books, I believe they mean you ill harm.

My still admires you and contemplates in you. Please stop writing, else my new lord angers.

Erica Solway

Handout B - Crumpled letter found in catacombs workroom. Here, Lady Erica Solway, a Cardien princess from the town of Hadaton, scolds Guiscard not to write her anymore.

Handout - Player Safe Map

BANESTORM

Name Anguerrand Grey **Player** _____ **Point Total** 150

Ht 6'0" **Wt** 190 **Size Modifier** 0 **Age** 24 **Unspent Pts** -

Appearance Earnest marine, fresh from victorious naval skirmishes with pirates and smugglers

					CURRENT	
ST	13	[30]	HP	13		[0]
DX	12	[40]	Will	11		[0]
IQ	11	[20]	Per	12		[5]
HT	12	[20]	FP	12	CURRENT	[0]

MOVE 6

DR 2 (leather)

BASIC LIFT (ST × ST)/5 34 lbs **DAMAGE Thr** 1d **Sw** 2d-1

BASIC SPEED 6.0 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	34
Light (1) = 2 × BL	68
Medium (2) = 3 × BL	102
Heavy (3) = 6 × BL	204
X-Heavy (4) = 10 × BL	340

ACTIVE DEFENSES

Dodge	Parry	Block
10	10 (Sword)	-

REACTION MODIFIERS

Appearance +1

Status

Reputation

+1 from Born War-Leader (soldiers)

+1 from Honesty (if known), +3 if honor at stake

ADVANTAGES & PERKS

Acute Vision +2	[4]
Appearance (Attractive)	[4]
Born War-Leader 1	[15]
Combat Reflexes (rarely surprised, +2 to Fright Checks)	[5]
Fit (+1 to all HT rolls)	[5]
	[ ]
	[ ]
Anglish (Native)	[0]
	[ ]
	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Code of Honor (Professional)	[-5]
Curious	[-5]
Enemy (Smugglers Guild, 6 or less, rivals)	[-5]
Honesty (won't break the law)	[-10]
Pacifism (Reluctant Killer)	[-5]
	[ ]
	[ ]
	[ ]
Hard working, tough for him to relax	[-1]
Gets comically friendly when drinking	[-1]
Enamored with royals	[-1]
Loves sweets of all kinds	[-1]
Gets seasick easily	[-1]
	[ ]

SKILLS

Name	Level	
Boating (Rowboats and Skiffs)	11	[1]
Bow	11	[1]
Brawling	13	[2]
Broadsword	13	[4]
Carousing	12	[1]
Fast-Draw (Sword) (includes +1 from Combat Reflexes)	13	[1]
Holdout	10	[1]
Interrogation	11	[2]
Intimidation	11	[2]
Knife	12	[1]
Observation (includes +2 from Acute Vision)	14	[2]
Savoir-Faire (Military) (includes +1 from Born Leader)	12	[1]
Seamanship	12	[2]
Search	13	[4]
Smuggling	11	[2]
Soldier	11	[2]
Stealth	11	[1]
Swimming	12	[1]
Tactics (includes +1 from Born War-Leader)	11	[2]
Two-handed Sword	13	[4]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]

BANESTORM™

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Brawling punch	1d-1 cr	C	10	Skill 13	-	-
Bastard sword	2d cut	1	10	Skill 13	$750	5 lbs.
	1d+2 imp	1, 2		+1 dmg if 2H*		
Dagger	1d-1 imp	C	9	Skill 12	$20	

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Notes	Cost	Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

COINS

$15

POSSESSIONS

Item	Location	Cost	Weight
Hardened leather (DR 2)	Torso	$120	15 lbs.
Padded cloth (DR 1)	Arms + Legs	$125	9 lbs.
Satchel		$10	1 lb.
Back scabbard	Back	$10	1 lb.
Cake soap	Bag	-	-
	Totals:	$ 1035	31 Lbs.

Two years ago, you signed up with the Cardien Navy to fight pirates that were raiding its southern coast. The work was easy for you, and you were personally responsible for seizing over a million dinars in contraband.

Unfortunately, a half-ogre's club to the head sent you back home to Calder. This would also end your navy career, as the wound causes seasickness like you have never had before. Missing the sea too much, you set off to Tredroy to work in its great ports, where you hope you can once again put your keen eye for busting smugglers to use.

