

The
Dying Earth

Based on the works of Jack Vance

And Thence

to Almercy



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Pelgrane Press



Appendix 1: Erze Damath Gazetteer



"This settlement is larger than any of the cities of Ascolais, Almery of the Land of the Falling Wall, covering eight hills. Much is now in ruins with only the checkerboard of avenues and clusters of stucco huts to mark much of its former extent. Forlorn villas and crumbling jetties line the river, while that part of the city which remains fully inhabited, is a little way inland. Here are several inns, including the Old Dastric Empire Hostelry, built into the precincts of a former palace. Close to the center is the Black Obelisk, a fang of black rock into the base of which five statues are carved, facing in each direction, each one the prime adept of a religious cult." (DE Compendium)

"Climate ranges from comfortably warm & dry to hot & humid during the day and damp & cold at night, thanks to river mists that regularly shroud the city. Most agriculture takes place on the far side of the river on the plains fringes where the ground is better irrigated."

"The perimeter wall, which skirts the sacred hills and occasionally incorporates their cliff-faces, is octagonal in shape. There are eight city gates: four on the cardinal points and the four major points in between. The city sprawls across the eight hills of legend towards a central octagonal plaza at whose centre stands the Black Obelisk (also octagonal in shape). Eight processional ways lead to the plaza from the city gates, having been laid in the valleys between the hills. The city is further subdivided into squares by wide paved avenues." (FSlv)

"The poorer inhabitants dwell in low stucco huts clustered around the western & northern gates between the major avenues." (FSlv)

"At some point in the city's history large blocks of land were cleared between the avenues. The precise reasons for this are unknown, but the clearings form an effective no-man's land between the underclass and those who still cling to the extravagances of a dead age. (FSlv)

Within the cleared zone lie the former palaces and garden estates of the privileged, although few are still home to their original inhabitants and many have been converted to service the pilgrim trade. The outer area of the central zone is home to the business fraternity and the small numbers of truly wealthy. The inner area is divided into further districts." (Fields of Silver [slightly edited])

"The avenues of the city marked off square blocks of ruins, empty wastes, the stucco huts of the poor and the palaces of the rich." (TDE)

"The folk of Erze Damath were handsome enough, if somewhat swarthier than the folk of Almery. The men wore only black: tight trousers and vests with black pompoms; the women were splendid in gowns of yellow, red, orange and magenta, and their slippers gleamed with orange and black sequias. Blue and green were rare, being unlucky colors, and purple signified death." (TDE)

"The women displayed tall plumes in their hair, while the men wore jaunty black disks, their scalps protruding through a central hole. A resinous balsam seemed very much the fashion, and everyone Cugel met exuded a waft of aloes or myrrh or carynth. All in all the folk of Erze Damath seemed no less cultivated than those of Kauchique, and rather more vital than the listless citizens of Azenomei." (TDE)



General Knowledge of Erze Damath Society

Though many inhabitants are poor, the city has strong pretensions of grandeur. Fashion is important. [*When Cugel arrived the citizens were dressed to mark the religious festivities (we contradict 'Fields of Silver'). Nonetheless smart trousers & splendid gowns are the 'in thing'.*] Even those with little spend much on clothes. All cling to memories of ancient glory as if clinging to life itself.

Religion is prominent in Erze Damath, however it is not ubiquitous. Everyone celebrates festivals. Only 10% of people are fervent worshippers of Gilfig or the other deities. Another 50% consider themselves committed believers. Foreigners are not expected to know, understand, or follow any of the local religions, though will be frowned on if they make Erze Damath their home for months and still make not even the vaguest show of loyalty to any of the city's religions.

The High Council technically rules the city, but this is now so strongly influenced by the Gilfigites that most important decisions are made (or at least influenced) within the demesne of the Precursor rather than that of the City Provost.

The Imperials are the only other significant faction. Many wealthy families came from Dastra to Erze Damath when Dastra was abandoned or before. Originally more influential, now they are merely active as philanthropists (to works and persons they judge worthy). They have constantly petitioned that the Empire be recognized as the true rulers of Erze Damath. The Imperial Heir always has a seat on the Council (granting some minimal influence on civic law and policy).

The City Zones

The material below is summarised from Fields of Silver, a publication containing vast quantities of further details on this fascinating city!

The Plaza of the Black Obelisk

Shielded from view (except along the eight processional ways) by the eight hills, this area is a wide, open plaza, paved with enormous black marble slabs. At its heart, the one hundred foot black columnar spire rises heavenward. There are usually large numbers of people milling about here, mostly pilgrims, religious officials, marshals and Thief Takers.

The Temple District

At the southern edge of the Plaza, in the triangle formed by the south-eastern and south-western processional ways, lies the Temple District. Positioned here because of its auspicious location with respect to Gilfigite principle, it is the site of the Precursor's Palace, the Thief Takers headquarters and the Shrine of Gilfig as well as many other lesser temples. Most of the buildings here are in excellent condition, even the shrines of the neglected adepts.

The Palace District

Once the home of the elite, this area is still well preserved, housing as it does those who have become wealthy from the pilgrim trade and those clever enough to have clung on to family fortunes. There are relatively few buildings here (including the Old Dastric Empire Hostelry). Each estate has large enclosed gardens to ensure privacy.

The Council District

The smallest of the central districts, this is the home of the Council Chambers, where those chosen to rule the city sit in state and while away their hours in petty debates and extravagant feasts. Bearing in mind where the real power lies in Erze Damath, the properties here are not altogether an unfair reflection on the true order of things.

The Scholar's District

A reasonably well-maintained inner district and home to the wealthier members of Erze Damath's thriving academic community, the dwellings are mostly converted estates often split into smaller units to make best use of the land.

The Median Sector

Sandwiched between the Wide Avenue and the city centre, this area is less opulent than those nearer the Black Obelisk, but still quite affluent. Here everyday business takes place. A range of shops and markets cater to residents', rather than pilgrims', needs. It is home for less well-off scholars, who, partly out of politeness but also from a desire to be near their more lofty brethren, tend to be housed on the eastern fringes towards the Wide Avenue.

The Wide Avenue

Derelict plots of land sit between the cracked avenues, precisely and deftly cleared of all buildings and rubble. Not even the weeds are allowed to gain purchase here. The land is strictly kept clear of habitation and business premises.

The Outer Districts

There are three major areas shadowing to the city walls: the properties of Erze Damath's lowliest inhabitants, the vineyards, and the eastern ruins (where the lowly 'Wall Town' houses the infamous *Inn of the Green Lamp*).



New Locations & Services in Erze Damath

The map (p116) is large-scale with relatively few buildings. One can presume that buildings shown are large manses or massive tenement buildings & warehouses with reasonable remaining structural integrity. Presume likewise that at least a double (and probably triple) number of smaller buildings also exist, but are too small to be indicated on this map. We heartily encourage the GM to invest in printing an A3 version of this map (presuming a larger colour version is not available from Pelgrane Press), so that it can be used as a powerful visual aid to add details to as the PCs adventure around this massive ancient settlement. This is not exhaustive. GMs can invent more.

Grand Structures

1) The Imperial Palace. Situated in the Palace District. This grand edifice in its magnificent compound has suffered the ravages of time. Only one wing of this magnificent piece of architecture is still maintained in good order and staffed with retainers and sundry servants. However, this wing is still huge and houses the sum of the remaining lesser and greater imperial families. Other wings are in varying states of poor repair and some are occasionally used despite their decrepitude (such as the grand ballroom). The library and museum wing was unfortunately burned down two hundred years ago and is now haunted. Various itinerants now live in huts in the edges of the Imperial Gardens (now a large overgrown woodland). The small Imperial Guard tolerates them as long as they stay out of sight of their betters. Many are even employed as part of clean-up crews whenever one of the Imperials takes a restorative mindset and has one of the less dilapidated Palace buildings or rooms restored.

2) Stoopling's Brewery. A large building across the main way from Saffer's Stockyard. The Stoopling family have been brewers for generations. Their brewery is a peculiarly decorative gabled structure that bears little resemblance to any other city buildings and in fact originates from the founder's love of mythic tales in the illustrated storybooks of his youth. The Brewery exists on several levels including an extensive underground cellar. Next to it is a smaller, almost identical, building that is the family home. Two of the Stoopling family daughters are considered highly eligible by the young bucks of the city.

3) The Xalguire Conservatory. Also mentioned in *Fields of Silver*. The Conservatory is largely funded by bequests from the Imperials, so the Duke can arrange for the PCs to research & study here. It is up to the GM whether this collection of three massive converted manses is austere & cold, lively & erratic, or formal & efficient. (Or a mixture of all.) Studies of magic might be largely academic and particularly ill-understood. A Turjanic-leaning budding magician PC might find that in a few respects he is wiser than most if not all of the academics as regards the pitfalls and flourishes of mastering spells. Likely the city's young (of the wealthy families) are educated here and also provide much of the funding for research. There is also a religious studies wing, which oddly enough is by far the most wealthy, and exerts quite an influence on Conservatory policy. It is very likely that the hierarchs of the Conservatory will at least once hire the PCs (or otherwise coerce them) into seeking a rumoured artefact amongst the Eastern Ruins. This might be the location and copying of an ancient fresco said to definitively resolve a matter of academic discourse, only for its result to be guaranteed to displease all. Will the PCs adjust their report (or adjust the fresco)?

Accommodation and Refreshment

4) The Frolicsome Felukhary. Located near the Imperial Palace, this fancy establishment is one of the finest in the city and charges accordingly. Meals, beverages, and accommodations are sumptuous, and many luxuries that have been excavated from the Eastern Ruins or even from Dastra enhance this amenity. For instance in one large room is a huge painting of Erze Damath in its heyday. The Inn's owner (Grolp Reewth) knows the secret of making it come into full sensory life once more, and viewers with strong wills can enter the picture as if ghosts walking in a dream. (The inn closes that room to high-paying guests only during these rare events, and supplies finely refined alcoholic beverages plus – allegedly – strange foreign narcotics to make the event more memorable.)

5) The Excavator. The Inn's sign depicts a tough-looking adventurer with a pick and shovel over his shoulder and a rapier in his belt. Most people have forgotten his name, but apparently he was a foreigner who came here a century or so ago, made his fortune in the East Ruins, paid his closest local follower enough money to open this fine hostelry and then vanished back the way he came. Not nearly as fancy as the Frolicsome Felukhary, nor quite as expensive, but with a solid reputation as the best of the city's standard inns. It is always well-attended.

6) The Firestick Tavern. Situated on the edge of the Council District, this is a place frequented by those who like to imagine they are visiting a rough den. Yes ruffians do come here from time to time, but only in order to have a quick drink on their way to somewhere more serious. It is a good place to meet inconspicuously, since it is poorly-lit and has many alcoves and arched drinking nooks, plus the huge wooden bar crosses the room at peculiar angles.



Public Amenities

Water Pumps – Several water pumps occur in each populated area of town. This is used both by the general populous and by street-cleaners. The city’s general water supply is magically-sustained by ancient enchantments. It used to also supplies all of the major domiciles with fresh running water, but over the centuries the art of repairing the domestic pipes and pumps has been lost, and only a few of these still remain active. Daily queues are commonplace as servants and family members fill jars and jugs, often several on the backs of small wagons. Fortunately there are sufficient city pumps still active that usually one has to wait no more than an hour or so. Several pumps are situated in warehouses around the inhabited city, and enterprising businessmen make a fine living delivering water all around Erze Damath, on large carts pulled by several different types of peculiar animals.

Public Waste Services – The ‘night soil’ collectors empty the temporary middens from all areas, except for the absolute poorest. These folk roll their ‘dunny wagons’ up and down the streets under cover of the night, and are paid from the communal purse. The poorest must transport their own waste to the nearest refuse cistern. (These cisterns empty into the river via large water-filled underground tunnels that are also magically maintained.)

7) The City Bath House. Still operating under its ancient enchantments: the magnificent Erze Damath Bath House. It is no longer open to all, as a small fee is charged for entry. Inside it is sumptuous indeed and one can bathe in scented healing waters, be massaged by skilled professionals of either gender, admire the multi-coloured ancient frescoes, jump in and out of hot and cold pools, and be served fine refreshments beneath large potted palms. Depending on your depiction of Erze Damath it may also be a place where unlicensed couching services are provided and where higher class criminals do deals whilst sweating in large sinister steam rooms.

8) City Cemetery. Now much expanded into the Eastern Ruins, this was once a place of sanctity and stillness. The main part of it still hosts many magnificent mausoleums and burial plots around winding pathways between stands of trees and banks of flowers. Anyone who is anyone is buried here. Those who are not ‘anyone’ usually end up floating down the river via the refuse tunnels or burned in one of the weekly communal pyres in a pit out deeper in the ruins. At night it is said that ghouls wander the cemetery, not just the more basic areas in the ruins, but also the fine pathways of the main cemetery. Sometimes mausoleums are broken into. This is always blamed on ghouls, but may be the work of grave-robbers. Nowadays cunning traps (some cantrap-assisted) protect many mausoleums & crypts.

Other Notable City Locations

9) The Vegetable & Craft Market. Open daily, and with a single weekly grand market, this vibrant city hub is where you can buy whatever you need. Simple folk avoid the weekly grand market, because then the stalls sprawl out of the plaza and into sidestreets, and this is when stolen goods are sold, pickpockets run in greater numbers, and other unsavoury activities occur.

10) Erze Damath Theatre. The city has several small theatres where locals put on small performances regularly for their own amusement. However, the official Erze Damath Theatre is something else again. A fine ancient structure it is sponsored by the Imperials rather than the Precursor’s Office, so some of its plays contain hidden criticism of the religio-political hierarchy of the city administration. It also hosts many fine comedies. The place is rumoured to be haunted by the flesh-eating zombie of a former operatic tenor.

11) Erze Damath Phytological Park. Situated wherever you like on the edge of the Eastern Ruins this small area of parkland is rich in flora of all types, including a flesh-eating tree that sometimes manages to burrow rootlets out of its enclosure. Since Saffer the Stockman got involved in this business (there is a charge for entry) it now also hosts enclosures for some very peculiar animals, some of which are trained to perform amusing shows, and many of which eat in such entertaining fashions that ‘feeding time’ has become a major attraction.

Erze Damath: Light or Dark?

When Cugel visited Erze Damath several persons were murdered in an inn, and nobody fetched the Constabulary. Persons of low social standing clearly are not entitled to the law. Erze Damath is no paradise of civilised conduct. As in Victorian England, the wealthy have rights and privileges because they can pay for them. Before the reformers gained influence the poor suffered in many ways. In fact, their poverty was seen as a reflection of what must be a lack of faith in Gilfig. It is possible that Erze Damath functions in similar ways. On the surface all seems egalitarian, but scratch that surface and you find a huge underclass of poor labouring (street-cleaning, basic industry and building repair, food production, and servant class) so that the minority can live in privilege. GMs can run Erze Damath to be reminiscent of Victorian cities such as London or New York, though perhaps not quite as dire and diseased.



More Fun & Adventures for Erze Damath

We summarise here a few more detailed potential plots for GMs who want to have their PCs explore residency in this city at even greater length. Characters, locations and other incidentals will of course need inventing by the GM.

The Lustral Rites (partly summarized from 'Fields of Silver')

After hearing of these rites throughout their river trip, your Players may expect PCs to be caught up in strange processions, and/or bizarre rituals involving priests & peculiarities. If so, you will need to improvise using *Fields of Silver* as inspiration. The Lustral Rites take place beneath the Black Obelisk every 8 years, when the city is inundated with pilgrims seeking to abase themselves before the statue of Gilfig. The burning of offerings was once common, but after a particularly unfortunate incident involving the Precursor's most sumptuous robes, the tying of symbolic flame coloured ribbons to specially blessed trellises is considered more acceptable. The full Rite lasts for eight weeks, although only the most devout attend for the entire length of the festival. The Rite culminates in a ceremony at which the Precursor releases eight scarlet warblers, the symbol of Gilfig. Whatever else takes place is up to you.

The Missing Son

Introduction: A wealthy woman employs the PCs to find her missing son. The money is too good to resist. She wants the authorities kept out of it if he is involved in anything illegal.

Section 1: The boy was becoming interested in the dark arts. Finding a hidden minor black magic book in his room or talking to his friends can discover this.

Section 2: The magic book or friends direct the PCs to a Magical Curio shop that PCs who stake the place out or 'question' the proprietors will discover is a front for an underground mystical organisation 'The Shadows of Yom' whose members include many children of the wealthy. (Anti-Gilfigite Heresy is most definitely illegal.)

Section 3: The PCs must infiltrate the Shadows. These people follow a sinister mystic (Yom) who claims he will save them when the sun goes dark, and has declared that that date to be only a few months away. Various notables are in this organisation. The PCs hear that Yom took the missing boy as one of the apprentices, and that the apprentices are working behind the scenes slowing the demise of the sun as best they can.

Section 4: PCs must discover the secret hideway, which is a den of debauchery where all apprentices believe that engaging in ceaseless pleasure will halt the sun's demise. Magical confusions & strange semi-substantial Overworld beings protect the den. Yom is a depraved magician archvult who can assume a human form, & represents himself in Erze Damath society as a famous artist. He has most definitely does not want his little scam disrupted!

A Plague of Ghouls

Introduction: A sage comes to them, claiming that he is being followed and doesn't know why, but is scared. He wants to hire some experienced adventurers to protect him. (He may be someone they already had dealings with.) The sage is a critic of the Gilfigite regime and so not entitled to any official protection.

Section 1: The sage is indeed being followed, by a mysterious cowed man (actually several who operate in rotation), who also watch the house, but are only around after darkness. These 'men' are fast, strong, and equipped with cantraps that make them hard to trace. Eventually the PCs will find a way to trap one, and discover that it is a ghoul (see 'Demons of the Dying Earth' for ratings, but these beings are not crazed man-eaters, but odd occult beings who eat human carrion and live in tunnels beneath the cemetery). [The Duke is out of town for some time on a hunt.]

Section 2: The clue to move on is found in convincing their employer to tell them what he is up to, or tracking him one night. The sage has been trying to raise spirits of the dead for various personal reasons (ancient knowledge and the location of forgotten treasures). He did a deal with some kind of shadowy figure called the King of the Ghouls.

Section 3: Their employer is killed and partially eaten (perhaps because the PCs abandoned him). A PC is targeted and nearly killed by a ghoul. Ghouls perhaps invade the PCs residence during the night, arriving through a magically created passage from the sewers. Or ambush them as they pass near the cemetery late at night.

Section 4: PCs must work out what the ghouls want (by questioning one captured in the attack or in a trap they set in the cemetery). The sage apparently promised X (X equals number of PCs) living sacrifices, and the ghouls are trying to collect from whom they see as the sage's allies, and cannot be dissuaded (quoting the Law of Equipoise).

Section 5: The PCs will need to take drastic measures to convince the ghouls to leave them alone. These might be drastic (raising the populous to destroy the ghouls in their warrens), straightforward (entering the warren and slaughtering ghouls in their dens and hideous temple), or imaginative (making some manner of bargain – perhaps offering continued secrecy, or obtaining special magic items instead, OR finding a magician – perhaps through the very recently returned Duke - that can send magical retribution into the tunnels).



Appendix 2: Adapting "Fields of Silver" as the epic Erze Damath finale



Warning. This section contains some 'spoilers' to *Fields of Silver*, and so should not be read if you are planning to be a player of these adventures rather than the GM. You need to read through *Fields of Silver* and know its plot **before** reading this Appendix.

Segue to 'Fields of Silver' adaptation

The PCs have been working for the Duke, with Tovin as their go between. In previous information we describe how the Duke has been drained – by a succubus sent by someone with evil intent.

That person was a witch, whom the PCs killed, but from her they gained information (directly or incidentally) as to who her employers were (the Precursor's enforcers). Now the PCs appear to be stuck in Erze Damath, with revenge on their minds.

Tovin is also enraged at the death/corruption of his friend, mentor and employer. He had been pinning all of his hopes for worldly success on his alliance with the Duke, and now becomes obsessed with revenge, becoming secretive and vanishing for long periods.

The thievery escapades described in 'High Society' (3.8) continue and Tovin remains underground, occasionally revealing that he is seeking anti-Gilfigite allies, and the PCs may notice that he is pouring money into the pockets of those he believes secretive & wise enough to be of service.

For the sake of realism this should go on for at least 4-7 weeks. Make it seem obvious later that Tovin's injection of cash and vigour are what allows Eteden the Heretic to complete his researches and magical experiments.

Tovin suddenly vanishes. Two days later Auln brings a note explaining all the necessary points covered in 'And So It Begins'. (Handily having Tovin no longer in the city means he cannot answer any awkward questions.)

Introduction

Should you be so inclined, you can incorporate the bulk of the Pelgrane Press publication 'Fields of Silver' at this point. You leave out only the travel sections between Azenomei and Erze Damath. The vast majority of it translates (or runs as written) well for PCs who have become **independent investigators in Erze Damath**.

Examine the 'Rumours' sections scattered throughout FSlv. It may be that some of them catch your fancy and can be **turned into mini-scenarios** before you run this main story (after which the PCs will be returning to the west, and so unavailable to follow these threads).

The section summaries in this appendix are designed to be read alongside the relevant sections in *Fields of Silver*, and to indicate how to **subtly re-jig the campaign** to occur entirely in this part of the world. We exclude mention of the FSlv sections that need no, or minimal, adaptation. If a section isn't listed here just play it through from the sourcebook using common sense for any variations required.

FSlv talks as if PCs do not know ED and all is new. Simply adapt this perspective to enhance the fact that the city is huge. Although PCs may have been here for weeks, or even months, even if they've explored much this is insufficient time for them to become fully familiar with the city (especially since they are likely to have been mostly out of town on expeditions). Therefore, large areas of Erze Damath **ARE new and unfamiliar**.



A Plot Peculiarity

The only other major potential discrepancy is a plot device in FSLv that indicates that some locals find the faces of the PCs familiar (due to their linkage with the prophecy), despite their (the PCs) being new to town. (Which in this adaptation they are not.) However, FSLv already includes adjustments in the reality continuum. Therefore the fact that a puzzled familiarity begins when the PCs return to ED after visiting the Fane of Gilfig (later in this section of FSLv) can be run as a mysterious supernatural phenomenon, even a dreamlike oddness.

The Storm

Two days before Tovin comes to see them a huge thunderstorm rolls across Erze Damath, and incredible noises are heard across the sky. Most people are sensibly afraid to leave their homes, expecting some manner of divine doom. Have the PCs observe strange **faint and massive figures** amidst the clouds. Set up a sense that something massive is about to occur, and yet does not.

Happily in the morning, apart from reasonable storm damage nothing seems to have changed. Representatives of the **various deities & prophets** all blame the followers and divinities of other religions for a near-miss judgment day! But nobody offers any real evidence.

And So It Begins (FSLv 1.1)

This section includes some changes to the introduction to Fields of Silver, so read it carefully.

Tovin and Auln are folk of Erze Damath not Azenomei. Tovin is whomever he has been previously set up to be.

Edeten was an old friend of Tovin's who is a strong anti-Gilfigite who has been rambling for years quietly about some religious relic called the Blood of ZoZam.

After the death or incapacitation of the Duke, Tovin came to Edeten with funds to buy magical ingredients. Tovin was desperate for any way to get back at the assassin Gilfigites, including the vague hope that Edeten had some manner of foothold in reality.

The night before the storm Edeten had arrived unexpectedly at Tovin's door raving about somebody being nearly at the city (see further details in FSLv), passed over some documents, then fled into the night. The morning after the storm Tovin went to Edeten's manse to check on his friend, but he was gone, and the manse in disarray. Tovin rightfully imagines that some manner of Gilfigite retribution took place, but unfortunately under-estimates it, presuming that Edeten was stupid and revealed himself.

The documents are as described in FSLv, except the building marked is at an oasis in the Silver Desert

several days south of Erze Damath, NOT on the Songan Coast.

Tovin madly rushes ahead, asking (in the note brought by Auln) for the PCs to join him at the oasis as soon as possible, that he can show them a secret that will assist them in their most important task. (They may wrongly assume he means how to get back to Almery)

Tovin is very intrigued as to how come the likenesses of the PCs are in the documents, but ny and large is hell bent for revenge, and for personal profit and personal advancement via having a blackmail hold over the Gilfigites. He also wants to move fast so that the Gilfigites don't have a chance to target him with magic as they did Edeten (or so Tovin assumes).

Once Edeten's body is found, the PCs become targets of suspicion and may consider that perhaps they have been framed, and yet Tovin seemed to genuinely be on their side, so they might suspect the Gilfigites of muddying the waters.

The GM should continue to set the tone that something massive is happening behind the scenes in Erze Damath. Religious figures of importance may send representatives to question the PCs (whom at this stage know nothing of significance). This may cause the PCs to investigate the local religions a little more than they previously have.

Fasdon: Edeten discovered his new manuscript in a pile of artefacts here in Erze Damath, NOT in Kaiin, a few months ago, and it was this that inspired him to equip himself, employ some retainers and head out into the edge of the Silver Desert. (Indeed all references to Kaiin should be replaced with ED. As references to Azenomei also made to be ED.)

The Workroom: Effectively questioning a neighbour will reluctantly produce the same information as the spells. Taking the manuscript to a professional restorer with some manner of magical capability can restore the names to legibility if the PCs don't have magical means themselves. Before its destruction the workroom was recently refurbished at great cost. (This is a clue to indicate that Edeten made some manner of breakthrough, assisted greatly by Tovin's injection of funds.)

The Lords of Cil reprised

PCs' images on the Ironweed Pillar and recovered pages of Edeten's notebook are of them as noble Lords of Cil. This simply illustrates that the PCs are still involved in events beyond their understanding. PCs may even suspect that they are merely convenient pawns in some age-old prophecy, folk that just happened to be in the right place at the right time, and were protected from death in the Vale of Dharad to fulfil this ancient destiny.



The Journey to the East (FSlv 1.2)

Since PCs are already in the East, this section requires the most adaptation (more than just changing a few personal details and making all primary locations be in Erze Damath, as has been the case so far).

Aulm has the map, but has been too afraid to deliver it. She senses a chance to **hit the big time**, and demands an exorbitant fee (through another urchin intermediary). The GM needs to play this out, and have the PCs nearly lose the map in the face of urchin greed. The map indicates a route through the forested hills south of ED to a place several days further south-east into the Silver Desert entitled '**Gilfig's Hidden Fane**'.

You as GM have been encouraged to portray both the Silver Desert and the Plain of Obelisks as impassable, or nearly so. Hence sending PCs deep into the desert now would seem counter-intuitive to game sense as established. Rather make it clear that the map (and indeed the route it represents) heads towards and then crosses the range of hills south of ED, only entering the desert a short way into its vast and treacherous expanse.

Instead of Zaraides invent another sage or minor magician that PCs either contact in town, or whose manse they find on the plain south of ED. (Perhaps he lives close to a settlement they stop at on the 2nd night.

Woodkilm Village is at the north edge of the heavily forested area of the *Silent Hills* south of ED and is the third night's stop marked on the map. The Logging Camp is of course not (as stated in FSlv) 'near the sea' since this adventure is now based around the hills and the north-east section of the Silver Desert. So the trail that Woodkilm folk might recall is an ancient caravan route that was once paved and proceeds south across the Silver Desert. Though where it goes to they do not know. The road that they direct the PCs to leads to the logging camp, which is a further two days through the wooded hills, and close to the edge of the Silver Desert where the old caravan road began, according to rumour.

The ancient caravan road is also on their map. **Logging Camp** folk can orientate PCs in the correct direction, rather than them wandering the edge of the hills in search of this barely-discernible roadway remnant.

The voyage across the **Songan Sea** clearly has no place in this adaptation, and happily is a minor part of FSlv, so can be ignored. Instead they undertake a journey of three days into the Silver Desert, which should be known as close to the edge of suicidal insanity. Have the PCs weather a sandstorm and be attacked by fearsome desert basil, so that they gain a solid sense of the series of horrendous dangers that would occur in a longer trip. (Also see information at the start of FSlv Chapter 6.)

If you include the **Ghost City**, place it at the centre of a large oasis on their first night on the trail. (The oasis itself might expand to a much larger former glory as part of the haunting, thus putting the city at a more realistic distance for purposes of inaccessibility.)

Likewise the **Lizard Village** can be placed at the oasis that marks their campsite on the second night on the trail. The roadway is obviously not 'overgrown' here in the desert, but is largely obscured by drifting sands, despite being made of massive ancient blocks.



The Western Shore (FSlv 2.1)

Gilfig's Fane is also just beyond an oasis, but an unusual one. It seems that once upon a time a huge river flowed through this area of dry desert hills, presumably originating in the more fertile hills south of ED. The ruined town still sits on an area of ancient river docks, now worn to almost nothing by the winds and time itself. This area is still relatively fertile, and is overgrown with much dry grass and scrubby bushes.

Pedantry might reveal that the river still exists but now runs underground. This has no story significance and is mentioned just to provide a reason for the vegetative character of the area to be similar to the setting as originally written in FSlv. There is no body of water above ground, but digging a well will reach the water table, somewhere between 6 and 20 feet down.

Tovin's note indicates that Desert Basil attacked him (not Luzzel). The second storm happens whilst PCs are



camped here overnight. In FSLv this is 30 days after Tovin found the key. The vagueries of enchantments remove this 30 day cycle as a necessary plot device.

In the morning they can follow Tovin's tracks further into the desert hills. In an old dry forest of stunted trees that struggle for survival they follow the tracks for 2hrs up a slope to **the ruin** of an old desert watchtower.

Vozurd's Pin is a game device that has no necessity to exist in this version. The first part of the **Across the Waves** section can just be ignored. As again can the village of Yob worshippers. Instead the PCs (armed with the clues about the **Ironweed Pillar and the Plain of Obelisks**) have no choice but to return to ED and then head west from there, after seeking the location of the Ironweed Pillar from **a city information source**. (This should all be designed by the GM and role-played in as much detail as enhances interesting gameplay.)

PCs doing research find one mention of the Ironweed Pillar, in a book centuries old that says it is within a few hours walk of the famous **Painted Pillars**. The Pillars are much easier to learn of, and during the research into them is when they will come across Pusym (see below), or one of his agents, doing research into the same thing.

If you feel that your PCs are likely to need greater incentive to see this adventure through to the end, have them find further reference to **a prophecy** where foreign heroes defeat a great terror threatening Erze Damath. And for doing so are granted great magical gifts and become nobles of the city for a time, before vanishing once more (presumably back to the lands from whence they came). This is (sadly) referring to a totally different prophecy.

Caravans take explorers into the Plain of Obelisks, but not often, and never more than a third of the way in. The only regular trade caravans pass west around the Blanwalt, attempting to chart the safest route west then north between the creatures of the forest and the perils of the desert. And they run only 2 or 3 times a year.

A Vastness of Horizon (FSLv 3.1)

Recommence loosely following the storyline here. The first looseness is that when researching the location of the Ironweed Pillar in ED the PCs are eventually connected to Pusym (FSLv 3.11) who is planning to leave in 3 days on a research expedition into the Silver Desert. Expand his personnel using **Sample Caravan** and **Sample Expedition details**. (It is far too dangerous to attempt a desert expedition alone.)

Role-play aspects of the journey, including duties assigned to the PCs (part of their conditions of coming along), and have the expedition meet some challenges (strange Blanwalt beasts and half-men) on their three-

day trek through the desert along the edge of the forest to the Painted Pillars. In short, clarify through illustration once again the **dangers of the desert**, so that PCs are again aware that an armed caravan is the only way they can hope to cross it alive. Pusym has no wish to take passengers to the Painted Pillars, and will need to be Persuaded or paid, or otherwise convinced. (Otherwise this would be way too coincidental.)

Having their undoing of Gilfig take place after their miraculous escape from the Vale of Dharad (after encountering the shrine to Miamatta in Mar) should not be ignored. Somewhere on the pillar have them find indications in the prophecy that **agents of Miamatta** are the ones sent to put this ancient wrong to rights.

The conflict with the Wind Riders is definitely Turjanic, and the PCs will need to have accumulated at least a few spells and/or magical protections/items in order to survive it. Note that if the PCs have lived in ED any length of time they will have heard the horn sounding the **Call to Prayer** at the Shrine of Gilfig, which sounds almost identical to the horn sound that announces the arrival of the Wind Riders (a most peculiar coincidence). And once the PCs return to ED it is indeed Festival Time, and so they will hear the Call to Prayer regularly.

The Silver Desert (FSLv Chapter 6)

PCs already visited the Silent Hills south of ED in order to reach the Silver Desert. Make it clear that the bandit-ridden hills described at the start of this chapter are **much further SW** than where the PCs went last time. (Woodkilt Village & Logging Camp are in hills closer to defended areas, where bandits are ruthlessly hunted.)

Ceque may, in your version of FSLv, be accompanied by several active, tough, totally silent desert-seasoned fellows. And the PCs are hopefully wise enough to massively equip themselves for survival. This is the easiest way to have the PCs enter the desert realistically. Another assistance to their realistic survival is that all encounters occur only a day or two into the desert, not vast distances within its depths. (*PCs are being led along the S side of the hills, heading SE and marginally further out into the desert, especially towards the end of the trip, rather than deeper & deeper straight into the desert. Hence they end up at a spot that could be reached in less than two days heading directly outwards from the hills, from a point far to the SE of Erze Damath.*)

Basically we are stressing the unsurvivable distances for anyone travelling in less than a large well-armed band. Add hazards & encounters in **sufficient numbers and strengths** to illustrate this reality and combine it with enjoyable gameplay. The Living Causeway is of course a grand exception to this and strikes out deep into the heart of the Silver Desert.



The Approaching Storm (FSlv 5.3)

The characters are not heading north, but are **heading east** towards Dastra.

Do whatever you need to the encounter with the Wind Riders to make this **an epic battle**.

Dastra is **only 3 days walk** from the settlement of the Hidden People.

Dastra (FSlv Chapter 7)

Vernise the Persecuted Collector being from Almery is particularly poignant for PCs so far from home. Make it clear that Vernise is normally an aggressive, unhelpful and generally cantankerous individual, but suddenly warms to them, utterly transforming his personality when he realises (perhaps by their accents) they are from the same part of the world (in particular with any character/s actually from a main centre in Almery).

*If you want to run the encounter with the treasure-seeking bandits (led by Dabnddfrezar) it's best to meet them **before** Vernise.*

Improvise **reminiscences** and perhaps bizarre coincidences of people they both once knew, though the PC might only recall them from childhood memories. Anyway, set up a sense of kinship. This section is the single large addition to Fields of Silver suggested in this publication you are reading.

Vernise wants to know why they are here and what is going on, and **wants to assist** in any way he can. You as GM must make sure that he can, even if he follows, lonely and eager to please (though it will likely feel better if the PCs make efforts to connect to him).

He has wandered here for many years, somehow protected by a blessing or a curse, and has seen & discovered much. One thing that always puzzled him is a series of (X) statues. [X being the number of PCs.] These statues are in **a buried corridor** beneath the Winter Palace. He says that somehow the PCs remind him of them. Hopefully this will be enough of a clue for the PCs to ask to go there.

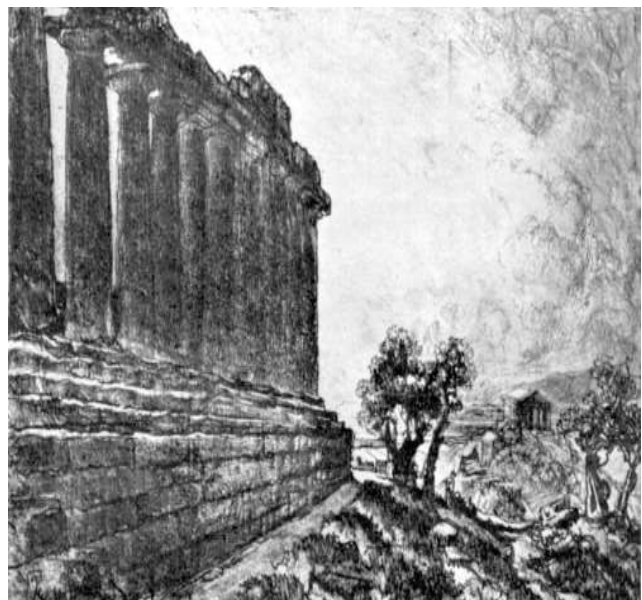
Vernise is only reluctant because he has always seen **frightening shadows** whenever he has entered that corridor, and although he is protected somehow he suspects that others may not be.