CHARACTER NOTES

*Multiple parries in the same turn are only at a cumulative -2 with a two-handed sword (vs. other weapons' -4)

BANESTORM™

Name OMAR "THE CATASTROPHE OF 3 BRIDGES" **Player** _____ **Point Total** 150

Ht 5'9" **Wt** 150 **Size Modifier** 0 **Age** 57 **Unspent Pts** -

Appearance An unlucky old mage, trying to escape a reputation as a careless saboteur

					CURRENT	
ST	10	[0]	HP	10		[0]
DX	11	[20]	Will	13		[0]
IQ	13	[60]	Per	13		[0]
HT	10	[0]	FP	11	CURRENT	[3]

MOVE 5

DR 0 (no armor)

BASIC LIFT (ST × ST)/5 20 lbs **DAMAGE Thr** 1d-2 **Sw** 1d

BASIC SPEED 5.25 [0] **BASIC MOVE** 5 [0]

ENCUMBRANCE

None (0) = BL	20
Light (1) = 2 × BL	40
Medium (2) = 3 × BL	60
Heavy (3) = 6 × BL	120
X-Heavy (4) = 10 × BL	200

ACTIVE DEFENSES

Dodge	Parry	Block
8	8 (Rod)	-

REACTION MODIFIERS

Appearance _____

Status -1 from Social Stigma (Hermit)

Reputation _____

+1 from Survivor (other survivalists)

-1 from Stubbornness

-2 from Reputation (Careless and dangerous)

ADVANTAGES & PERKS

Fit (+1 to all HT rolls)	[5]
Magery 3 (allows you to detect magic and cast spells)	[35]
Survivor 1	[5]
	[ ]
Anglish (Accented, Semi-Literate)	[3]
Arabic (Native)	[0]
Dwarvish (Broken, Illiterate)	[1]
Elvish (Broken, Illiterate)	[1]
	[ ]
	[ ]
Secret Spell (The Death Spell - Majid's Dark Drowning)	[1]
	[ ]

DISADVANTAGES & QUIRKS

Bad Temper	[-10]
Reputation -2 (Careless and dangerous)	[-10]
Social Stigma (outsider hermit)	[-5]
Stubbornness	[-5]
Unluckiness	[-10]
Unnatural Feature (Blue Confession Beard)	[-2]
	[ ]
	[ ]
Loves eating fish eyes	[-1]
Devout in his religion	[-1]
Needs his regular quiet and solitude	[-1]
Suspicious of pagans	[-1]
Pretends to know more of magic than he actually does	[-1]
	[ ]

SKILLS

Name	Level	
Axe/Mace	11	[2]
Boating (Rowboats and Skiffs)	10	[1]
Broadsword	11	[2]
Dancing	10	[1]
First Aid (includes +1 from Survivor)	14	[1]
Fishing	13	[1]
Innate Attack (Magic Jets)	12	[2]
Intimidation (may get +2 or -2 from Reputation)	12	[1]
Naturalist (includes +1 from Survivor)	13	[2]
Navigation (Land)	13	[2]
Occultism	12	[1]
Public Speaking (Oratory)	13	[1]
Survival (Rivers) (includes +1 from Survivor)	13	[1]
Swimming	11	[2]
Thaumatology (includes +3 from Magery)	14	[2]
Traps	12	[1]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]

BANESTORM™

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-1 cr	C	10	Skill 11	-	-
Wooden rod (Staff spell)	1d+1 cr	1	8	Skill 11	$35	3 lbs.
Fine dwarven hatchet	1d+1 cut	1	8	Skill 11	$400	2 lbs.

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Notes	Cost	Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

COINS

$23

POSSESSIONS

Item	Location	Cost	Weight
Leather boots (DR 2)	Feet	$80	3 lbs.
Satchel	Torso	$10	1 lbs.
Fishing kit	Satchel	$5	1 lb.
Dwarven leather belt	Torso	$100	1 lb.
5-point emerald powerstone	Bracelet	$525	-
Unguent of Healing (heals 1d HP)	Satchel	$120	-
	Totals:	$1185	31 Lbs.

You lived along the Blueshoal river as a hermit the last ten years. You made your living wandering from village to village, helping the locals find lost animals, catch fish, and celebrate feasts. One day, however, a village asked you to recover a herd of cows that was swimming across the river. You used your magic to summon a gentle wave to bring them ashore, but Allah must have been displeased with you, for instead a great kraken of a wave formed and roiled down the river. You were arrested and tried for the destruction of three foot bridges. Fortuntely, the local atabeg remembered you from the war you helped him win twenty years ago, and let you off with a stern warning.