The GM can improvise a side-trip involving such things as a difficult climb into a deep collapsed cellar (*in which three grue now nest behind a fallen wall, who weren't there last time Vernise came this way and so might take them all by surprise*), wading through a half-buried room with a slimy floor, squeezing beneath a huge fallen pillar, and scrambling down a collection of **dangerously loose masonry** into a massive half-collapsed hall, out of which the corridor runs.

The corridor is long, and lined with alcoves containing statues of persons **flinching and screaming** with terror. After a little way down the shadows begin to appear, just as Vernise described, but gradually grow more substantial, revealing themselves as a number of terror demons equal to the PCs (plus one if Vernise is there). The GM devises Wherewithal contests as required or allows other forms of attack to work against them. Each PC has a bonus of +1 (due to destiny) and becomes comatose if overcome. Vernise has no such advantage and his curse/blessing is likely to be ended when he is **terrified to death**. As soon as this happens the closest statue shatters and vanishes and a statue of Vernise appears there instead. Make this a close fight, and have PCs pay in Health loss, not just Wherewithal pool points being drained.

At the end of the corridor a small open section contains statues identical to the PCs, except each is dressed in heroic armour and carrying mythic weapons. (It is the PCs as **Lords of Cil** once more. If you never ran 'Lords of Cil' ask Players to describe their own replica PCs' appearance and weapons, acting as if this is a casual request merely for amusement.) But of course if any PC touches the statue of themselves the statue shatters and the PC suddenly becomes attired in **magical & mythic** accoutrements and weapons, as described. (The Players cannot then decide on properties of the weaponry, only the GM can do that. Perhaps taking ideas from items/spells in *Demons of the Dying Earth*)

Once all PCs are so attired, they all instantly reappear on the surface above. The GM is now free to devise all extra protections and weapons they need so that they can take on Gilfig in a truly spectacular final battle.





Reflections (FSlv Act 6)

Dabndfrezar would be unlikely to survive for long if he truly was alone. Consider inventing **several stalwart companions**. Give them names and descriptions. In short turn him into a small committee. Failure to create such risks setting Dastra up as a stock location that holds no terror (and thus no story tension) in the feelings of Players (and thus their PCs). This gang then can use Stealth and other subterfuges rather than magic, if the PCs are not highly magically equipped, and ambush the party with intent to steal all their valuables. Revealing themselves as **bloodthirsty, agile and experienced** brigands - presenting an opportunity for bloodshed amidst the ruins of ancient grandeur. Ah, the glory, ah the romance, ah the clash of steel on steel!

If the PCs are not accomplished magicians, Llawy might have enchanted high health (spooky slow regeneration) rather than the **Armor of Righteousness**. Or if the PCs are equipped with mythic armor and weapons, make Llawy's protections and effectiveness even greater.

Run the battle with Gilfig as a mighty effort, with Gilfig hurling people around (fortunately people now wearing magical armor and with enchanted Health bonuses).

Due to these enhancements you can run Gilfig in **demonic splendour**, meting out damage that would crush an unenhanced human. Yet in this case the target loses only 0-2 Health pool points. Even so, it should be a close thing with PCs having to work together to distract the demon, and valuing every strike they do for damage as it gradually whittles the beast away. Gilfig becomes more and more irate and desperate as he starts to realise he may be defeated: redoubling his efforts!

After the battle with Gilfig, PCs emerge into the upper world to face the Quorum. Fortunately the PCs are still mythically attired/enhanced, and another hard battle takes places (though perhaps not as tough as the one previous.) Trofomuire might step in on the PCs' side in this version, **tipping the balance** just when the PCs are about to lose. Or he might back away rather than fight them (at least one PC must notice this, though other Quorum members might be too much in bloodlust). And of course as they start to loose, some Quorum members may attempt to flee.

Or he might simply surrender at the end, if the PCs are winning - saying he is heartily sick of it all - and throw himself on their mercy. Either way he can now be used as a **huge plot device**. In order for that to work the relics of the Hidden People must be returned. This can be easily accomplished by having some of those folk emerge from the ruins, having gathered their courage but arrived too late to have been of assistance (unless of

course they spring out and sacrifice themselves in order to assist the PCs in the final battle just described).

The Hidden Folk can also be useful at this point to verify that the spell that Trofomuire offers is genuine

Up, Up and Away

This is the second potential major addition to the official storyline for FSlv. **Trofomuire makes an offer:**

He explains two things. First, although Gilfig has been revealed as a demon and dispelled, he wants the religion to continue. He would be most grateful if the PCs would keep that secret. He says that he knows PCs are persons of strict adherence to the **Law of Equipoise** and that he must therefore offer a huge incentive.

He either already knows or learned from Tovin that the PCs are seeking a return from Erze Damath **to Almery**, and he can offer them that. Right here and right now!

He has a bargaining tool that he had held as a last resort: a magical travel device **containing a bound demon**. It was one of the magical items from the vaults of the Quorum, something held back for last minute emergency in the direst of need. The Quorum used its penultimate charge to arrive here, and he has programmed it (moments ago with a single word when he saw the way the tide of battle was flowing) to take the PCs to the ruins of Tvost.

Tvost was the only option, because only a member of the Quorum could program it, and that person has to have **been at that location previously** in order for the magic to be set. (Trofomuire once visited Tvost with his magician grandfather many years ago, but has been nowhere else the other side of the Silver Desert.)

Now that Gilfig is dispelled, the Quorum can summon no more minor demons to recharge this device, so this is a **one and only opportunity**, and this last enchanted application will fade in a little less than twelve hours. (The Hidden People magician can confirm this. Now that Gilfig is gone, the connection to the subworld that powers this item is failing.) Or the GM can have the remaining time be **just enough** for PCs to race back to ED - if some amazing item or valuable possessions is/are there that the PCs absolutely have to collect.

Either way, PCs soon find themselves whizzing through a **hideous demonic maelstrom** to be rudely deposited (covered in repulsive stinking demonic slime) a mile from Tvost - on the other side of the Plain of Obelisks.

A suitably atmospheric twist is to have their 'Lords of Cil' gear be present still when they arrive at Tvost, but then begin to **crumble and decay** with age, lasting only long enough to support a first battle with the brigands, or even crumbling inconveniently as they fight.



Appendix 3: Caravan Ho!



Introduction 1: Erze Damath to Tvost

For those not able or willing to add *Fields of Silver* to the end of the adventures in Erze Damath: this appendix can be used as the outline of the full caravan expedition that the PCs travel in from Erze Damath to Tvost.

The GM invents & plays out discussions and any other incidental details around how the caravan is formed in the first place. Or it may all happen offstage, organised by the witch they discovered who is now most keen that they also do damage to their mutual enemy Iucounu.

The witch provides enchantments (she is choosing to keep her involvement peripheral in case the plan fails). Each lasts only 13 days (a convenient time both in sounding reasonable magically and also being sufficient to last only a while longer than this expedition):

- i) A dozen magically-replenishing waterskins,
- ii) A dozen enchanted of fodder bags that provide enough for a single animal to eat well for a whole day,
- iii) Two large magical corrals that when erected at around dusk will stay active until an hour after dawn the following day (or whenever deactivated by the caster),

Other enchantment options:

- iv) A revolving metal bird - direction-finding device
- v) Dartguns, Arrowguns and any other devices from the Weapons of the DE article at Violet Cusps. These must be manufactured, and she enchants them at draining magical effort. They are as potent as the GM wishes them to be and may feature powerfully in this section, though they can also all be charged and so need to be conserved for emergencies (as she will advise them). (*Dai Passant caravaneers may also carry some ordinary ones.*)

All of this makes it realistic that the Plain of Obelisks cannot be casually travelled without great preparation.

Introduction 2: Tvost to Old Romarth

If you are using *Fields of Silver* as the finale to the Erze Damath section, then the PCs are magically transported to Tvost. In that case, this caravan is the monthly trade expedition from Dai Passant to Old Romarth. It travels up along the banks of the River Cannis from the lands around Lake Lelt, skirting the Plain of Obelisks and then strikes inland. It arrives across the desert as the PCs did, but from the south rather than from the east, and it is never out of sight of the mountains, nor out of range of foraging and hunting in the foothills.

Adapting this section to two Possible Routes:

The biggest challenge in setting this scenario to be either across the Plain of Obelisks or across the Romarthi Hills is not difference but distance. The Plain of Obelisks is dry, dusty, barren hills. The Eastern Romarthi hills can also be dry, dusty and barren. When you are running the caravan across the Plain of Obelisks you are describing near-desert conditions and very low rolling hills.

When you are running the caravan across the Romarthi Hills you are describing dry grassland and more serious foothills. Nonetheless, in terms of story precision none of this matters. Simply slightly adjust your descriptions.

In order to partly solve the distance problem we provide a boxed section of descriptive text (overleaf) to be read out at the start of the caravan trip if it is being run from Erze Damath to Tvost. It summaries the entire journey alongside the Blanwalt Forest and then out over the hills that border the Silver Desert. This makes sense in this publication's conception of the local dangers, which are set to begin in earnest once those sheltering hills are left.



Caravan Personnel

The GM invents personnel as best suits. If the caravan is from Dai Passant it is run by three brothers of sturdy and astute nature. They have with them 18 strapping youths from the Lake Lelt region who act as guards and teamsters. Name all of them and invent basic statistics (even if identical). A simple name and a few words of description add much to the sense of game realism.

If the caravan is from Erze Damath then name and basically detail the important staff so that it matters as they expire along the way. The 18 in this case will be current or former constables & bold hunters, tough no-nonsense folk along for the journey because of the huge amount of money that the PCs have already lodged with reliable officials in Erze Damath. (In the event of the caravan's failure to return these officials who will use magic to find out if each person performed their duties basically well and deserves payment to be made to their families).

Caravan Beasts & Wagons

If the caravan is from Dai Passant it uses mermelants: 2 or 4 per wagon. A dozen wagons of differing sizes carry bolts of cloth, wine barrels, grain, bales of herbs, and many furs of the famed Dai Passant Silver Erb.

If the caravan is from Erze Damath it may have trade goods depending on whether the PCs have recruited people on the pretence of it being a mercantile expedition, or whether they have framed the trip as one of exploration. So the wagons may be 8-12 full of trade goods or may be only 3-5 full of supplies. The beasts will be a mixture of creatures from Saffer's Stockyard.

The Plain of Obelisks

"In general, little is known about this area, a barren land of open rolling plains that seeps into low hills and desert at its most southerly margin. The major points of interest are the obelisks themselves, massive spires of stone that reach up to one hundred feet in height. Great avenues run across the plains in straight lines, often for miles at a time, only to suddenly break off and begin anew elsewhere.

The obelisks themselves vary in age, size and construction. Many are of hard, grey granite that has been brought down from the mountains and fashioned into octagonal pillars. ... Not all of the obelisks are intact. Throughout the Plains many have fallen through decay, poor workmanship, geological upheaval and, in rare cases, by dint of the sheer effort of persons unknown." (Adapted from FoSlv)



Intro to a Caravan across the Plain of Obelisks:

⊕ "You leave Erze Damath behind, watching it gradually dwindle in the distance. Can this really be the pivot point of your escapades in the distant north and distant west of the lands of the Dying Earth? Is this really the first leg of the journey that will end in your arrival at the eastern Romarathi Hills?

It is almost too much to contemplate that this caravan journey might be the beginning of the final steps that bring you face to face with Lucounu once more. Words of vengeance struggle to your lips.

As you had expected the first stage of the journey, along the southern edge of the Blanvalt Forest, is relatively easeful. Yes, several large predators shadow and attack the caravan, but they are easily driven off by your resources.

The first and second days of travel [ideal for beast encounters if you want to include such] take you along the southern edge of the forest, and you camp the night in a circle of wagons with a roaring fire at its center. On the third day your caravan gradually moves away from the forest and out towards the Silent Hills.

Three more days [ideal for half-men encounters if you want to include such] skirting these hills brings you to the edge of the fabled Plain of Obelisks."

The Length of the Trip

According to rough calculations on the official DERPG map of the Dying Earth, it is 200 miles from the Silent Hills across the low rolling desert hillocks of the Plain of Obelisks to where I envisage Tvost to be. Likewise such calculations show that it is 180 miles across steeper less parched actual hills from Tvost to Old Romarath.

If we assume 20m/day in the 1st instance and 18m/day in the 2nd, then that is a convenient 10days. In the case of the Plain of Obelisks, since this adds on top of the previous six days since leaving Erze Damath, that seems a realistically fatal distance for unprepared wanderers.

The only geographic fudging that is done is to assume that beneath the words Old Romarath (especially 'Romarath') on the official map are further barren hills not grassy plain. We crave your indulgence.

Note that we offer only one encounter per day. You as the GM may wish to add more at your leisure. In fact we recommend it. Whichever route you use, have the PCs commence well-equipped and assisted, and end with their supplies and personnel (and personal hygiene) in a dramatically contrasting minimalized capacity!



Day 1: Mountain Goblins

If the caravan is departing Erze Damath, the mountain goblins have been tracking them for a day or two and attack as the caravan is camped at the edge of the mountains, as soon as the magical defences are down.

If the caravan is heading away from Tvost these creatures (a sub-species of madlock) lurk amongst the low hills that the caravan is passing through, and engage in ambush shortly before noon. Allow the PCs a small chance to observe their scouts and so be more prepared.



Madlocks

"Distorted half-human amloids with peaking scalps - and neckless heads, so the mouths opened directly into their upper torsos."

The madlock is a common species of half-man; not necessarily numerous, but certainly widespread. They are known in some parts of the world as rock goblins, or mountain goblins - usually in places where their existence is not fully substantiated and therefore they are often regarded as mythical. They are squat, gray humanoids, averaging a size about equal to a bulky human male.

Common Madlocks are powerfully muscled, with bulbous tapered brows on heads that join the torso without the benefit of a neck. Consequently the mouth of a madlock opens directly into its upper chest. This is not so pronounced in the mountain goblin, though it too lacks a neck.

Despite their fearsome appearance, in temperament madlocks resemble humans more than most other half-men - and in some regions gather in bands, in some form of primitive but recognizable society. Such groups usually inhabit the wilds, keeping as far from human settlements as possible, but are not above ambushing travelers who seem weak enough to be overpowered easily.

In other regions they are more commonly found, and may live in relative peace with neighboring humans - making them quite unusual. Nonetheless, they are prone to lewd and belligerent behavior, and may sometimes be employed for unsavory errands by the unscrupulous.

The common madlock is belligerent and without intellectual potency, thus persons of a cunning nature might be able to distract them with points of conversation or various temptations. The mountain madlock is of only semi-human intelligence, and thus cannot be debated with under normal circumstances.

The Mountain Goblin

Mountain Madlocks (commonly known as Mountain Goblins or Rock Goblins) use their gray colouring when skulking about the rocks. Though they by and large avoid humans (and so in some areas are considered to be mythical creatures), should they encounter groups of humans they will set up an ambush, and if possible roll boulders down upon their victims, before racing to the attack - wielding clubs and sharpened sticks. With smaller groups of travellers, these madlocks will not bother with such complexities, and merely rush forth from behind whatever cover they can find.

Game Notes: Given sufficient time, mountain madlocks can hide themselves well, and thus the GM can simply declare their camouflage attempts to have been a PS or IS. (Unless the observer has some unusual advantage such as floating high above the landscape in a magically buoyant vessel.) These specimens are significantly braver, more robust, and better versed in the physical skills of the wilds than the common madlock. They can also creep across rocks with a bonus of +1 when attempting to be unseen.

Sluggish, but Strong

Despite their high Athletics, madlocks are slow travelers over any significant distance, and can be easily outpaced.

Game Notes: They take a -1 to Athletics in a situation where one must make speed beyond a quick sprint. Conversely, for feats of Strength for which the Athletics is used, they are granted +1.

The Lair of the Rock Goblins

The rock goblins live in caves and tunnels that were once some kind of underground settlement filled with weird and wonderful relics of the previous aeon. In Turjanic campaigns this group of mountain goblins may carry some of these items and use them against the party. If introducing such, the GM is advised to sit down and devise such items thoughtfully, comparing them to the strengths of the PCs and the party.

Rock Goblin:

Strength 14 [___], Dodge 15 [___], Health 13 [___], Athletics 10 [___], Conceal 8 [___], Perception 6 [___], Stealth 10 [___], Wherewithal 7 [___].



Day 2: Treasure Hunters

On the Plain of Obelisks this is a dangerous band of cut-throats and mercenaries from Erze Damath, seeking to plunder the mysteries of this magical land. They will stop at nothing to gain whatever supplies and valuables the PCs have. In the Romarathi Hills this band is heading out towards the Plain of Obelisks, and will also be looking to take prisoners and seek information.

The GM is advised to create a suitably powerful band that is reminiscent of the PCs own group as much as possible. However, these people are more of a mind similar to Liane the Wayfarer and have no scruples. Present these as if they are real folk with real lives and intentions, not just a stock encounter. In Turjanic campaigns serious spellcasters may be amongst them.

In the Romarathi hills they may have been financed by Iucounu, and thus when slain the PCs find proof of this and have begun their revenge. If the PCs have many servants/assistants these men have spells and enchantments to match. The fight should be dangerous and close, leaving the PCs the victors but much depleted.

Should the PCs fail despite your balanced creation, perhaps a wild creature will intervene, or more madlocks arrive and pitch in, inadvertently allowing PCs to escape.



Day 3: Wind-Stick Devils

“Peculiar, those dark shapes along the ridge! What could cause them to jerk and jump in such a fashion?”

Known Facts

Though not particularly robust in terms of resisting damage, wind-stick devils are very strong, and may carry as much weight as a pair of adult farlocks. Clearly of a magical nature, and perhaps existing at some uncanny angle to our own dimension, these beings, even at close range, appear smoky and indistinct.

They seem to be sentient, as they can organize and execute ambushes on groups of travelers, but do not talk any human language – or at least have never been reliably reported as doing so. They travel about the wilds in great flowing lopes, and are capable of leaping twenty or thirty feet into the air, if they need to evade pursuit by scaling a small cliff or bounding across a small river.

Fortunately, they seem not to have a taste for human flesh, but raid caravans for their pack animals and other bulky foodstuffs. Presumably this is easier work for them than tracking and killing wild animals, or perhaps they merely crave a more varied diet.