CHARACTER NOTES

Omar's

Grimoire & Handbook of Magical Spells

Spell Name (Class)	Skill	Time	Duration	FP to Cast	FP to Maintain	Notes	Page
Apportation (Reg-Will)	15	1 sec	1 min	1+	same	Moves objects at Move 1. Objects under 1 lb. cost 1 energy, 2 for up to 10 lbs, 3 for up to 50 lbs, 4 for up to 200 lbs, +4 for each additional 200 lbs.	MI42
Breathe Air (Reg)	14	1 sec	1 min	4	2		M26
Breathe Water (Reg)	14	1 sec	1 min	4	2		MI89
Clumsiness (Reg-HT)	14	1 sec	1 min	1-5	half	Reduces DX by -1 per energy spent.	M36
Counterspell (Reg-spell)	14	Same	Instant	Half		Counters an ongoing spell. Must know spell.	MI21
Create Air (Area)	14	1 sec	Instant	1	-		M23
Create Water (Reg)	14	1 sec	Instant	2/gal	-		MI84
Destroy Air (Area)	14	1 sec	Instant	2			M24
Dispel Magic (Area)	14	1 sec/FP	Instant	3	-	Negates spells in area.	MI26
Drown (Reg-HT) (VH-Secret)	14	1 sec	4 min	13	-	Victim loses 1 FP per second. At 0 FP, he must make Will rolls to remain conscious, and loses 1 HP per FP lost. At -FP, he passes out. FP loss stops, and he loses 1 HP per second. He's dead in 4 minutes!	MDS21
Drunkenness (Reg-Will)	14	2 sec	1 min	1-5	half	Reduces IQ and DX by -1 per energy spent.	MI36
Essential Water (Reg)	14	1 sec	Instant	3/gal	-		MI89
Foolishness (Reg-Will)	15	1 sec	1 min	1-5	half	Reduces IQ by -1 per energy spent.	MI34
Ignite Fire (Reg)	14	1 sec	1 sec	1-4	same	1 energy is like a match; 4 is like magnesium!	M72
Itch (Reg-HT)	14	1 sec	Scratch!	2	-	Subject at -2 DX until he takes a second to scratch.	M35
Mature (Reg)	14	10 sec	Perm	1/lb.	-	Matures food.	M78
Pain (Reg-HT)	14	2 sec	1 sec	2	2	Subject at -3 DX for 1 second.	M36
Purify Air (Area)	14	1 sec	Perm	1	-		M23
Purify Water (Special)	14	5-10	Perm	1/gal	-		MI84
Season (Reg)	14	10 sec	Perm	2/meal	-	Seasons food. Delicious!	M77
Seek Water (Info)	14	1 sec	Instant	2	same		MI84
Sense Danger (Info)	14	1 sec	Instant	3	-		MI66
Sense Foes (Info/Area)	14	1 sec	Instant	1	-	Minimum energy cost 2.	M44
Sense Life (Info/Area)	14	1 sec	Instant	1/2	-	Minimum energy cost 1.	M45
Sense Spirit (Info/Area)	14	1 sec	Instant	1/2	-	Minimum energy cost 1.	MI49
Shape Water (Reg)	14	2 sec	1 min	1/20gal	same		MI85
Shield (Reg)	15	1 sec	1 min	2-8	same	2 energy gives subject Defense Bonus +1.	MI67
Spasm (Reg-HT)	14	1 sec	Instant	2	-	Subject drops item or must make DX roll to gesture.	M35
Stun (Reg-HT)	15	1 sec	Instant	2	-	Subject must roll HT each second to recover.	M37
Test Food (Info)	14	1 sec	Instant	1/meal		For 3 energy, test food in a 1-yard radius.	M77
Walk on Water (Reg)	14	4 sec	1 min	3	2		MI86
Water Jet (Reg)	15	1 sec	1 sec	1-3	-	1d knockback-only damage per energy, range equal to dice. Face hits are -3 to combat skills for each energy.	MI87
Water to Wine (Reg)	15	10 sec	Instant	4/gal			M79
Waves (Special/Area)	14	1 min	1 hour	1/60	same		MI94

BANESTORM

Name Ciradil **Player** _____ **Point Total** 150

Ht 5'10" **Wt** 145 **Size Modifier** 0 **Age** 134 **Unspent Pts** –

Appearance Elven spy who works for a mysterious djinn archmage – recovering from a wicked charm

					CURRENT	
ST	11	[10]	HP	11		[0]
DX	13	[40]	Will	11		[–5]
IQ	12	[20]	Per	12		[0]
HT	11	[10]	FP	11	CURRENT	[0]

MOVE 6

DR 3* (mail)

BASIC LIFT (ST × ST)/5 24 lbs **DAMAGE Thr** 1d–1 **Sw** 1d+1

BASIC SPEED 6.0 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	24
Light (1) = 2 × BL	48
Medium (2) = 3 × BL	72
Heavy (3) = 6 × BL	144
X-Heavy (4) = 10 × BL	240

ACTIVE DEFENSES

Dodge	Parry	Block
9	10 (Sword)	–

REACTION MODIFIERS

Appearance +1

Status

Reputation –2 from Bully
+1 from Musical Ability (when performing)
+2 from Sense of Duty (Nature) (when appropriate)
–1 from Stubbornness

ADVANTAGES & PERKS

Acute Vision +2	[4]
Fit (+1 to all HT rolls)	[5]
Magery 1 (allows you to detect magic and cast spells)	[15]
Wealth (Comfortable)	[10]
Anglish (Accented, Semi-Literate)	[4]
Elvish (Native)	[0]
	[ ]
ELF	[41]
Attractive	[ ]
Musical Ability 1	[ ]
Unaging	[ ]
Code of Honor (Elven); Sense of Duty (Nature)	[ ]

DISADVANTAGES & QUIRKS

Bully	[–10]
Duty (Djinn Council – Extremely Hazardous, 6 or less)	[–7]
Innumerate	[–5]
Phantom Voices (Disturbing)	[–10]
Stubbornness	[–5]
	[ ]
	[ ]
	[ ]
Has sworn to kill the witch that cursed her	[–1]
Uses big words to belittle those she doesn't like	[–1]
Delights in eavesdropping	[–1]
Mildly addicted to elixirs of pain resistance	[–1]
Frustrated when her skills fail her (blames the witch!)	[–1]
	[ ]

SKILLS

Name	Level	
Acrobatics	11	[1]
Architecture	11	[1]
Bow (includes +1 from Elf)	14	[2]
Broadsword	14	[4]
Detect Lies	11	[2]
Diplomacy	10	[1]
Disguise	11	[1]
Fast-Draw (Sword)	13	[1]
Knife	13	[1]
Lockpicking	12	[2]
Riding (Equines)	12	[1]
Savoir-Faire (High Society)	12	[1]
Shortsword	13	[1]
Singing (includes +1 from Musical Ability)	12	[1]
Stealth	13	[2]
Survival (Woodlands)	12	[2]
Tracking (may add +2 from Acute Vision)	12	[2]
		[ ]
		[ ]
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		[ ]
		[ ]
		[ ]
		[ ]
		[ ]

BANESTORM™

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-2 cr	C	9	Skill 13	-	-
Balanced broadsword	1d+2 cut 1d+1 imp	1	10	Skill 15	$3000	3 lbs.
Dagger	1d-2 imp	C	8	Skill 13	$20	

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Notes	Cost	Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

COINS

$5

POSSESSIONS

Item	Location	Cost	Weight
Light leather boots	Feet	$50	2 lbs.
Light mail (DR 3, 1 vs. crush)	Torso	$500	12 lbs.
Hooded cloak	Back	$30	1 lb.
2-point amethyst powerstone	Earring	$165	-
Elixir of Pain Resistance	Satchel	$200	-
Small belt satchel	Belt	$10	-
Totals:		$ 3975	18 Lbs.

Thirty years ago you were assigned to work as a spy to the mysterious Djinn Council. You never knew who your true masters were, but the position was considered a great honor among the elves of your homeland. For years, you traveled, listened, and brought back information for your masters.

However, one day you were assigned to steal into a small manor house in Ten-Tiri. To your horror, you discovered the lord of the manor had been murdered, and a witch was living in his stead. You were cursed by the witch and chained up in her closet. You were rescued by the noble's son, who had returned home. The witch, however, escaped, along with much your knowledge. The Council ordered you to Tredroy, to recover your wits, and await new orders.