Scholarly Conjectures:

Elemental Beings

As their name suggests, these ‘devils’ are related to the element of air, in a similar way as sylphs. Unlike sylphs, wind-stick devils are uncontrollable and capricious entities, rather than placid and tractable servants. They are only semi-corporeal and have no contiguous solid body, only a smoky form that can solidify at will. Wind-Stick Devils tend to live atop high and inaccessible rocky hills, since they can leap and bound over rocks with ease. As they do not make campfires, nor require more than minimal shelter from the elements, such places as have been discovered nonetheless yield few clues as to the nature and habits of these beings.

Lesser Wind-Stick Devils

Some travelers have reported attacks by creatures that appear to be wind-stick devils, yet lack the formidable robustness of other examples of these wilderness terrors. Various scholars have proposed that immature specimens perhaps flock together as outcasts or prior to maturity – perhaps ousted from their ‘clan’ by the primary male. Other commentators dismiss such speculation as preposterous balderdash.

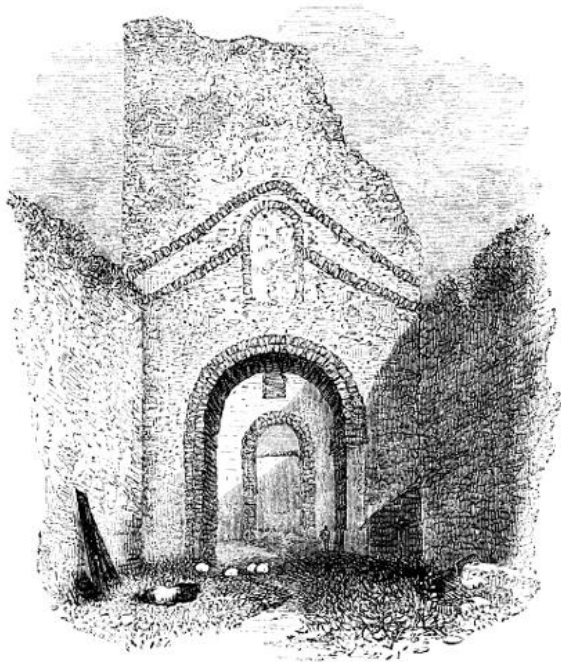
Game Notes: Simply reduce the ratings as you see fit.

Speed 19 [___], Dodge 21 [___], Health 6 [___], Magic (_____) [___] Athletics 17 [___], Conceal 8 [___], Perception 5 [___], Stealth 8 [___], Wherewithal 9 [___]



Day 4: Windstorm

Run this however you see fit. The PCs are trapped out in the open. A savage dust-storm or sandstorm drives in. If they are not on the Plain of Obelisks perhaps it comes from that direction. Practical emergency methods of survival and shelter will be required. Old ghosts of the storm's past victims may manifest. Beasts will be terrified and try to flee. A section of worn ruin may be the only place to shelter within easy reach, though in truth hopelessly inadequate. Fine clothes will be torn, flesh lacerated, five-tiered hats lost forever...



Within this ruin is the entrance to a crypt, one that needs some excavation to find. There beneath the ruin are the skeletal remains of seven magicians of old. Their desiccated corpses take a violent reaction against the intrusion, leaping from their biers and attempting to strangle the interlopers. They are fast, strong, and to some degree (GM decides) resistant to both physical damage and to magic. What were they guarding? Tomes of magic, treasure, the entrance to another plane, sacred relics of Gilfig, a well-stocked library of erotic librams?

Day 5: Giant Pincer Lizards

As many of these creatures track the party all day as is required to make this a scary encounter

Ferocity 13 [___], Dodge 12 [___], Health 11 [___], Athletics 14 [___], Tracking 3 [___], Wher'l 10 [___]

Pincer-lizards possess forelimbs like the lobster or scorpion, despite being otherwise more reptilian in nature.

Day 6: Torrential Rain

The expedition is caught in a thunderous rainstorm that lasts for hours. Animals stumble and injure themselves, goods and supplies are soaked, wagons are bogged in the muddy ground. A halt is essential. However, flash floods then ensue. Life and limb are in dire jeopardy. Athletics challenges come thick and fast to achieve somewhere safe to hold on until the waters subside.

Later in the day, after the waters have subsided, the landscape is found to have exposed a series of fractured domed buildings. A handful are still sealed and in good repair. Opening them requires persistence and/or magic, and inside each one is a golden being from the stars (& some unusual items), who needs convincing (by word or deed) that the PCs and their companions are not the food servants come to provide sustenance for the newly awakened (and thus a tad sluggish) godlings.

Night 6: A Disturbing Dream

The adventurer with the highest Magic rating dreams that he is at Pergolo. There he observes Iucounu hard at work in his laboratory, sweating over old librams, labouring (and failing) to attune magical devices. He is feverishly busy. He pauses to laugh characteristically now and again, but is most definitely disturbed.

⊕ *"This is not the Iucounu you know, and yet the scene seems real. Can it be true, that the great Iucounu is somewhat of a façade? That he labours behind the scenes to set himself up as appearing to be unutterably formidable, and yet is just another magician with regular spells.*

A sudden chill strikes you, you notice a small bird perched on a rafter nearby and observe that you too are in a bird's body. What is going on? Everything goes black.

You regain your senses with your comrades, sitting bolt upright and turn to shake one of them awake. He has the face of Iucounu, as do all the others. You shriek in terror, get up and run as fast as your legs can carry you."

Imaginative GMs may run the last part of the dream as if it is a waking role-play. If so play it for maximum startlement or amusement, as best fits.

Day 7: The Haunted Obelisk

In the Romarathi Hills this is a most unusual sight. On the Plain of Obelisks this is just one of many strange single, double, triple, and rows of obelisks that they have passed. This one, however, stands close to their trail. They may seek to avoid it and go further away, but if they do it somehow moves closer when they are not looking. If they mount a close watch then they observe that it seems to shift in and out of existence, plus it is much larger than it appears. More tower than obelisk.



The tower is the home of a wizard of dubious sanity. Magrusk the Despondent retired here from (*Erze Damath or Old Romarth*) decades ago, and lives here now only with his huge team of small flightless bat-like humanoids with the bulbous eyes of creatures used to living in the dark.

Magrusk has been experimenting on travellers for all of this time, trying to create a race of humans that see without light, and can eat fungi, lichens and corpses. To this end he supplies his servants with cultivated lichen gardens in his magical tower. They in turn assist him in his room of vats where he grafts parts and plasms of many creatures into captured humans in order to try to create a new species.

He is eager for new specimens and will disable them with magic before having his servants carry them to the vat rooms. Or at least he will attempt to. This may end up as a simple bloodbath as his creatures (and eventually himself) are slaughtered, or be a more enterprising exploration of a peculiar tower complex.

However it plays out, Magrusk is hard to stop due to his enchantments from more vital days rather than his current skill. He will release various challenges at them, each cast by crushing a gem in one of his pockets:

- shoals of small colourful carnivorous fish that swim in the air (Ψ ATHLETICS, ATTACK)
- a wave of staggering and clinging goo (Ψ ATHLETICS)
- various attack spells against Turjanic PCs (Ψ MAGIC)
- ‘berserking’ individual mole-creatures (Ψ ATTACK)

Note also that if it comes at an opportune time in the action, a Persuasion that they are Iucounu’s enemies will work wonders, turning this maniac into an ally, since he is also a victim of some of Iucounu’s crueller pranks.

Night 7: More Dreams

Either the same PC or another with a roughly equal Magic rating has this dream that they recall on waking:

⊕ “*You are flying through the air. It is dark and cold. Some creature has you firmly in its talons but you cannot look up. A wild landscape is dimly visible in the night below. You are travelling above a river. Shortly you can see occasional buildings and roads, and you recognise that you are above the Old Ferghaz Way. Then your transport swings south – away from the river and towards Azenomei. Much sooner than you would like you see Pergolo and begin to descend.*”

Role play that the dreamer’s spirit has been called forth by Iucounu and placed into a crystal sphere. Iucounu questions the PC. However, the PC senses that they are not alone in the sphere – some force is there protecting them. Iucounu acts as if the PC must answer truthfully, but the PC somehow need not, and quickly works this

out. The PC may choose to obfuscate or deliberately mislead. When the PC awakes in the morning they are fine, and can make of this what they will. Iucounu has no awareness that the other PC observed him.

Day 8: The Sucking Swamp

If they are crossing the Plain of Obelisks, this is a swamp fed by a river that flows from the Northern Maurenron ranges. If they are heading towards Old Romarth it is just a huge wide valley with a swamp in it. In that case the river is a grand one, a major tributary of the Chaing, that flows over rapids and small waterfalls. The swamp is the easiest way to cross and going further north or south takes days either way.

The sucking swamp is a nightmare environment. Its challenges include:

- enormous insects (Ψ ATHLETICS, ATTACK),
- plasms of different scintillating shades that occasionally burst up from the marsh, causing various debilitating or restrictive magical effects (Ψ ATHLETICS, MAGIC),
- marsh shams (Ψ ATHLETICS, ATTACK),
- giant many-footed eels (Ψ ATHLETICS, ATTACK),
- an enormous marsh lamprey that can swallow humans and pack animals whole (Ψ ATHLETICS, ATTACK),
- marsh wefkins (see the free ‘Magical Footnotes’ article at Violet Cusps page),
- soporific or hallucinogenic gases that burst up from pockets in the marsh and make people behave very strangely (Ψ MAGIC, HEALTH),
- finding somewhere dry to spend the night.

These encounters do not all take place in rapid succession, but spaced out over this day and a half, and the night. The marsh is not some comic interlude, but a place of terrifying mundane dangers, wherein the wefkins are a positive source of sanity!

The following dream takes place as they overnight within the swamp. They do not exit the swamp until late morning of the next day.





Night 8: The Penultimate Dream

A third PC, or one of the first two.

⊕ *"You are in Pergolo. You can just feel it. Travelling down the stairs with a lamp in one hand. You enter a hidden room, filled with dust and cobwebs, and head towards a wall. Most surprisingly you pass directly through the wall and into a chamber beyond. There is a huge horizontal slab of amber inscribed with runes. You can see the blurred form of a man embedded in it. He (or more likely his ghost) emerges and stands before you. He speaks, but you can't hear him. He seems hurried and frustrated. Then he begins moving and gesturing in a most peculiar fashion."*

An opportunity for play-acting. Mouth movements, arm gestures, body miming... To communicate:

- He's Iucounu's foe (shadow battling a grinning foe).
- He wants the PC to open the box
- Together they will dispose of Iucounu (indicates self and PC and mimes attacking (stabbing and blasting with magic) a grinning person)
- He will give many gifts to the PC
- Iucounu trapped him in the box (grinning man forcing struggling man into the box)
- He is going insane (lying down, pointing to the box and rolling eyes and burbling)
- He wants to be a friend of the PC.

He will be delighted at attempts to communicate, and offer friendship and bargains for his freedom. (As much as he can communicate.) Don't worry if this all goes badly wrong, there is another dream still to come.

Day 9: Slavers

If traversing the Plain of Obelisks, these folk are making a crossing from the River Cannis (S) to the edge of the Maurenron Mountains (N). (You will see on the map the last day's walk across the Plain is through a wide gap between the river and an arm of the mountains.) In this case the slaves are destined for a demonic ceremony.

If these are the Romarathi Hills then they are headed for Old Romarath by secret less-travelled roads - the slaves are destined for the less-sinister slave market there.

These cruel folk are armed with snaffle irons, dart guns and whatever else you feel suitable to devise. Likely the PCs party has been much reduced by now and they have to rely on whatever resources they have on hand.

Freed slaves are mostly a useless burden. If this is the Plain of Obelisks any that survive (see next encounter) can be dropped off at Tvost to fare as best they can. If these are the Romarathi Hills they flee immediately.

If the PC party needs a new PC, then one of the 'slaves' is an old adventurer acquaintance who was sold into slavery by Iucounu after daring to speak unkind words about the magician behind his back.

Night 9: The Final Dream

All of the PCs with any Magical rating, and possibly personality GMCs will dream the same dream:

⊕ Into your campsite a haggard man staggers. You are unable to move or speak, an enormous weight presses you down. The man wears tattered robes and croaks out words with great effort as fast as he can manage:

I am Rabazrin, the rightful owner of Pergolo, which was built by my father. Iucounu befriended me before his reputation was known, misguided me, then when the time was right struck and deposed me. I have spent near two centuries held in amber in a walled room, hoping for revenge...

'Only through the best of coincidences can I speak to you. I know little of you, only that you seek vengeance on Iucounu, and that he has some degree of concern over your arrival, which brings me home that you have a chance to defeat him. Come to Pergolo, but come prepared. You are not strong enough to surely defeat him, and any aid I can give you there is mostly in the manner of enhancement & surprise, and in distracting our common foe at crucial moments...

So seek first the Four Wizards of Old Romarath who are my only allies strong enough to aid you. You cannot succeed without them. But they are arrogant and capricious, so bargain well with them...

Option Cugelesque: *"You will be squashed like insects if you come to Pergolo without enchantments from the Four Wizards, perhaps joining me in my tomb, or finding horrible solace in encystment at a depth of 45 miles beneath the earth."*

Option Turjanesque: *"As brave and potent as you are, Iucounu has had decades more to prepare his jests and defences. Without assistance of the Four Wizards enchanting you against casual eradication your cause is doomed, your fates unthinkable."*

All I ask in return for my aid is that you free me from my tomb, give me funds to live well for a year and set me loose unharmed.'

The man struggles to speak more, but rapidly fades.

Day 10: Laharq

The last day towards (*Tvost or Old Romarath*) howling beasts in the wilds track them. Treat these like wolves. Certain PCs may identify the howl, then spend points on general knowledge. If so, see next page for details. Create enough of these creatures to be a severe threat to whatever is left of the PCs' expedition. The creatures come in small packs, several minutes apart, and enough of them so that the PCs arrive at their destination torn, bloodied, and barely alive. As each new wave of creatures charges them, Magically potent PCs may hear maniacal laughter ringing in the psychic distance.

Projectiles! In this and other encounters the rare & exciting dart and arrow guns may play a decisive part: PCs aiming & firing as laharq leap for their throats, providing covering fire for desperate heroic acts, etc



The Laharq

Known Facts

Laharqs are malicious creatures of the wild, rarely if ever coming into contact with human settlements of any size. (Save on the rare occasions one contracts a dying madness and expends its last energies ravaging through a small village on the edge of the Great Erm.) These creatures live in small packs, and roam the tundra in search of warm-blooded prey, such as the giant elk, claw-footed rams, and the wide-skulled grattron. Nonetheless, should humans stray into their territory, the laharqs will hunt these intruders down and rip them apart before devouring their succulent innards and leaving the remains for immature pelgrane to pick at.

Ferocity 14 [___], Dodge 13 [___], Health 17 [___], Magic (_____) [___], Athletics 16 [___], Concealment 7 [___], Perception 11 [___] Stealth 12 [___], Tracking 17 [___], Wherewithal 13 [___].

Adolescent Males

Small groups of less powerful males roam together after having been ejected from their packs. At first glance these may appear to be the same as the killer packs of ravenous adults, but are in fact composed of far less fearsome specimens.

Game Notes: Simply reduce statistical capabilities all round, especially Wherewithal. When a few have been significantly wounded (or notably affected by magic) the group will flee.

Hunting in Packs

From time to time laharq gather in packs, in order to hunt stronger prey.

Game Notes: Parties of powerful PCs (or those who need to be herded to a certain spot as part of the story) may encounter the dreaded laharq packs. The sight of twenty or more of these creatures bounding across the tundra can be a sobering experience to say the least.

Intelligent Laharq

Possibly due to genetic throwback, possibly due to magical meddling, a number of laharq in recent generations have been born with semi-sentience. The others of their species instinctively recognize these beings as superior, and several packs are now led by one of these advanced beings - or sometimes two or three working as a team.

Game Notes: For such specimens add 'Persuade (Intimidating) 8', and 'Rebuff (Wary) 12' to the general statistics.

Reptilian Carnivores

Laharqs are low-slung stocky quadrupeds, with muscular limbs and the faces of crocodilians (only somewhat foreshortened). They are entirely unintelligent, and yet savage in the extreme. Operating in small groups they drive prey towards one another until one of the laharqs is able to lunge forward and grab a hold - after which the others converge and tear it to pieces.

Superior Tracking

These creatures track by smell and hearing as much as by sight, and can catch scents on the breeze. Thus they avoid GM levies for following trails across narrow bodies of water. (And in other such situations.)

Wolf-Like Humanoids

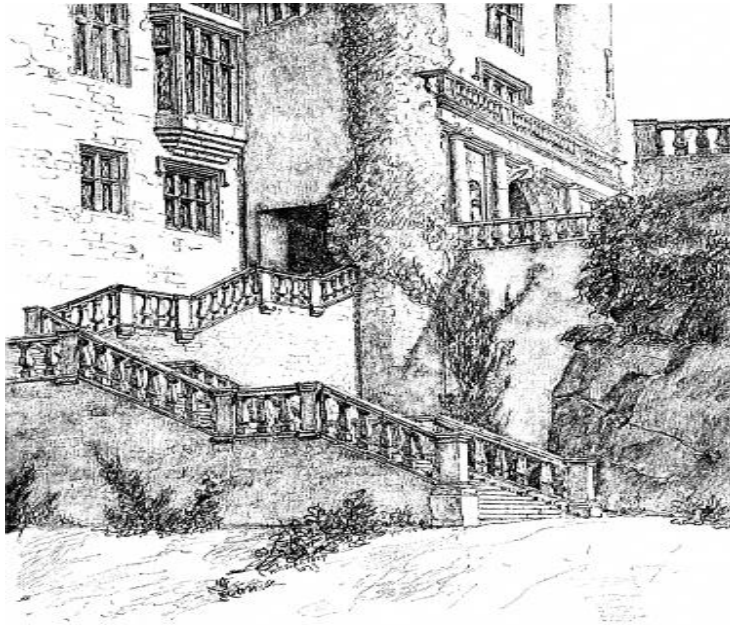
Only partially quadrupedal in nature, laharq have thick and hairy pelts, and elongated ape-like faces with tooth-filled jaws. Their front paws are also unusually flexible, and whilst incapable of full manipulations these do allow the creatures to hold crude weapons when such becomes necessary. Normally they prefer to use their front paws as rending weapons in their own right, and find it awkward to remain upright when moving any distance.

Use of Weapons

A group of laharq has learned the use of weapons - presumably from observing humans. They now carry spears and sometimes even crude axes, strapped tightly to their backs with leather harnesses when not in use. These creatures are exceptionally dangerous, and unusually intelligent, and have recently become a hideous menace to the hill settlements around Old Romarth. What they want, and who controls them is unknown, but they seem to have inside knowledge of the defensive measures that the townsfolk take. Surely the rumors of an intelligent laharq are too horrible to be true?



Appendix 4: Pergolo - the Manse of Iucounu



“On the heights above the river Xzan, at the site of certain ancient ruins, Iucounu the Laughing Magician had built a manse to his private taste: an eccentric structure of steep gables, balconies, sky-walks, cupolas, together with three spiral green glass towers through which the red sunlight shone in twisted glints and peculiar colors.”

A Collaborative Creation

This directory is of sufficient but basic complexity. We recommend that you enhance it as you play, by requesting your Players to creatively assist with the design of each room and of some key corridors and halls.

As each room is entered or examined you may read the outline and then pause a moment to insist that each Player describe two or three additional obvious visual facets. Make sure that you alert them that all such inventions must be described in suitably descriptive style, and that oversimplified or directive descriptions will be disallowed.

For instance, “A pile of terces as high as my head” would be disallowed (save perhaps in a newly-discovered secret basement treasure vault). Whereas “A jewelled box sits upon a silvered dresser next to a mahogany high-backed chair. The lid of the box is open and the glint of coin and gems sparkle within,” would be permitted one-time only in a suitable location, such as Iucounu’s bedchamber.

This co-creation not only enhances the feel of Pergolo and invigorates Player involvement, but also sometimes comes up with fascinating ideas that expand play, and may even assist PCs in their showdown with Iucounu!

You might further suggest that each Player mention one or two other things about any room that is being explored by one of their PCs in anything more than a cursory fashion. You must still revise and restrict appropriately, and not necessarily nicely. For instance, if a PC sees “a display case containing a shining arrow-gun and two dozen darts” the GM might decide that the case (or indeed the gun) is booby-trapped in some way.

You might ask why should the Players bother? Or they might ask themselves this same question. Here are several possible incentives you can choose from:

- You invent a new temporary category called ‘Pergolo Points’. For every item they create that you accept they gain one Pergolo Point. And for every 10 Pergolo Points they amass they gain 1 IP that **MUST** be used to bump up an ability roll sometime during this exploration at Pergolo and their interactions with Iucounu.

- As above, but you restrict items of personal benefit. IE for every 10 Pergolo Points they are allowed to create one item (the next one, which does not net any Pergolo Points) that their PC would want to take. This restriction that it must be the very next item can create opportunities for creativity, for instance if the next room is a latrine.



A4.1) Introduction

Pergolo is a literary wonder. Vance describes little detail in his typical Spartan style, yet it is clearly portrayed as vast. We have attempted to recreate the atmosphere as Vance evidenced it, whilst also expanding it into the arena of role-playing, which (like the transference of book to film) is a new medium for the old location.

By this we simply mean that when reading the stories of Cugel, role-Players might have wondered and imagined what else Pergolo might have revealed to them had they been able to explore it through their seasoned characters, and now of course you have the chance.

We have taken certain liberties. For instance, Cugel greatly feared terrible tricks and traps scattered throughout the manse, but never found any. We have extrapolated this and made Pergolo a terribly dangerous place! As mentioned elsewhere in this series, roleplaying at Adventurous Cugel-Level is equivalent to operating a 'gang of Cugels', and thus the level of hazard oftentimes needs to be greater than in the official literature.

Summarised from *All's Fair At Azenomei*:

"The magnificently-gabled manse is NE of Azenomei, and reached by a trail out of town or via one from the river near the riverfolk village (see *Guide to Azenomei*). Each journey takes about an hour upwards and about 45 minutes down. The path from the river community is a winding way paved with dark brown tiles, and the path from the edge of Azenomei itself is merely a rough trail until it joins the paved path at around its mid-point."

Variations From Previous Descriptions:

Pergolo presented here varies slightly from descriptions in *All's Fair At Azenomei*. We will address those here:

i) "One can also pass around the manse (except that parts that overhang the cliff) and come across a number of windows through which one can peer (but not reach due to the dangerous ditch)."

Firstly, we have indicated no cliff on the maps in this volume. Let us presume that cliffs come right up against the manse only between towers 15 and 21, and also along the south side of the rear veranda. Indicate these on your map in pencil, so you will know to indicate them when filling out the Player's blank map.

Although the stories say that Cugel circled the manse, they don't say that he completed this circle. So as long as you leave Room 8 on the ground floor (and hence the parapet that gave him access - to Room 23 on the first floor) accessible before the cliff begins, then all previous declarations are catered for.

Secondly, the dangerous ditch is not mentioned in the stories (only in AFAA), but that lack of mention doesn't preclude Cugel being able to peer across it into windows as is noted in the stories, so we shall leave it.

Simply mark in pencil the 30ft wide ditch (just a thick pencil line in scale) around your map of the lower floor, intersecting with the cliff drop just after Room 8. If your Players complain that differences exist in their recollections, simply say that it was months ago, and that memories of the PCs must be weary after their prolonged travels.

ii) "Just before the keep a 30ft wide and deep ditch is filled with jagged rocks. A sturdy stone bridge crosses it."

According to the maps in this publication, no such ditch or bridge exists. If you are concerned about this continuity factor add them before the entry ramp at location A1. The ditch continues around the manse, except where the cliff draws close to the walls.

ii) "A heavy wooden door ... at the middle of the entry-keep."

No entry keep is specifically marked on the maps in this volume. We have adjusted the text description of Area 3 in the glossary to show that this place is presented decoratively to resemble an Entry Keep such as a real castle (rather than a fancy manse) might present.

iv) "For the agile it is possible also to gain access to the manse by clambering through one of several windows that can be reached with relative ease at the front of the keep."

The 'front of the keep' can be considered to be the section by the veranda and the front sides, over which several balconies protrude. By the 'agile', we mean those capable of clambering across gargoyles and narrow parapets/balconies. See glossary information though, since Iucounu's security measures may be far more effective now than when the PCs last visited.

v) "The PCs may scramble across parapets and climb in at a window near to the door, clamber up to a higher balcony and enter there, or merely open the door."

Refer to 'iv' immediately above. Various balconies, including one suitable for this description, are marked on the map of the upper floor.

vi) Pictorial representations of Pergolo in AFAA show a larger castle/manse than illustrated here in ATTA. (Though we do not feel we have skimmed on the size of Pergolo herein) A clerical error meant that the pictures of Pergolo in AFAA (even the cover) are in fact pictures of Boumergarth situated further downriver. Our type-setting wefkings have been summarily mulched and we apologise for any inconvenience caused.



A4.2) Arriving at Pergolo

Their First View

(First paragraph summarised from the novels.)

⊕ "Eight twisted turrets of green glass rise against a dark blue sky. Scarlet sunlight engages itself in the volutes. In the valley, the River Xzan flows without a sound. Behind the manse and across the valley, low hills roll away like dunes to the limit of vision. The sun projects shifting crescents of black shadow; otherwise the hills are unmarked, empty, solitary. A winding way, paved with dark brown tile marks the ascent to Pergolo from the valley floor."

Pergolo is an enormous stone building of great age (though was actually extensively restored by magic from certain ancient ruins before Iucounu moved in). The huge stones of the main structure of the manse denote a structure of great resilience. Most windows on all floors are tall and narrow, suitable for both letting in light and emergency defence, but not for stealthy egress.

However, there are some exceptions to this. The eight turrets are stone at their base, and become crystalline after the second floor, twisting ornately into the sky.

The winding way leads to a bridge over a 30ft wide ditch, then to a set of steps that access the wide front veranda. The carriage drive also continues along the north edge of the manse and terminates at a sunken stable beneath A22. When Cugel arrived all was still and quiet. This version of Pergolo is different!

i) Via the Main Door

ii) **Via an Upper Window:** On his initial visit Cugel went to the great hall and gained access to the room above (23A on Map B). It is still possible to enter this way, but not as easy a job as Cugel had. In this version of Pergolo we have made it the only easily accessible window, and also a deliberate decoy option for thieves.

iii) **Via the Rear Door:** A carriage in the second book went under a portico. For reasons of convenience we have created a carriage park and stables under the back veranda (A22) on the ground floor map. This stable and carriage park is a large room under here. No direct access to the house is possible (perhaps for reasons of security), and persons wishing to enter the house from the rear must climb the stairs (A23) to the back veranda.

Optional Defensive Magic

If the PCs are redolent with spells and magical capacities then we need some degree of defensive magic at the boundary. In this case Iucounu has automatic magical detections in place that repel intruders, using whatever you wish to invent, including a plague of tasps (real or illusory), a force-field that drains the Magic pool points of those who don't resist it, a huge hell-hound (or a hell-ettis, see next column), all of the above, and/or more!

A4.3) Optional Extra Inhabitants

If PCs like a good fight, some magical beast or entity should be available to slaughter, as well as the gryphon statues adjacent to the front door. A few more options:

Super-Ettis 1: A small round animal with long fur, short legs and black button eyes. This creature races out of Pergolo, and bounds effusively towards them voicing a series of shrill barks. If left alone it runs up to a PC in the middle of the group, begins to gnaw their ankles, then explodes with as much force as the GM deems won't actually wipe the party out.

Super-Ettis 2: Later in the scenario another Ettis might appear in the same fashion at a distance, and charge towards them. Imagine the PCs reactions! Iucounu may have 2 or 3 detonating Ettis's and a dozen or more perfectly harmless ones! If you are an inventive GM then you could invent lots of other horrific effects.

Super-Ettis 3: A vast mob of these fang-toothed tiny demons pour out of a room over the PCs when the door is opened. (Use plague of tasps info from BMM.)

Madlock Hirelings: Used by Iucounu in the original stories (TDE: pp565) Detailed in this publication (p81).

Sylphs: When Cugel was visiting Iucounu "a pair of young sylphs floated into the room with trays of silver, which they set before Cugel and Iucounu, then drifted once more back the way they had come." After Cugel was victorious "six sylphs served a banquet, which, while lacking the bizarre condiments and improbable juxtapositions of Iucounu's 'novel cuisine', was nevertheless enjoyed by the company". These beings can be found floating around Pergolo, apparently purposeless, but spying on PCs for Iucounu. If it serves the tone of the campaign there are a finite number of these simple but honest ethereal creatures, and PCs have no choice but to destroy them - to stop Iucounu knowing their movements. (Sylphs are sad & honest when asked what they are about, & say that they cannot voluntarily cease.)

Liane the Wayfarer: An interesting return, especially if he was a narrowly-defeated co-contestant at the Grand Fair after which PCs were transported to Shanglestone Strand. And significant for those knowing the original Dying Earth book. Either way, a magically-enhanced bravo serving as Iucounu's bodyguard. Perhaps he will be sent to negotiate terms: vast wealth, power, an enslaved demon or two. (If PCs ponder to agree, they are dumb and need to be reminded Iucounu has never been trustable. If they agree to a meet it will be an ambush and/or the Iucounu who comes will be a vat-replicant) Liane's demise: If the PCs can't finish him off it may be that Iucounu eventually pours too much magic into him and he explodes, or perhaps he gives up and flees, or even changes sides if PCs seem to be winning.



A4.4) Indoor Ambience

Describe occasional suits or armour, mouldering tapestries (small and large) crossed swords and shields, portraits, paintings of natural scenes, side tables, and linen chests. But these are few and far between, especially out of the more well-used sections of Pergolo. Many areas are cold, bare and musty, echoing with emptiness. Most walls are panelled, but this only covers the entirety of the walls in the occupied area. In the rest of the house the woodwork only progresses upwards to five-feet tall, and the remainder of the wall (typically another five feet) is bare stone. (Wooden panels are great for hiding the entrances to secret passages.)

NO interior sections are open to the sky. The interior halls rise up two stories to a magnificent gabled roof. Second story interior windows look down into the halls.

Players have a role in incidental design, and can suggest various additions to the general ambience. Anything that seems realistic and does not unbalance play should be allowed to exist. This includes small valuable items that a larcenous character might secrete upon their person.

A4.5) Two Optional Secret Rooms

Sadlark's Room: A bizarre vaguely-humanoid statue of metal and crystal plates and nodes looms twice human size. It "stands on two squat motilators, with two pairs of jointed arms ending each in ten clasping fingers. The head, if the term were at all appropriate, is no more than a turret surmounting the keen and taut torso. The belly scales are white-green, with a dark green keel tinged with vermilion swinging up to end at the frontal turret in a blank and eye-catching vacancy." Its environs are a specialist Overworld sorcery workroom and library.

When Sadlark moves one option is: "by clumsy hops and jumps into the foyer, using his motilators in the manner of feet, with only fair success, so that he falls

heavily from time to time, to wallow and roll with a great rattling of scales." Though he might instead (as the GM wills) be potent and solid in stance and movement.

Iucounu's Secret Energy Source: If you use the plot device that Iucounu has his soul secured in a device, he will hide this well in some super-secret room, sub-basement or inter-dimensional chamber. It may be that a sylph, Liane, or even Rahazrin is required to direct them to it. If Rahazrin is the source he only suspects that it exists and points them in the right direction: a spot he's observed Iucounu visit very rarely and vanish into. He tells them only because things are desperate. What is here and how it can be dealt with is up to you! Smashing a magical demonic crystal and causing Iucounu to collapse to wailing dust sounds good to me

A4.6) Final Notes for the GM

1) The Pergolo maps are adapted from a castle plan. Thus, some interior walls are indicated very thickly. As you draw the map for the players you have options:
i) Either draw them more thinly throughout, or
ii) Assume that the entire edifice is a sorcerous conceit, that requires no logical consistency and say so if needed.

2) Effort has been made to match this manse with the few descriptions in Vance's tales, but we have had to make slight variations. For instance, when Cugel was first thinking of entering and 'walked gingerly to a window' that revealed a 'hall draped in pale grey'. The simplest 'fix' to this was to make the 'hall' be the large Turret Room at '5'. Not really a hall, and yet since this manse is massive it can be described that way. (In England 'hall' commonly means passageway these days, but in the old days it simply meant a chamber of note.)

3) Cugel circled Pergolo to reach the great hall (A8). He then scrambled up the parapets to the guest bedroom (B23), entered the outer chamber (B23a) through the arch, then reached a balcony 'circling a central chamber'. On the second level a corridor runs round a fair bit of the central area. So simply assume that any section of corridor adjacent to the inner court is a balconied overlook. And finally the set of stairs he descends to 'a' great hall, make it sound ambiguously like a different hall to the one he just observed from the balcony and so we have created not one but two halls of artefacts and put a wide set of circular stairs (B6 down to A8) in the turret. (It is these by which Cugel descended.)

4) At least skim read the whole glossary before running an exploration of Pergolo. Before describing a room first of all check its contents to see if the door is likely to be open, closed, or even locked. You may even want to have PCs check all closed doors for traps before opening them. (Ψ PERCEPTION, QUICK FINGERS)



Pergolo: Room Glossary

Note that we do not detail every entrance and exit to a room in its basic description. You will need to indicate these verbally as you draw the outline of the room on the Players' map.

Map A (Ground Floor)

A1) STAIRS UP TO THE WIDE FRONT VERANDA

⊕ "These wide stairs are easy to ascend. Nothing threatens, no menacing statues overlook them. Although Pergolo itself looms high overhead, and worryingly close. The stairs terminate in a wide stone-flagged veranda."

A2) THE WIDE FRONT VERANDA

⊕ "This wide paved area is decorated at its edges with ornamental stone urns of flowers, and against the walls with stone benches. From the floor above four small balustraded balconies overlook this plaza. Otherwise it is unadorned. The front of the building is constructed as a stylised keep, but this is decorative. The building likely would rely on enchantments rather than structural integrity should be-weaponed assailants attempt to take it by force. The view from here is breathtaking—across the Xzan and away over the dim bare hills, rolling and heaving as far as vision can reach."

A3) THE MAIN DOOR AND ENTRY KEEP

OUTSIDE: ⊕ "This access point is buttressed ornately to present the decorative façade of being an Entry Keep, but the large door does not suit a castle, more that of a standard manse".

Closer to the door one can see on one of its heavy ancient oaken panels a gaunt face with staring eyes and lips drawn back in a snarl. If one knocks at the door this demonic spirit-face animates and asks them their business, before sending off part of its essence to alert the manse's master to their arrival. Or if he is not at home, the entity will inform intruders of that fact and ask them to return at some later time.

Cugeleseque Play: This creature was a servant of the previous owner and can be engaged in sympathetic discourse, though it can tell them little except it preferred its former owner who would at least send it on errands now and again. It dislikes the smiling fat one, and refuses to take his commands – instead doing only the bare minimum of its duties (as described above).

Turjanic Play: Add a pair of stone gryphons to the description of the balcony. Putting them in alcoves next to the door if you forgot until this point. Make them mighty and animate them.

INSIDE: ⊕ "Two suits of armour stand dull and neglected. A single portrait (of a stern older woman) hangs on the south wall. Anyone examining the area finds a series of holes that might (History/Antiquities) be understood to have once supported weapons racks and the like.

A3A) WASHROOM/LAVATORY

⊕ "This area is a well-appointed set of conveniences. Silver taps in the shape of mermaids, decorate several crystal basins. Water spouts in a silver pool shaped like a clamshell at the centre of the room. Discreet closets open onto mother of pearl commodes, each with a silver chain beside it."

If the PCs explore these conveniences elaborate as you wish. Air elementals might dry their hands. Water and air elementals might tend to other parts of them too.

A4) CLOAKROOM AND ENTRANCE TO TURRET 5

⊕ "Here are several stands that support oilskins, galoshes, and even sets of large snowshoes (like enormous fine-threaded tennis rackets that can be strapped to the feet). None have been used for years, but they are still serviceable."

A5) TURRET ROOM (SELF-CONTAINED), AND STAIRS UP FROM THE CORRIDOR.

⊕ "A round room as empty as a hall with drapes of pale gray hanging from the walls. It contains only a tabouret on which, under a glass bell jar, is a dead rat."

When players ask what a tabouret is, tell them that in this case it is a low cabinet. If they lift the bell jar the rat comes to life and stands on its hind legs trying to talk to them, but then expires. Rahazrin sometimes possesses small animals and insects, and Iucounu traps them in magical containers because this prevents Rahazrin's spirit from roaming freely. This option is not available if you have decided Rahazrin is really just another version of Iucounu to plague them at the end of this piece. In the tabouret itself are two dozen dried dead rats, plus several dozen dead insects.