CHARACTER NOTES

Ciridel's

Grimoire & Handbook of Magical Spells

Spell Name (Class)	Skill	Time	Duration	FP to Cast	FP to Maintain	Notes	Page
Apportation (Reg-Will)	12	1 sec	1 min	1+	same	Moves objects at Move 1. Objects under 1 lb. cost 1 energy, 2 for up to 10 lbs, 3 for up to 50 lbs, 4 for up to 200 lbs, +4 for each additional 200 lbs.	M142
History (Info)	12	1 / energy	Instant	3-10	-	Tells history of an object (3 energy cost is 1 day, 5 for a week, 8 for a month, 10 for a year)	M106
Lend Energy (Reg)	11	1 sec	Instant	1/FP	-	Restores lost fatigue. 1 energy restores 1 FP	M89
Lend Vitality	11	1 sec	1 hour	1/HP	-	Restores lost HP. 1 energy restores 1 FP.	M89
Minor Healing (Reg)	12	1 sec	Instant	1-3	-	Heals 1 HP per energy spent. Roll at a cumulative -3 for repeated castings on the same subject.	M91
Seek Air (Info)	11	1 sec	Instant	1	-		M23
Seek Plant (Info)	11	1 sec	Instant	2	-		M161
Seeker (Info)	11	1 sec	Instant	3	-	Attunes the caster to a person or object. Finds the item if it's within 1 mile. Roll at -5 if you don't have something associated with the item. One tryu per week.	M105
Trace (Reg)	11	1 min	1 hour	3	1	Traces an object. Subject must be with the caster when cast or first targeted with a Seeker spell.	M106

BANESTORM™

Name Sir Svend Holfdan **Player** _____ **Point Total** 150

Ht 5'11" **Wt** 190 **Size Modifier** 0 **Age** 48 **Unspent Pts** -

Appearance Veteran of the hobgoblin wars in the north, now on a quest to prove someone is dead

					CURRENT	
ST	12	[20]	HP	13		[2]
DX	12	[40]	Will	11		[0]
IQ	11	[20]	Per	11		[0]
HT	11	[10]	FP	11	CURRENT	[0]

MOVE 4

DR 5* (mail)

BASIC LIFT (ST × ST)/5 24 lbs **DAMAGE Thr** 1d-1 **Sw** 1d+2

BASIC SPEED 5.75 [0] **BASIC MOVE** 5 [0]

ENCUMBRANCE

None (0) = BL	29
Light (1) = 2 × BL	58
Medium (2) = 3 × BL	87
Heavy (3) = 6 × BL	174
X-Heavy (4) = 10 × BL	290

ACTIVE DEFENSES

Dodge	Parry	Block
9	12 (Sword)	11 (Shield)

REACTION MODIFIERS

Appearance _____

Status +2

Reputation _____

+2 from Born Soldier (other soldiers)

ADVANTAGES & PERKS

Born Soldier	[10]
Combat Reflexes (rarely surprised, +2 to Fright Checks)	[15]
High Pain Threshold (ignore pain and shock penalties)	[15]
Status +2 (Knight)	[10]
Wealth (Comfortable)	[10]
	[ ]
Back to the Wall	[1]
	[ ]
Anglish (Native)	[0]
Northland (Accented, Illiterate)	[2]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Code of Honor (Soldier's)	[-10]
Guilt Complex	[-5]
Jealousy	[-10]
Obsession (Marry General Rhisla)	[-10]
Sense of Duty (King Torvald and his court)	[-5]
	[ ]
	[ ]
	[ ]
Despises all hobgoblins as untrustworthy savages	[-1]
Shows off in combat... sometimes carelessly	[-1]
Reluctant to ask for help	[-1]
Uncomfortable around the poor	[-1]
Cynical when it comes to war and battle	[-1]
	[ ]

SKILLS

Name	Level	
Area Knowledge (Tredroy)	11	[1]
Armoury (Melee Weapons)	10	[1]
Broadsword	14	[8]
Cavalry Training	13	[2]
Spinning Strike	14	[3]
Diplomacy	10	[2]
First Aid	11	[1]
Hiking	11	[2]
Knife	12	[1]
Leadership (includes +2 from Born Soldier)	12	[1]
Riding (Equines)	11	[1]
Savoir-Faire (Military) (includes +2 from Born Soldier)	13	[1]
Shield	12	[1]
Smith (Iron)	10	[1]
Soldier (includes +2 from Born Soldier)	13	[2]
Spear	13	[4]
Streetwise	10	[1]
Survival (Mountains)	10	[1]
Tactics (includes +2 from Born Soldier)	12	[2]
Thrown Weapon (Knife + Spear)	12	[2]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]

BANESTORM™

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-2 cr	C	10	Skill 12	-	-
Arming sword	1d+3 cut 1d+1 imp	1	11	Skill 14	$600	3 lbs.
Fine small knife	1d-1 imp	C	9	Skill 12	$60	0.5 lbs.