A6) TURRET ROOM (SELF-CONTAINED) & STAIRS UP

⊕ "Just beyond the stairs in this short corridor is a standing crystal pane that almost fills the corridor and yet is only visible from certain obscure angles. Beyond it is a circular room lit by soft light from no discernible source."

PCs must move all the way up to the crystal pane before they can see further inside the room, because the pane obscures vision.

⊕ "The room is bare, except right at the back is a large alcove set up in the wall. In this niche is a complicated object: a miniature carousel on which ride a dozen beautiful dolls of seeming vitality. The object looks to be of great value".

The crystal pane does not quite reach the wall, and an agile person of no great bulk and hindered by no heavy items can squeeze through. However, the room is not only filled by a maze of other near-invisible panes onto which no non-magical material will stick, but panes not



directly next to anyone in the room sometimes silently move so as to change the pathways through the room! Magicians of any merit can find their way out easily, but this is a very effective trap for lesser thieves. On the ceiling is a decorative motif that is hard to see in the faded light, however, certain specific lunules in that pattern always mark the way out of this maze.

A7) THE GRAND HALL

☉ “A central chamber, light falling through oriels high in the walls. Cases, chests, shelves and racks containing all manner of objects: Iucounu's marvellous collection. The room has several thousands of objects within it. At the widest section of the room stand several massive engines of obvious antiquity, devices from previous ages.”

Cugel collected objects of small bulk and great value here, including “a small pot with antlers, which emitted clouds of remarkable gasses when the prongs were tweaked; an ivory horn through which sounded voices from the past; a small stage where costumed imps stood ready to perform comic antics; an object like a cluster of crystal grapes, each affording a blurred view into one of the demon-worlds; a baton sprouting sweetmeats of assorted flavor; an ancient ring engraved with runes; a black stone surrounded by nine zones of impalpable color.” He also “passed by hundreds of jars of powders and liquids, likewise forebore from the vessels containing preserved heads.” After that he “he came to shelves stacked with volumes, folios and librams, where he selected with care, taking for preference those bound in purple velvet, Phandaal's characteristic color. He likewise selected folios of drawings and ancient maps, and the disturbed leather exuded a musty odor.” When he was done with that he “circled back to the front of the hall past a case displaying a score of small metal chests, sealed with corroded bands of great age. Cugel selected three at random; they were unwontedly heavy.”

This room is one of the most interesting in the building, and the most ripe for player improvisation. Iucounu is gradually cataloguing and identifying what is here, but has a long ways to go yet. The items he has identified as significantly useful he has taken away. Consequently when allowing (or disallowing PC/Player creations) remember that nothing of obvious and immediate major utility has been left here for any intruder to casually use. It could be amusing however, if PCs find exact replicants of items they used to own, which were lost during their travels. These would have to be items not easily identifiable, for reasons mentioned above.

A7a) Pillars support the rooms and walkway above.

This area is marked separately simply because it is the area where the large antique engines are.

A8) THE GREAT HALL

☉ “Slightly curved to accommodate the room's shape a massive oaken dining table runs the length of this hall. It is lined more than forty chairs. Along the walls of this vast chamber hang tapestries, portraits and landscapes of immense size. Several heavy wooden cupboards also rest along the walls, and half a dozen suits of full-size ornate plate armour stand as if on guard. Against the south wall a huge spiral stair rises towards Pergolo's upper floors.”

Cugel noted this room in passing as ‘the great hall of the ancient castle’. Presumably that meant there were no obvious items worth pilfering. When he had accessed Pergolo through the bedroom above, he descended into ‘a great hall’ that is A7. The cupboards here in A8 contain bowls, saucers, cups, flagons, cutlery, carving knives, glasses, tankards, & whatever else Players invent.

A9) IUCOUNU'S WORKROOM

In the stories Cugel looked “along Iucounu's shelves” and “found sulfur, aquastel, tincture of zyche and herbs from which he prepared a viscous yellow elixir.” These things were at A7, whereas A9 is a private and specialist workroom. Hence a warding protects the doorframe.

Any who open the door without using the correct cantrap will face some effect suitable to the strength of the party, most likely an area effect designed to strike both the person working on the door and anyone within a few yards of them. If they get the door open they see:

☉ “Inside is a large oblong hall. Its main features are eight huge marble workbenches festooned with ongoing experiments and creations of great multiplicity, and surrounded by immense towering shelves of numerous jars, flasks, cylinders, vials, and containers of all descriptions. Against the turret wall is a large bookcase of leather-bound tomes. And over near the single large window a faceless silver homunculus of approximately human size stands motionless.”

The silver homunculus is a relic of the previous owner, a powerful guardian of this room. It has whatever strengths and magical capabilities you care to give it. It may be possible to Persuade or magically convince it that it is serving the wrong master, and it then become a powerful assistant to aid them in defeating Iucounu so that its original master can be restored to the ownership of Pergolo. This room also presents the possibility for magically inclined PCs to whip together incendiary powders or other specialist inventions. The magical research books against the turret wall are as useful and accessible as you want them to be. It may be that research here eventually allows the PCs to transfer Pergolo back from a demon realm, if Iucounu has marooned them all there. The workbenches are one of the richest possibilities in Pergolo for Players to invent things that can be of great use to the PCs. However, remember that if it was something obviously directly useful, Iucounu would already be in possession of it.



A10) WITHDRAWING ROOM

☉ "Three immensely wide divans, several overstuffed armchairs, a large central table, and some small side tables. An enormous and impressive landscape painting of the Azenomei Hills hangs over the fireplace." A sylph or two is on permanent duty here and cannot leave this room. It can pour them drinks from decanters on the sideboard, and even massage shoulders (though its touch is more ephemeral and sensual than therapeutic. It could be that some of the decanters are drugged, and that Iucounu has left standing instructions that the sylph serve these to anyone he has not specifically introduced as a guest. Let's hope the PCs picked up some item that identifies poisons!

A11) IUCOUNU'S PRIVATE LIBRARY/STUDY

☉ "Here is a magician's room of great elegance. Several elegant divans, an enormous desk covered in vellum pages, scrolls, notebooks and folios, a huge glass fish-tank lining the entire south wall, plus numerous large and small bizarre ornaments. A set of stairs against the north wall travels both up and down."

Understandably this room is well-protected. Both the door into 10 and the door into the main hall have some manner of warding upon them, a warding that is backed by a powerful magical resistance. It may be that several PCs with magical capacity need to pool their resources and support each other in order to destroy these protections. One of the reasons why this room is so well-defended is that the main entrance to the basement is by descending the stairs here. (The GM may of course put secret access points to the basement elsewhere.)

The most useful and interesting magical books in the whole of Pergolo are in here. Several are locked in a magically-protected glass cabinet, and several more are on huge ornate stands around the room. The ones on huge ornate stands are **all** trapped. They are deadly decoys. Here are three examples of those dangers:

- i) Anyone who reads more than a sentence becomes frozen in time for 12 hours. This can of course be dispelled, or possibly resisted as it begins to take hold.
- ii) Anyone who opens the cover is attacked by Lorgan's Leaping Flame (TT: pp93/94)
- iii) The book has a demonic face upon the front, whose eyes open when the book is looked upon at close range. The demon within then attempts to possess the person reading, and if they succeed will attempt to keep that knowledge from the other PCs, so that he can wreak havoc on their plans. For maximum amusement, perhaps the demon hates Iucounu even more and decides to aid the PCs against the Laughing Magician. If so, PCs may wish to ascertain that their friend's soul is still intact, and the demon may relinquish control for short periods to prove this.

More Information on Player Inventions

A11, alongside A7 & A9, is one of the primary locations for Players to invent items useful to their PCs for eradicating Iucounu. Of course the GM may have to disallow many things, especially since if things of obvious usefulness existed then Iucounu would have them stuffed in his pockets or pack and be using them against the PCs.

This fact does not prevent PCs from being highly imaginative, however. Players of PCs that are magically competent can invent out of nowhere magical compounds that they previously read about: things that turn them invisible, make them temporarily extra-resistant to spells, allow them to magically transport themselves a hundred yards...

Encourage Players to let their imaginations run wild. However, these things cannot be 'finished and ready to go'. They must be things that can be completed, or put together quickly from compounds, ingredients, and delivery devices that Iucounu happens to have lying around. In short, the PCs are relying on luck and creativity, plus of course literary device: they are the 'heroes' of this piece, and Iucounu is the villain. Therefore they have flashes of genius whereas he relies of dull formula and brute force.

To introduce a random element, the GM can categorise wished for inventions in two ways. Requiring a single roll to determine the following:

First: are the required components actually all likely to be here? Why the heck not: +1. Probably: no bonus/penalty. Somewhat doubtful: -1. Quite improbable: -2. Very improbable: -3. Note that even rolling and IS with a -3 takes the result down to a EF. However, an EF could reveal some useful lesser possibility instead.

Second: Will the PC be able to create the required item in a realistically useful period of time? (Presumably unless they have already defeated Iucounu and are stuck in a demon realm, then they will be in a hurry to whip something together, rather than leaving Iucounu extra time to prepare more dangerous defences and perhaps summon more demonic forces to his aid.) Use the same table as above. Woe betide anyone with penalties who rolls a DF whilst attempting a majorly destructive creation!!

Note also that Players of PCs who are mechanically apt may create or repair small mechanical devices that have been beyond Iucounu's competence. If Players don't think of this, tell them it is possible. Make the exploration of Pergolo a haven for improvisation!



A12) ARBORETUM

When drawing this you might like to narrow the walls indicated and also to indicate larger windows (which by magic may not be visible from outside Pergolo). Note also that the access corridor from Room A10 also contains a side-passage leading to stairs that ascend to the access-way between rooms B9 and B7a on the next floor up.

☉ *"Around this circular room are various large ceramic pots and long stone troughs filled with earth. This well-tended decorative indoor garden is verdant and rich. Tall and wide windows admit plenty of sunlight."*

If plants that attack people are becoming rather passé, then ignore that possibility. You may instead have here some manner of extremely beautiful and fascinating Overworld plant, which either exudes a clouds of soporific spores or else exerts a 'charming' magical effect that if not resisted leaves observers standing entranced for hours. (If some PCs resist and others do not, then those that have been 'charmed' can be brought around within a few minutes by non-magical means. Though Iucounu might, most unsportingly, choose this moment to launch one of the suggested attacks.

A13) REAR VERANDA ACCESS CORRIDOR

☉ *"A short hall panelled in fine dark mahogany. A single small heraldic tapestry hangs near the rear door, next to the panels of a large storage cupboard."*

(In Vance's original stories this was where Iucounu 'was greeted effusively by a small round animal with long fur, short legs and black button eyes.)

The large storage cupboard contains wet-weather gear (storm lanterns, galoshes, button-down hats, rainproof overcoats and storm ponchos).

A14) LUMBER STORE

☉ *"At some point in the distant past, somebody stacked great piles of sawn timber here."* This is not so unusual, since several huge fireplaces exist around Pergolo. We may have not mentioned any of those fireplaces specifically for a variety of subtle and complex reasons. Should it be amusing for the game, and large wooden statue of a muscular man is also here. This 'man' is wood golem, that is particularly handy with the large axe, and moderately resistant to magical effects (such as those designed to disintegrate him or set him on fire).

A15) TROPHY ROOM

Another room that the GM can 'thin' the walls of as you draw it if you so wish.

☉ *"This large circular room has a variety of heads affixed to plaques about its walls, at higher and lower degrees of verticitude. These heads are mostly odd creatures: clevenger, asm, basilisk, unicorn, gryphon, deodand, manticore, giant fanticule, mank..."*

Disconcertingly, mixed in amongst the creatures and half-men are the heads of several human beings. Most of them look like magicians, but 1 or 2 appear to be vagabonds much like yourselves. There is also a low door set into the north-west wall, that has a single twisted glowing silver rune emblazoned at its centre."

If the GM wishes it, the heads can animate and cry in alarm or even bemoaning their fates. This might rise into a profound cacophony. It is up to the GM as to whether this is a magical effect or whether somehow horribly the spirits of the dead have been bound into their heads (a more 'pure Turjanic' concept). It may also be that small spirits have been bound into the heads and animate them, and that the previous 'owners' are all long-since departed. The PCs may question the heads as to the nature of what is behind the runed door, and/or what has Iucounu done in this room.

The heads will have personalities somewhat suited to their previous incarnations, even if this is an affectation commanded by Kerhazdrin. (These are not Iucounu's creations.) At the GM's whim, especially in a high-magic game, each head should be listed and given a particular magical effect. If the head is gazed at for more than a few moments, or randomly, it will attempt to use this effect on one of the intruders. Should the intruder resists then they can instead 'steal' that magical effect for themselves, as a one-use spell to be able to instantly and unerringly cast sometime in the next 24 hours. Here are three possible examples:

i) Mazirian's Irrational Hatred (IT: p95) Target turns on the person closest to them in terms of distance.

ii) Morreion's Immediate Impulsion (IT: p96)

Transports the target out over the edge of the cliff 10 yards to the south of where they are standing. A PC without protection from falling might be killed here, or they might be given a chance to end up clinging precariously to a bush and need to be rescued. How will the other PCs know what has even happened? Faint cries in the distance for someone making an IS Perception? An IS Magic roll to recognise the general nature of the magical effect that just took place?

iii) The Predatory Lament (IT: p101). Affects everyone in the room, not just target, but target is the only person that can attempt to 'steal' this for themselves.

Note also that in the corridor entrance to this room is a side corridor leading to a set of stone stairs that rises upwards to Turret Room B11 and also continues even higher to the next floor.

A16) VISITING SERVANTS' DAY ROOM:

☉ *"Seemingly unused for many years, a selection of tables and chairs of middling comfort are scattered about this area. A narrow set of unrailed wooden stairs leads upwards."*



A17) KITCHENS

‘⊕’ *“A large and well apportioned kitchen area. Various large wood-fired stoves, and a huge fireplace vie with large preparation tables. A number of semi-substantial sylphs are busy preparing and cooking a huge meal. Somehow they seem able to support both containers and ingredients without difficulty. It is somewhat eerie that they work almost in complete silence. Many finished, or nearly-completed foodstuffs stand around the room on benches. The odour is one of great delectability. Roasted haunch of asm, bliderberry trifle, toasted Kuachique mushrooms with sanaz-seed oil, Kaiin whelks in garlic sauce, to name but a few...”*

Possibly every item of prepared food in this room is poisoned. Note also that the corridor at the rear leads to Turret Room A20.

A18) GUESTS’ DAY ROOM

‘⊕’ *“Several divans, a small gaming table with dice and stacks of cards piled neatly upon it, a glass-fronted wine cabinet filled with tumblers and decanters. A set of carpeted stairs lead upwards.”*

The stairs lead upwards to upper floor Room B12. A door leads to the portrait gallery (A19) but is locked.

A19) DIABOLICAL PORTRAIT GALLERY

‘⊕’ *“This room’s central area is bare, except for several simple padded benches. However, the walls are a different story and are covered in portraits clearly (by the style of clothing illustrated) covering a wide expanse of time, several hundred years at least. The most bizarre aspect of this room however, is that each person in any portrait, whether male or female, young or old, bears the face of Iucounu the Laughing Magician.”*

The portraits have been enchanted (by Iucounu) to both represent himself and as part of a fiendish trap. A spirit in the room decides when the best moment is to affect the majority of intruders and then has all doors slam and lock as it triggers the spell.

The apparent aspect of the spell is that all the portraits burst into maniacal cruel laughter. The spell’s effect is, when sufficient time has passed (a number of rounds considered appropriate) it begins to challenge the sanity of each person trapped within the room.

If you desire, have a look at the free article “Supernatural Terror at Cugel-Level” (available from both the Violet Cusps and Footsteps of Fools pages) and make up your own spell effects, ending with indefinite insanity. Or adapt different resistances using Wherewithal and Magic ratings. The doors themselves are also enchanted to resist magic or perhaps are made of demonic wood that restricts the regular DE spells that can affect them.

The point of this room is to be a sudden severe threat to the PCs, to keep them on their toes, create a very real chance of several PCs being greatly incapacitated, and show Iucounu up as a cruel jester. He may even launch an attack on anyone left outside the room, and that person (or persons) may suffer most here!

A20) FOOD STORAGE TURRET ROOM

‘⊕’ *“Wide tall shelves support haunches of meat, jars of preserves and pickles, clay pots of unknown foods, numerous bags & sacks of ingredients. The most remarkable thing about the room is that it is really very chilly, and a thin coating of frost covers many surfaces.”*

As PCs approach this room, from any direction, tell them that the air turns rapidly cooler. They may presume that this foreshadows a ghostly encounter, or that that are approaching something demonic. This room also has a small door in the east wall that leads onto a set of stairs that ascends towards B16 on the next level, and continues upwards also from there. If you need a harrowing magical encounter here, then a malevolent spirit might be enchanted to slam and seal the doors and rapidly drop the temperature.

A21) GARDEN ROOM

‘⊕’ *“Three sturdy wheelbarrows and other items for maintenance. Many gardening implements for tending vegetables and other plants.”* A small door exits Pergolo opposite this room.

A21A) SERVANTS’ SCULLERY: WASHROOM/LATRINES

‘⊕’ *“Of distinctly less refinement than the other lavatory areas in the rest of the occupied house. It wouldn’t do to have staff and guests mixing whilst performing ablutions! The fittings are mostly still the original ceramic articles.”*

A22) BACK VERANDAH

A primary possible access-point to Pergolo, and having the carriage shed/stable beneath it.

‘⊕’ *“Fruit bushes and ornamental plant beds cover this area in abundance, lining the walls and spreading across the huge patio-veranda itself, leaving only ornate winding walkways. In spring and summer this must be a delight to walk in and gaze upon.”*

Iucounu may have a handful of bearded Thawn enchanted as gardeners here, or he may employ human servants that are labouring at this very moment (though not at night). If the PCs do arrive during daylight (perhaps knowing that Iucounu is busy visiting the fair) how will they deal with these potential spies? Prismatic Spray, bribery, tying them up in the turret room?

THE CARRIAGE ROOM BENEATH A22

Iucounu’s four white wherriots (Compendium: p257) are stabled here, and a fine array of fine and expensive tack, not to mention Iucounu’s magnificent carriage. Perhaps the gardeners also have rough bunks and kitchen here?