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Notes	Cost	Weight
Small Knife	1d-1 imp	0	6/12	1	1	-1	Skill 12		

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

COINS

$5

POSSESSIONS

Item	Location	Cost	Weight
Leather boots (DR 2)	Feet	$80	3 lbs.
Heavy mail (DR 5, 3 vs crush)	Torso	$1200	18 lbs.
Hardened leather (DR 2)	Arms	$63	7.5 lb.
Padded cloth (DR 1)	Legs	$50	6 lbs.
Leather gauntlets (DR 2)	Hands	$13	1.5 lbs
Leather helm (DR 2)	Head	$25	3 lbs.
Small backpack	Back	$60	3 lbs.
Personal basics	Pack	$5	1 lb.
Bottle of fine ale	Pack	$20	1 lb.
Waterskin	Pack	$10	-
Small shield (DB +1, DR 4, HP 15)	Arm	$40	6 lbs.
Totals:		$ 2226	54 Lbs.

You lived in Tredroy two decades ago, but made your way north with your friends to fight in the hobgoblin wars. There, you met King Torvald and his wife, General Rhisla, the most beautiful, fierce, and strong woman in the world. You became one of the king's body-guards, and fought alongside him for years. One day, King Torvald told you he had received a vision, and had to go south. He was never heard from again. For six years, the king has been miss-ing. In that time, you fell in love with Rhisla. However, she has sworn to stay loyal to her husband unless you can find proof of his death. Now, you've followed his trail back to Tredroy, un-sure if you want to find your king and your friend alive or dead.

CHARACTER NOTES

Spinning Attack - Committed attack. Roll a contest between your attack skill (14) and the defender's best combat skill. Your margin of victory subtracts (or adds!) from his defense. However, you are at -3 to your next defense and cannot parry or retreat.

You can also choose to All-Out Attack, forfeiting your defense. Roll at -2, but you get +2 damage.

BANESTORM

Name Cata Morelli **Player** _____ **Point Total** 150

Ht 5'8" **Wt** 145 **Size Modifier** 0 **Age** 27 **Unspent Pts** -

Appearance Industrious young merchant excited to open an ale tavern in one of Yrth's busiest cities

					CURRENT	
ST	11	[10]	HP	11		[0]
DX	11	[20]	Will	12		[0]
IQ	12	[40]	Per	12		[0]
HT	12	[20]	FP	12	CURRENT	[0]

MOVE 4

DR 3* (scale)

BASIC LIFT (ST × ST)/5 24 lbs **DAMAGE Thr** 1d-1 **Sw** 1d+1

BASIC SPEED 5.75 [0] **BASIC MOVE** 5 [0]

ENCUMBRANCE

None (0) = BL	24
Light (1) = 2 × BL	48
Medium (2) = 3 × BL	72
Heavy (3) = 6 × BL	144
X-Heavy (4) = 10 × BL	240

ACTIVE DEFENSES

Dodge	Parry	Block
7	9 (Cudgel)	-

REACTION MODIFIERS

Appearance -

Status +1 (from Wealth)

Reputation +1 from Charisma

+2 from Antiquary (devotees of the old)

+1 from Business Acumen (those you do business with)

+1 from Compulsive Carousing (-1 from sober folk)

+1 from Merchant (buying/selling)

ADVANTAGES & PERKS

	[ ]
Antiquary 2	[10]
Business Acumen 1	[10]
Charisma 1	[6]
Merchant Rank 1 (Brewer's Guild)	[5]
Photographic Memory	[10]
Wealth (Wealthy)	[20]
	[ ]
Anglish (Native)	[0]
	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Chummy	[-5]
Compulsive Carousing	[-5]
Curious	[-5]
Obsession (Become a wealthy entrepreneur)	[-10]
Pacifism (Cannot Harm Innocents)	[-10]
	[ ]
	[ ]
	[ ]
Always networking (can be annoying about it)	[-1]
Adores old jewelry	[-1]
Easily charmed by dwarves	[-1]
Overly respects bar maids and other servants	[-1]
Craves her father's approval	[-1]
	[ ]