A23) EAST ENTRY STEPS

‘⊕’ *“An ornamental orchard flows around Pergolo at this end of the manse. You wander through bountiful fruit trees of many sorts. From Dillic Dwarf Mandarins to Saskervoy Hybrid Peaches, and all plants in between... The rough carriage road winds from its path north of the manse through the trees and ends at a large closed set of wooden double doors. A long series of stairs cuts up from the orchard to what appears to be an enormous patio at the east end of Pergolo.”*



Map B (Level 2)

As you will see on the map, the turret rooms in this section have been expanded to provide more space at the expense of the thickness of the walls. This is a sorcerous conceit, and the observant may notice that the towers above once more revert to the pseudo-fortification style that the building's exterior embraces.

B1) THE NYMPHARIUM

⊕ *“A long room with two doors. This room is scented and filled with gently drifting clouds of damp but warm vapour. It is hard to see more than a few yards. Soft music seems to emanate from within, though from no discernible source.”*

The nympharium is an active Overworld enchanted area. Two nymphs are on permanent duty, and Iucounu has become so enamoured of them that he sometimes uses them as ‘coachmen’. These manifest as haughty maidens with long orange hair, complexions of dusky tan and eyes of emerald green. When outdoors on duty Iucounu commands them to wear a uniform of umber and oyster-white. When inside on duty they typically wear silver anklets and necklaces of sparkling rubies. Should you wish to make this area somewhat more exciting we recommend that amorously inclined PCs are led deeper within by enticing glances and gesticulations of the nymphs, only to find themselves assaulted by a mutant male erb that has been magically aroused to the point of lustful madness. (And is ensorcelled so as to be almost entirely soundless.)

B2) ROOM OF HANGING CRYSTAL SHAPES

The door to this room is metal and carved with ornate and unfathomable Overworld designs. Next to it are two stairs. The one on the right as you face the door descends to Room A5. The one on the left ascends to tower room C1. The door may be secured with an intricate lock requiring expert attention and perhaps trapped with an electrical burst of force, or it may be simply magically held closed with an enchantment that needs to be overcome.

⊕ *“This room is hung with crystal shapes on crystal tear-drop chains. Far too many shapes & sizes exist to list them. A gentle wind blows through open windows, and the shapes tap against each other & themselves, creating a beautiful symphony of delicate sound.”*

Once inside the door slams and is magically held. The PCs then start to be drained of their Magic pool points. A successful resistance by a PC at IS means that they can reverse the effect, and suck pool points back out of the crystal storage devices. Or the door might somehow be destroyed, allowing them to escape.

This room is a candidate for the room that holds all of Iucounu's power. The crystal shapes may be magically protected from harm, but if this is overcome and the shapes destroyed, then Iucounu's invulnerability (if you have chosen that option) comes to an end. But not if the PCs find this room too early in their explorations!

B3) A RESPLENDENT LOUNGING AREA

⊕ *“With fine views over the Azenomei valley, this room has been set up with cushioned divans, huge comfortable chairs, and a long low drinks cabinet, filled with decanters of all colours and shades.”*

Should you seek amusement at this time, all of the furniture is enchanted to come alive and attack the PCs. In such a case be sure to describe the savage characteristics of over-stuffed armchairs, and the indescribable squeals they make as they are blasted (or hewn) apart. Especially describe the hideous depravity of their stuffing innards filling the air with clouds of obscene featherdown!

B4) THE TWO FRONT BALCONIES

These are provided merely to match the official description of Pergolo from Vance's stories. Hence, they are simple curtained alcoves when viewed from within, or intriguing potential entry apertures when viewed from without. It is up to the GM if they are booby-trapped with wardings or not.

B5) GUEST ROOM

⊕ *“An occupied guest room. Someone has left clothes lying strewn around, mostly male, but some female. The sumptuous furnishings all stand at peculiar angles, as if the inhabitant has no concern for interior décor whatsoever.”*

This room is intended to be the guest quarters of Lianne the Wayfarer if you include him as one of Iucounu's allies. This the Players can invent any belongings he has left behind. Lianne may even be here when they arrive, and escape through the secret panel adjacent to (or in the back of) the fireplace, after posing a minor resistance and major verbal assault to the PCs.

B5A) GUEST STUDY

⊕ *“Someone uses this room. At the rear a door stands ajar. This is a study, so the rear room may be the bedchamber. Presently you cannot tell. In this room before you someone has been making use of the writing desk and has been perusing tomes of magic and making many notes, as if attempting to learn spells.”*

B6) MAIN STAIRS

⊕ *“A huge spiral staircase descends towards the ground floor. This is clearly the main stairway of Pergolo.”*

B7) READING ROOM

⊕ *“Three large round tables and a number of ornate wooden chairs (each with a cushion) make up the main furnishings. Five armchairs are grouped near the windows. Several open books lie on tables and in the window alcoves.”*

Books here are of the same type as in the library, unless you deem otherwise.

B7A) MAIN LIBRARY

⊕ *“A vast array of bookshelves line the walls, also standing in stacks throughout. The room is a maze of quite major proportions!”* The books here are historical, botanical, genealogical, geographic, and mythical. In short anything but magical.



B8) IUCOUNU'S BEDCHAMBER

☉ "A huge sumptuous bed, a cabinet of sweetmeats, a select folio of illustrated manuscripts and discretely-covered exotic librams. A camphor-wood chest, a large closed closet, a mirrored table for personal grooming, on which stand several jewelled boxes and cylindrical containers."

This room is not easily accessible from this floor. Yes there is a secret door, but it is well-hidden and well-protected from easy access even if it is discovered. Iucounu values nothing if not his privacy! It is easier to reach by somehow ascending from the main hall below and managing to break open one of the magically protected windows. Its contents are open for Player design. Possible hazards include a jar that when opened explodes a huge cloud of scented powder into the room that affects those who don't resist as if it was a casting of Lugwiler's Dismal Itch (DERPG: p108)

B9) THE MUSIC ROOM

☉ "This huge circular room has several large exotic musical instruments in it, plus a large number of small comfortable chairs that can obviously be arranged around the room as necessary in order to accommodate an audience. The most obvious instruments to the uneducated are an enormous harp, whose back is sculpted in the shape of a reclining mermaid, and a huge harpsichord."

If PCs arrive here after tracking the sinisterly jovial harpsichord music that has been echoing about Pergolo, Iucounu is seated with his back to them, playing vigorously, apparently entirely unaware of their arrival. (This is so even if he is known to be at the Fair, since this is a defensive device and not really Iucounu.) However, this 'Iucounu' has been laced with fine strands of diambroid that only the most observant are likely to notice before the rapier thrust designed to end the Laughing Magician's existence.

If he is struck anywhere about his person the diambroid activates immediately on 1-5 on a D6. If that somehow does not occur, then as the 'body' hits the floor the same chance occurs again. If someone casts a spell at Iucounu they will find that the music itself acts as a resistance. It might be kind to alert magicians to this potential effect as they prepare to cast (so as to save their spells for more pressing moments).

The effect of activating that much diambroid would be instantly fatal to any normal human being and anyone standing (or lunging) adjacent to them. Plus majorly injurious to anyone in the near vicinity. (Or even in the middling vicinity, since the chance of being struck by sharp slivers of exploded harpsichord would be high!)

The mermaid on her harp is sentient, but requires to be woken up. If she is spoken with she can alert PCs to the trap. If the room explodes she will be found dying in the debris, having been freed from her enchanted prison.

B10) SPECIMEN ROOM

☉ "A selection of large cages stand around this wide circular room. The area smells a bestial stink, and it is immediately clear why. In each of these cages is a half-man in poor health and manner. A deodand, an erb, a hoon, and an asm."

These creatures were caught by Iucounu as they investigated his property in search of human food. They can be as helpful or as belligerently insane as the GM feels is the most entertaining or useful. The deodand at least could be bargained with to assist them in exchange for his freedom, and will stick to the bargain at least for a significant time, especially if his hunger is somehow assuaged. (The promise of fresh meat from Iucounu's haunches could go a long way to generating loyalty!) Iucounu regularly taunts them and has taken some of their number away (see the empty cages) after saying he wanted to use them as raw material for experiments. A door off this room leads onto a stairwell that descends to the alcove outside A14, and ascends to the stairwell alongside Turret Room C5.

B11) THE AVIARY

☉ "Apart from the end of the room that covers the two passageway exits and the doorway to the stairwell this room is encased as a large wire chamber. The wire mesh is less than an inch in diameter. No visible door is apparent in the mesh. Within that chamber if a single plant growing in a thick layer of soil. However, this plant is huge, providing many branches and a thick growth of foliage that obscures any details of what else might be within. Numerous small colourful birds flap around within this area, apparently quite happy."

If the PCs investigate this area they may discover that two harpies also linger within the foliage. The way to enter the chamber is by a cantrap known only to Iucounu. PCs may have other spells or cantraps that can help or may have magic or enchanted weapons that can break through the wire mesh. If they do not use appropriate magic then all of the small birds will escape, though not necessarily all at once. It is possible that the harpies may be prevailed upon to ally with the PCs against Iucounu.

B12) FANCY GUEST BEDCHAMBER

☉ "A rather splendid bedchamber. It is clearly not in use as everything is neat and tidy in its place."

The door to B13 is locked, but not magically enchanted. One has to wonder if PCs resort to picking locks here, or simply apply shoulders and blunt instruments.

B13) THE EAST WING GAMES ROOM

☉ "A room designed for the simple pleasures of gaming. A drinks cabinet, a selection of card tables, a skeddlepike alley, three fletcher boards, and several other unguessable contraptions."

Should the GM be seeking some manner of unpleasantness then waves of fletcher (darts) can be magically fired from hidden niches around the room's edges, requiring agility and speed to avoid injury.



B14) PERGOLO SERVANTS' DINING

⊕ "Musty and forgotten. Several old poor quality sofas and armchairs. A large basic wooden table with benches around it. This room is clearly for servants. Even the paintings on the walls show only miserable windswept landscapes."

B15) PERGOLO SERVANTS' BUNKROOM

⊕ "Nine triple bunks show that the comfort of servants at Pergolo is not a particular priority.

Whether any bunks show sign of occupancy is up to the GM and their sense of any staffing here at Pergolo. One item of interest if the PCs investigate this room are three hidden niches (marked in the south wall) that are where hundreds (or dozens) of fletchets are slotted into spring-loaded brackets, awaiting the magical trap in room B13 to be activated.

B16) SERVANTS DAY ROOM

⊕ "A room of poor quality furnishings, though with some small effort of comfort. This room is clearly the day room for servants, though shows little, if any, sign of recent use." A door in the wall leads to a stairwell that goes either down to Room A20 or up to Turret Room C7.

B17) MAP ROOM

⊕ "Several large oblong and circular tables fill this round room. Racks against the wall hold charts scrolls, and librams. On the tables are several maps, both rolled and unrolled."

The stairwell before the entrance to this room descends to outside room A21a and ascends to Turret Room C8. If the PCs examine the maps they cover many areas of the known and unknown world. There is quite a collection here. One interesting thing to note is perhaps that Iucounu has a map of the Saskervoy Reach on display.

There is also a map of the Scamander River basin, with their progress charted in a blue line from where they arrived at the island they met the Pilgrims, until the point where they met the Thawn Herders and had the tracking enchantment dispelled. This line is noted alongside dates, plus any encounters you decided were sent by Iucounu. (Mark these on their Scamander Map.) Of further note are some dates and scribbled notations around Erze Damath, as if he was somehow also tracking their progress there.

(The GM can print the Scamander map if they desire and add scratchy indecipherable notations before handing it to players as a visual aid.)

B18) VISITING SERVANTS' BUNK ROOM

⊕ "Unused for many years. Eight double bunks, several basic chairs and sixteen large footlockers. Dusty and abandoned."

B19) WASHROOMS & LATRINES

See Ground Floor Room 'A3a' description, but the motif here is wysen-imps, not mermaids.

B20) THE WEST WING GAMES ROOM

⊕ "A room designed for the simple pleasures of gaming. A drinks cabinet, a selection of card tables, a skeddlepike alley, three fletcher boards, and several other unguessable contraptions."

A different potential trap is available here if required. Rather than waves of pointy fletchets filling the air, the chess pieces grow large and pursue the PCs with malicious intent. If you prefer to use this room for more interest, then perhaps Pergolo holds the legendary 'Miniature Conclave of Abbat Loam' (IT: p45). These insubstantial magicians might know a little of Iucounu since he has asked for their opinions on many jests.

B21) DEADLY GUEST ROOM

⊕ "A sumptuous guest room set-out for a party of [insert no of PCs and any close companions]. On the pillow of each bed is a fragrant rose, a card, & a small wrapped chocolate."

Players can invent as they see fit here. Little matters. The roses blow a poisonous toxin into one's face as soon as held near to a nose. The chocolates are all highly poisonous. If anyone lies upon a bed it immediately shows its true nature by slamming shut in a serrated trap, inflicting horrendous injury or even causing the would-be rester to expire! Why would anyone be so foolish as to do any of these things you might ask? Perhaps because of the strong enchantment of gullibility that activates on anyone who steps into the room. Hopefully such a person will be stopped by others who resist the enchantment! (The cards each have a name of one of the PCs/companions on.)

B22) INNOCENT GUEST STUDY

⊕ "A well-appointed study. Desks with writing paper, straight-backed chairs of high quality, a plate of sandwiches and mugs of mead sitting on a central table."

Other items of furniture are for Players to invent. However, nothing unusual will be in here and nothing is dangerous in any way. The only thing to discover in the room is a letter in a sealed envelope tucked under the plate of sandwiches, but visible close up. It reads:

"My dear fellows.

I know that tempers have been high between us, and unwise decisions made, but I am prepared to let bygones be bygones. Take your rest here for a day or two, then depart with whatever choice items your hearts' desire, and let us say no more about it. I shall soon forget that you were even here. And you will one day come to thank me for the rich experiences I precipitated into your lives. Look, indeed, on the quality of persons you have become since first you came to Azenomei and we met. I am proud, nay delighted, to have played such a profound part in your education. May life from this point forwards shower you with blessings commensurate with your undeniable quality. I hope I am not too presumptuous to sign off as: your loving Uncle Iucounu"



B23) EMPTY GUEST ROOM

⊕ *"An elegant but unused guest bedroom. Its single notable feature is a small dias near the window on which is a sumptuous couch. The couch is supported by six small gargoyles instead of legs."*

This room is the one by which Cugel entered Pergolo. Players can describe further furnishings if they wish [*"Nimbly he climbed the rough stones, leapt across to one of the fanciful parapets and in a trice had gained access to the manse.*] In this version of Pergolo the gargoyles may not be so inactive. They might commence their antics by jointly hurling the heavy couch atop an intruder, then launching into the attack. See the Compendium (p95) for full information on gargoyles.

B23A) UNUSED GUEST STUDY

⊕ *"An elegant but unused private study with green-tinged walls and furnishings of an unpleasant mixture of black and pink, with a door leading beyond to the guest bedchamber."*

Players can describe further furnishings if they wish Cugel passed through this room before descending the stairs at B6 via the balcony above the central area.

B24) WASHROOMS & LATRINES:

See Ground Floor Room 'A3a' description, but the motif here is keak, not mermaids. If you want to have a trap here, then the doors can slam and the room begin to fill with water, which, once it has reached a certain level, also contains a large and savage keak!

B25) THE STATUARY

⊕ *"This almost triangular room is singularly interesting. It contains dozens of life-sized statues of the half-men and creatures of the Dying Earth. Each of them is positioned in a realistic pose as if attacking or defending. Several have been placed in pairs, in some manner of mock combat, though even from a distance one can tell that their movements do not quite match for beings truly in contention."*

This is a room that Kerhazdrin created. He once spent several years making a collection of all of the creatures of the Dying Earth, immortalising them in stone, merely to impress a comely witch of his passing acquaintance. Back then he had all of these creatures in much more impressive display settings, and could bring them back to life for a few moments whenever he so chose. But eventually he got bored of the display, and the witch turned her affections to some other popinjay, and so he moved the exhibits to their new home here.

It is possible to bring back any of the creatures to life, using some magic similar to (or actually being) the Liberation of Warp. Such a creature will be initially filled with fear and vengeance, but could be subdued and have its current situation explained to it. Someone with sufficient Persuasive skills could convince the creature to become a temporary ally at the very least, and perhaps use its natural tracking abilities to seek out Iucounu. Its hatred of Iucounu will be extreme!

Map C (Level 3: Low Turret Rooms)

"They came out upon the roof of the antique castle. Darkness had long since fallen over the land. Up and down the valley of the Xzan faint lights glimmered, while the Xzan itself was an irregular width darker than dark."

Although this is not shown in the drawings, it is possible to scramble down onto the rooftops of the upper floor rooms here and to travel around in relative safety. Many peculiar ridged rooftops cover the whole of this inner section, as the inner courtyards of the ground floor are not exposed to the elements. (IE the whole central white area is an expanse of sloping rooves.). Many of these central rooves are glass, and few PCs, if any, are likely to be foolish enough to wander over these.

Note that if PCs somehow fly up to this top level in order to enter Pergolo that various guardians are available in the rooms directly below. If the PCs do initially attack this way, then a pitched battle with waves of different golems is entirely recommended! Note that if the PCs slay all the golems, then some of the rooms below will be empty, or will have slowly respawning (growing out of nothing) golems in them.

In any battle, describe the different types of golems graphically, rather than treating them as default 'monsters'. Even if the PCs can instantly blast many of them apart with a single spell, set them up visually before this actually happens.

C1) STONE GOLEMS

⊕ *"This room is empty of furnishings, but contains half a dozen roughly-hewn stone warriors of bulky stature."*

These beings are positioned here for defence if intruders manage to enter from this high up. The GM creates their ratings, including magical resistance. No golems are considered living when it comes to spells.

C2) MEMORIAL ROOM

⊕ *"An ornate stone sarcophagus stands in the centre of this round room. On its lid is the carved representation of a sleeping magician, with a magical staff resting on his body. Around the walls are numerous tapestries and illustrations showing the life of a powerful and bedonistic mage, whose energy and activities at least to some degree reflected the magnificent mages of old. Although of course, who is to know now what was true and what was grandiosity?"*

This is the final resting place of Kerhazdrin (Rahazrin's father). The activities depicted on the walls are whatever the GM wants them to be. The most interesting thing about this room is that touching the staff activates the spirit of Kerhazdrin, who appears in the room. He is only interested in speaking to Rahazrin, and even then only to berate him for being such a disappointment. The PCs may be able to engage Kerhazdrin for information if they combine flattery and Persuasion/Imposture.