SKILLS

Name	Level	
Accounting (includes +1 from Bus. Acumen)	11	[1]
Administration (includes +1 from Bus. Acumen)	12	[1]
Alchemy	9	[1]
Area Knowledge (Cardiel)	12	[2]
Axe/Mace	12	[4]
Carpentry	12	[1]
Climbing	11	[2]
Connoisseur (Spirits) (includes +2 from Antiquary)	14	[2]
Current Affairs (People)	13	[2]
Fast-Talk (add +1 from Charisma for influence rolls)	12	[2]
History (Cardiel) (includes +2 from Antiquary)	13	[2]
Literature (includes +2 from Antiquary)	13	[2]
Merchant (includes +1 from Bus. Acumen)	14	[4]
Professional Skill (Brewer)	13	[4]
Public Speaking (Storyteller) (includes +1 from Charisma)	14	[2]
Research (includes +2 from Antiquary)	14	[2]
Riding (Equines)	10	[1]
Running	12	[2]
Sex Appeal (add +1 from Charisma for influence rolls)	13	[2]
Staff	10	[1]
Thrown Weapon (Axe/Mace)	11	[1]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]

BANESTORM™

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-2 cr	C	8	Skill 11	-	-
Fine knobbed cudgel	1d+2 cr	1	9	Skill 12	$60	2 lbs.

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Notes	Cost	Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

COINS

$100

POSSESSIONS

Item	Location	Cost	Weight
Leather boots	Feet	$80	3 lbs.
Expert-tailored scale (DR 3/2 vs cr)*	Torso, Arms	$2400	21 lbs.
Small backpack	Back	$60	3 lbs.
Personal basics	Pack	$5	1 lb.
Book of Great Ales	Pack	$10	-
Deed to a small building in E. Tredroy	Pack	$2000	-
Sapphire earrings	Ears	$150	-
Sapphire toe ring	Toe	$100	-
Elegant summer dress		$150	-
Totals:		$ 5115	33 Lbs.

* usually kept locked away in her abode

Since you were a little girl, you heard the store of how your father built the legendary Moreli's Ale Tavern and Inn in Minder with nothing by a penny he found in the street and years of hard work. Now it's your turn. You spent all your money buying a small three story tower in the Lurnan district of Tredroy, and fully intend to turn it an ale tavern that will make your old father proud. Unfortunately, while you own a great piece of property, you don't have any coin left to buy the fermenters, ale aging barrels, or even the pewter tankards. Your plan is to find some employ until you can fully equip the place, then open your tavern in time for the Christmas ale rush.

CHARACTER NOTES

BANESTORM

Name "Eir" **Player** _____ **Point Total** 140*

Ht 5'4" **Wt** 125 **Size Modifier** 0 **Age** 24 **Unspent Pts** -

Appearance An amnesiac who seemingly hails from the north, but with no recollection of her past

					CURRENT	
ST	12	[20]	HP	11		[-2]
DX	13	[60]	Will	11		[0]
IQ	11	[20]	Per	11		[0]
HT	12	[20]	FP	12	CURRENT	[0]

MOVE 6

DR 1 (cloth)

BASIC LIFT (ST × ST)/5 29 lbs **DAMAGE Thr** 1d-1 **Sw** 1d+2

BASIC SPEED 6.25 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	29
Light (1) = 2 × BL	58
Medium (2) = 3 × BL	87
Heavy (3) = 6 × BL	174
X-Heavy (4) = 10 × BL	290

ACTIVE DEFENSES

Dodge	Parry	Block
10	12 (Staff)	-

REACTION MODIFIERS

Appearance -

Status -

Reputation -

+1 from Survivor (other survivalists)

-1 from Social Stigma (Foreigner)

ADVANTAGES & PERKS

Combat Reflexes (rarely surprised, +2 to Fright Checks)	[15]
Magery 0 (allows you to detect magic and cast spells)	[5]
Survivor 1	[5]
Weapon Bond (+1 skill with her runic staff)	[1]
	[ ]
	[ ]
	[ ]
	[ ]
Anglish (Native, with a slight northern accent)	[0]
Dwarvish (Spoken only, accented)	[2]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Amnesia (Partial)	[-10]
Code of Honor (North's - hospitality, truth, revenge)	[-10]
Pacifism (Cannot Harm Innocents)	[-10]
Shyness (Mild)	[-5]
Social Stigma (Foreigner)	[-5]
	[ ]
	[ ]
	[ ]
Curses in dwarvish	[-1]
Dislikes the heat (and complains about it)	[-1]
Wary around rivers and other large bodies of water	[-1]
Gets lost easily	[-1]
Can't dance, but loves to try	[-1]
	[ ]

SKILLS

Name	Level	
Acrobatics	12	[2]
Axe/Mace	12	[1]
Brawling	15	[4]
Climbing	12	[1]
Rope Up	11	[1]
First Aid (includes +1 from Survivor)	13	[2]
Leatherworking	13	[1]
Riding (Equines)	12	[1]
Scrounging (includes +1 from Survivor)	13	[2]
Search	10	[1]
Spear	13	[1]
Staff (add +1 if using your runed staff)	14	[4]
Retain Weapon (Staff)	15	[2]
Stealth	12	[1]
Survival (Mountains) (includes +1 from Survivor)	11	[1]
Swimming	12	[1]
Thaumatology	9	[2]
Whip	14	[4]
		[ ]
		[ ]
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BANESTORM

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-1 cr	C	11	Skill 14	-	-
Fine runic quarterstaff	1d+4 cr	1,2	12	Skill 15	$57	4 lbs.
Fine whip*	1d (0.5) cr	1-3	9U	Skill 14	$24,500	6 lbs.

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Notes	Cost	Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

COINS

$0

POSSESSIONS

Item	Location	Cost	Weight
Fine leather boots	Feet	$60	2 lbs.
Padded cloth armor (DR 1)	Torso	$50	6 lbs.
Small backpack	Back	$60	3 lbs.
Soft leather gloves	Hands	$10	1 lb.
Silver pendant of Eir	Neck	$25	-
Totals:		$ 24762	22 **Lbs.**

You washed up on the banks of the Blueshoal River with little memory of how you got there. Nearby, a hermit told you that men were looking for you, but the men didn't see you lying in the reeds. The only thing on your person was a dwarf-pattern padded shirt, an unusual whip, and a pendant around your throat that you vaguely recall as being that of Eir, a Norse goddess. With the hermit's help, you also retrieved a rune-carved staff from the water that you assumed was yours, as it perfectly fit your hands. Unsure what to do or where to go, you headed south towards the city of Tredroy to see if you can uncover clues of your identity.

CHARACTER NOTES

* Whips are at +2 to disarm. You can crack the whip at -4 to hit and +2 damage. Any whip hit to the arm or hand requires a Will roll or else foe drops what he's holding.

Also, this fine whip is enchanted with Lightning Whip spell. Usable only by mages. Time to cast 2 seconds. Energy cost 1 FP per 2 yards. Duration 10 seconds. The whip does 1d burning damage but requires 1 turn to ready after an attack. It cannot entangle or grapple. The whip treats all metal armor as DR 1. If the target is wounded, he must make a HT roll, at -1 per 2 HP suffered, or be physically stunned. The victim may attempt a HT roll each turn thereafter to recover.

GM's Note: Eir spent 10 character points for the funds to buy her whip

BANESTORM™

Name _____ Player _____ Point Total _____

Ht _____ Wt _____ Size Modifier _____ Age _____ Unspent Pts _____

Appearance _____

					CURRENT		
ST		[ ]	HP			[ ]	MOVE
DX		[ ]	Will			[ ]	
IQ		[ ]	Per			[ ]	DR
HT		[ ]	FP		CURRENT	[ ]	

BASIC LIFT (ST × ST)/5 _____ DAMAGE Thr _____ Sw _____

BASIC SPEED _____ [ ] BASIC MOVE _____ [ ]

ENCUMBRANCE

None (0) = BL _____

Light (1) = 2 × BL _____

Medium (2) = 3 × BL _____

Heavy (3) = 6 × BL _____

X-Heavy (4) = 10 × BL _____

ACTIVE DEFENSES

Dodge	Parry	Block

REACTION MODIFIERS

Appearance _____

Status _____

Reputation _____

ADVANTAGES & PERKS

_____ [ ]

DISADVANTAGES & QUIRKS

_____ [ ]

SKILLS

Name	Level
	[ ]

BANESTORM™

HAND WEAPONS

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COINS

POSSESSIONS

Item	Location	Cost	Weight
	Totals:	**$**	**Lbs.**

CHARACTER NOTES

Anguerrand Grey

Scourge of Pirates

Per 12 • Enemy (6)

Ciradil

Elven Spy

Per 12 • Magery 1 • Phantom Voices

Sir Svend Holfdan

Obsessed Knight of the North

Per 11

Omar

The Catastrophe of Three Bridges

Per 13 • Magery 3

Cata Moreli

Business Mogul and Antiquarian

Per 12

Eir

Mysterious Amnesiac

Per 11 • Magery 0