However, Kerhazdrin is not someone who can be simply summoned to ask questions of whenever PCs want. He will not return more than twice, and the second time is likely to be extremely annoyed. He is haughty in the extreme, and has no sympathy for his son’s plight, unless PCs make some extremely good rolls to back up some extremely well-expressed arguments. He will not be upset by descriptions of Iucounu’s antics, but rather find them impressive and amusing. Only if someone talks of Iucounu’s disrespect for Pergolo might Kerhazdrin become less than sympathetic to the Laughing Magician, but such talk would mostly be fabrication. Kerhazdrin is proud of the manse he designed and had constructed (by daihaki).

C3) THE MACHINE OF THE ANCIENTS

☉ “A peculiar machine of many moving metal parts operates in almost complete silence. Glowing globes spin at the ends of shining struts, occasionally buzzing as they pass by. It almost fills the room, especially when you consider the space needed for the arms to spin.”

C4) IRON GOLEMS

“This room is empty of furnishings, but contains half a dozen tall ornate metal statues of warriors.”

The GM creates their ratings, including magical resistance. These are the toughest of the bunch in terms of sheer ‘chunk’. Perhaps that is why they are positioned beneath Iucounu’s valuable observatory.

C5) WOOD GOLEMS

“This room is empty of furnishings, but contains half a dozen carefully-carved life-sized wooden effigies of warriors.”

The GM creates their ratings, including magical resistance. They are particularly susceptible to fire-based attacks. Though any damage takes a while to set in, fire disconcerts and confuses them. It may or may not matter as to whether this turret room can be accessed from both sides. The GM can decide, and adapt his hand-drawn map. If you want to connect the upper balconies, then there is a regular passage, or at least a secret door, through the wall into Turret Room C5 from the direction of TRC3.

C6) DISTRACTION TRAP

☉ “This room possesses a single remarkable item. At its centre is a four-foot high fluted marble plinth atop of which a peculiar spinning crystal hovers – several inches above the plinth’s surface. Something in that vicinity, presumably either plinth or crystal gives off a strange low buzzing sound.” There is no doorway from the direction of TC4, because that would invalidate the trap as wanderers could access the stairs. The trap is activated when someone comes within 3 feet of the spinning crystal. At that moment the entire room is filled with solid gelatinous material (as ‘Llorio’s Superior Restraint. TT: p93). This is a potentially deadly situation, so run it well. Hopefully PCs have some manner of magical dispulsion, or at worse a magical sword.

C7) ATTRACTION TRAP

☉ “A glass sarcophagus on a plinth in the centre of this room contains what appears to be the corpse of Iucounu the Laughing Magician. The room otherwise has no discernible contents.”

Unless you have the correct cantrap stepping within 5ft of the sarcophagus causes it to transform to a tentacled plasmic beast: see The Peculiar Peril (TT: pp97/98) though adjusted to give PCs a good run for their money.

C8) FLESH GOLEMS

“This room is empty save for half a dozen hulking unmoving cadaverous men who appear to have been stitched together from other body-parts that are entirely mismatched but for roughly similar size.”

The GM creates their ratings, including magical resistance. They are not considered living beings, but (unlike the other golems) cannot be targeted by spells affecting only non-living matter. This may make them the most dangerous, since many attack spells require living beings to target.

Map D (Level 4: Top Turret Rooms)

An “eccentric structure of steep gables, balconies, skywalks, cupolas, together with three spiral green glass towers through which the red sunlight shone in twisted glints and peculiar colours”. Walkways on Map C may stand in as ‘skywalks’, or you could also add in a few of the same between the upper turret rooms at this level.

The three “spiral green glass towers” present more of a problem for the map used here. The easiest way to solve this is to simply say magical decorative towers stretch upwards from the 1, 3 & 4, and that glass stairways are inside these. In this case perhaps each turret once had a tower on top, but the magic supporting these has at some point failed to function and not been restored. An alternative is that the glass towers are illusions and that when you reach them they are revealed as insubstantial.



A common method of departure from Pergolo’s tower-tops.



D1) UNPLEASANT MEMORIES

☉ "Atop this turret stands nothing more than a large iron-barred cage with some manner of crossbar attached to the top, as if for some huge hand, or perhaps large creature to grip hold."

D2) EMPTY TURRET

☉ "You overlook the valley of the Xzan, but nothing of any interest, nor indeed anything at all, is here atop this turret."

D3) THE REJUVENATION CHAIR

☉ "Atop this tower is a metal reclining chair, supported on metal struts that raise it nearly ten feet into the air. A thin metal ladder reaches up to it. After a few moments you see that it sparks now and again with magical force." At times when the stars are right, the machine below draws in otherworldly energies that imbue the occupant of the chair with Magical potency. Sadly it hasn't worked properly for many decades. Or it could be the very device responsible for **Iucounu's Invulnerability to Magic**, and be buzzing with magical force. If so, PCs using Magic or Pedantry will be able to identify roughly what it is, and Iucounu will be likely to launch a range of terrible attacks on them as they attempt to disassemble it or (more likely) blast it to bits.

D4) IUCOUNU'S OBSERVATORY

☉ "A large telescopic device attached to a huge central pivot. The device includes an attached frame chair for extra comfort. Sitting upon it and operating the device one can observe many wonders of the heavens." This device is operated by mental control, and can view other planets, and any magical devices travelling in space. It cannot view places on the face of the earth.

D5) IUCOUNU'S SUN LOUNGE AREA

☉ "Up here the top of the turret has been covered in a plank floor. This now has a comfortable sun-lounge, a glass table, and a huge parasol on a stand resting upon it. Furthermore, some manner of large stone-walled storage building rests against one parapet." In the store is a well-apportioned bunkroom with a small magically-powered cold food cabinet of chilled juices and bowls of grapes.

D6) THE COMMUNICATION ROOM

☉ "The top of this tower is devoid of ornamentation. However the door to a large room up here has an impressive iron lock upon it."

The room is not only locked, but also magically protected. Inside is a fine example of 'An Invaluable Farvoyer' (IT: pp43/44). This is currently attuned to Flutic, and correct usage could bring one into amusing conversation with the current master of that manse. Perhaps they will warn Twango that he is next in their catalogue of revenge.

Also against the wall inside here stand two of Bombol's Convenient Portals (IT: pp35/36). One is attuned to the Pergolo basement wine cellar door, and the second attuned to one in the underside of a cliff overhang just beneath Pergolo, hundreds of feet above certain death in a rocky crevasse (certain for non-magicians anyway).

The 'Transportation Trap' Option

You may wish to include occasional traps where those who fall foul of them are transported magically away. If you don't use this option, both D7 & D8 are simply unused towers. If you do use this option, the room at D7 is a magically-protected prison, within which normal spells will not function. Here is where the prisoners are transported to. And D8 is a super-protected store into which all of their magical goods are transferred.

This option only works well if there are enough GMCs (or spare PCs) so that no Player is left out of the action for long. It becomes interesting if well-liked companion GMCs fall foul of this trap, and are found alive and well later. Furthermore, if you want to play Pergolo as Turjanically dangerous, and yet not have PC deaths, transporting them away to D7 whilst leaving a magically-created pile of smoking ash in their place, can be atmospherically potent.

PCs may come here first, and figure out the nature of these places using magic, in which case returning here to free their comrades every time they fall foul of a particular type of trap becomes an amusing pass-time.

A Few More Tricky Tricks & Traps

Since Iucounu is a bit of a joker (by definition) you may like to add extra jests, japes, and wry amusement to Iucounu's random acts of aggression. Here's a few ideas:

A **wave of slime** pours down a stairwell, carrying PCs away unless they save with Athletics. Players describe PC actions: how is it even possible not to be swept away injuriously? Failure to describe a good way results in a penalty. Excellent descriptions receive a bonus. This may happen more than once (but not outliving its amusement value) heralded by a strange slurping noise.

A random **PC duplicate** slips in amongst their number unnoticed. PCs may have Magic to discern which is real. PCs may find this unacceptable and waste time proving which one is real. The copy does not have all the memories or magic of the original. It attacks psychotically when revealed, and starts to grow demonic attributes, maybe even transforming to a demon!

A **bucket of water** above a doorway, but if it actually falls on someone it freezes them in time.

Booby-trap spell that makes them all look like **Iucounu!**

Enchanted food/drink that turns their skin strange colours (permanently), makes PC talk/walk backwards.

Floating **magic spheres** that drift/roll around and have random bizarre and/or injurious effects and ideally need to be destroyed at long range even if PCs have to flee them as they appear, in order to gain long range.



Map E (Basement)

GM Note 1: As you draw this section of the map, remember which the secret doors are, and don't draw them on by accident! (And if you do, cunningly explain it was a mistake and relocate the door elsewhere.)

GM Note 2: Should it suit your style, the whole basement is encased within a subworld field, and magical spells & items may not function fully (or at all). (See *Demons of the Dying Earth* for suggested restrictions)

E1) STAIRWELL TO BASEMENT

☉ "A stone stairwell descends into almost total gloom lit by a single weak fluttering torch."

This stairwell descends from Iucounu's room at Ground Floor A11. It is protected by an aura of terror at a Magical strength the GM determines. This operates by having anyone who wishes to descend pitting their Wherewithal or Magic rating against the aura. At Cugel-Level in particular, but at any level, you can play this for amusement. One way is to ask Players to create game-realistic reasons as to why the PCs do not wish to go downstairs at this time. You can even call for a single-roll situation, and if nobody succeeds in resisting then just have the PCs leave and go investigate elsewhere.

The GM can then secretly roll again each game-hour for every PC (not GMCs), and as soon as one succeeds they suddenly wonder why they never investigated those intriguing stairs! Of course returning once more presents the same challenge, but this time PCs may become aware that some manner of effect is interfering with their will and use magic to try to counteract it.

The stairwell is also protected by a spell of darkness that even magical light of a very bright nature can hardly cut through. Since it is demonic magic, then special anti-demonic light might clear things up nicely.

A third piece of amusement in this section could be a demon of your own devising (see *Demons of the Dying Earth*) lurking alongside the stairwell, waiting to attack anyone who isn't Iucounu!

E2) THE WINE CELLAR

☉ "A small and musty room filled with rack after rack of wine bottles. Several wooden beer kegs also line the walls."

The door to this room is unremarkable. It is not locked or trapped in any way. Several of the bottles of wine that are labelled as the best vintages (Tankilvat and so forth) are in fact instantly deadly (or agonisingly slowly deadly) potent poisons. But mostly this is Iucounu's wine store.

E3/4/5) VIEWING POSITIONS IN MAIN CHAMBER

☉ "A cavernous chamber stretches out into the gloom in two main directions. An open area to your right, and a narrower, but still very wide hall to your left. The darkness is intense, the dust is thick, and the feel of death and terror hangs heavy on the air."

The main area down here is a vast and mostly empty (except for anything the GM invents to add) hallway. Due to the demonic darkness it must be investigated very slowly. We recommend one particular kind of foe down here, something that is recurring and flies quickly away into the darkness. What springs to mind immediately is a swarm of small demons something like bats, and something like monkeys.

They perch on the ceiling and will only be noticed after a few minutes, when a Perceptive character hears a rustling. Shining a light upwards at this point reveals a bizarre cluster of the creatures which initially looks like some kind of pulsing massive sack (as they cling together in a huge bulbous pod).

So, as the PCs investigate, have this swarm fly out of the darkness, engage in a savage tearing, biting attack, then fly away again. Area of effect spells like the Excellent Prismatic Spray might work well - if it functions in this subworld. (If it doesn't function fully maybe it is one-use and a PC needs to exit the basement, re-encompass it, and return several times to slay the majority of them.)

It also seems suitable to have some manner of slaving demonic being down here. Place it at 9 or 6 depending on which the PCs investigate last. Therefore it too has a chance to creep up upon them.

☉ "A hulking half-furred, half-scaled beast that manages to look like a cross between an ape and a bat. Its arms are great lengths of chorded muscle, and its mouth is a savage-tooted muzzzle, still odiously streaked with the dried and wet blood of previous victims. It opens its muzzzle in a growl of pure evil."

However you design this, it needs to be a formidable foe, throwing PCs around for serious injury and shrugging off basic spells, or taking the damage and still continuing. This might mean it regenerates, or takes minimal damage from normal DE magic, or a blend of the two.

When the PCs reach point 3 in this main area draw the outline edges of the entrances to areas 8 & 9. When they reach point 5, draw a thin line suggesting the back wall ahead of them and a few low shapes (around area 6).

E6) ANCIENT SARCOPHAGI

☉ "In the deep gloom you can barely make out what appear to be two large stone sarcophagi. Two large alcoves lead off, one to either side. The stench of decay is by far the strongest at this point."

Yes, we admit it, the sarcophagi were right there on the basement plan as it was originally drawn for another project. But, what the heck: everyone loves sarcophagi! How do you open them? Magic only: they are too heavy and solid otherwise. Or possibly explosives. Why would you bother? Unknown! Inside them are spectral entities that drain life force (Health pool points.) They may of course emerge and attack whenever you choose.



E7) THE DECOY VAT CHAMBER

⊕ "The door to this room is large and made of metal. At its centre is a complex rose-shaped design with a demonic face at its centre."

The design is a complex locking mechanism, and the door is of course resistant to most regular Magic. Quick-Fingers/Perception at penalty could be used to open it

⊕ "As the door swings open a dim green light activates. You see a large workroom. Small benches covered in thaumaturgical implements and ingredients surround five standard vat stations. A series of pipes channels suspicious thick and reeking fluids slowly into those vats."

What fate lies in store for the PCs here? Vat-created bloated and savage versions of themselves (up to 5 of them anyway)? Five hideous demonic entities that lunge up from the viscous dark fluids of the vats, streaming stinking ichor? Five demonic versions of Iucounu? Does the door slam shut behind them sealing them in with these terrible foes? Oh, the horror! The horror!

E8) THE WELL INTO GLOOM

⊕ "A low raised wall of rough stones stuck together with clay cement surrounds a dark recess in the floor."

Next to the well is a large coil of rope tied to a heavy iron floor ring. The end of the rope has been roughly separated and is spattered with suspicious dark fluids and what may be gobbets of flesh. This is a total red-herring area. Where it really leads is down to a series of caverns that exit Pergolo through a gap in some ruins a mile away from the manse. However, these caverns are complex, and only someone who knows the way wouldn't get lost there.

For the extremely imaginative GM, the region below could be part of a finale against Iucounu. They pursue the fleeing and injured Laughing Magician down into this hole. And down below he evades them in caverns filled with ancient evil that Iucounu himself had nothing to do with.

These can include lakes of acid, unfeeling demonic witches half-stuck in stone for aeons, a half-plant/half-worm tentacled creature guarding the way, huge stone blocks that slam together in a passage, crushing all between them, epic piles of treasure that is all cursed...

They may lose Iucounu here, and though successful in defeating him have to face him another day. Or, perhaps more atmospherically, Iucounu in his haste to escape stumbles into some hideous demonic plant and is slowly digested (screaming and writhing) before their very eyes!

E9) IUCOUNU'S REGENERATION VAT

⊕ "A large alcove room contains a single large metal vat. Since the room is raised above general floor level of the main area it is impossible to see what is inside this vat."

Depending on how you run Iucounu, this is where he: produces his replicants (several of which may still be in secret alcoves along the walls here), regenerates himself after he is slain elsewhere in Pergolo, or simply retires quickly to whenever he is injured and immerses himself in a vat of replenishing fluids. The PCs of course may be able

to take advantage of this final effect if that is what is here.

Note that this room is protected by an invisible wall of demonic force as indicated by the pale thick line. What happens when anyone passes this and doesn't resist its magical effect is up to the GM. They may be violently repulsed with damages, frozen in time, stunned by a blast of energy, or horrendously sucked dry of vitality.

E10) THE REAL VAT ROOM

⊕ "You enter a long chamber that is lit by eerie low green light. This light dances off the thick translucent fluids within several long vats recessed into the floor. Alongside these vats stand a variety of humanoid figures, motionless, but nonetheless threatening."

Hidden behind a secret door, this is where Iucounu painstakingly creates his hench-creatures. The standing figures are whatever the GM wants: half-finished creations, guard golems, suits of armour on guard that animate... There are also shelves of magician's materials here.

E11) KERHAZDRIN'S WORKROOM

⊕ "A wide area containing workbenches, storage shelves, magical equipment, and a variety of experiments that look to be in long-term hiatus, plus a few that seem more recent."

Iucounu has tried and failed to use this area to learn how to be a major magician like Kerhazdrin.

E12) FAILED EXPERIMENT SITE

⊕ "Something at this point exploded or otherwise caused some manner of corrosive and/or incendiary effect. A rough inverted dome has been etched into the floor, and embedded in its uneven surface are sections of charred workbench."

E13) MAIN STORAGE AREA

⊕ "This whole area is a treasure-trove of magician's requirements. Barrels, jars, sacks, shelves. All the standard requirements for magical creations have been collected here in great profusion. However, few have been touched. Can it really be true that Iucounu is as inept as the Four Wizards have stated, and that he has covered it all this time with a mastery of trickery, some skill in the vats, and knowledge of a few spells only?"

The GM can ignore the embedded illustrations on the map, expand upon them, or replace them, as she wishes.

E14) RAHAZRIN'S TOMB

⊕ "This room contains only two items: a huge horizontal slab of amber inscribed with runes in which you can see the blurred form of a man embedded; and a bizarre metal statue of some manner of multi-dimensional being. Another area behind a secret door (into area 5). It is up to the GM how Rahazrin might be freed, and whether his body is alive (or if he is dead and possesses a PC in order to best aid against Iucounu).

This latter option could create a super-PC with a combined personality and some major spells and capacities to assist them in a final battle. If you want, the statue is a bound Overworld entity that powers

Iucounu's Invulnerability to Magic. It may have defensive properties if you want a PC struggle here.



Useful Magic to Obtain Prior to Reaching Pergolo

Scatter some or all (amongst other interesting items) in Erze Damath & Old Romarth. It adds to a sense of story continuity to have them accumulated earlier. The Four Wizards may also gift just a few final pieces to the PCs.

Some versions of this series will see many of these things as spells held in items, others will feel more appropriate with them presented as specialist potions and powders. There is always the risk PCs will use an item prematurely. If such is about to happen the GM may ask if a PC is about to go against the 'goal' of preparing to face Iucounu. But do not insist or threaten, or otherwise make it obvious the item you are talking about is designed for Pergolo-use.

A typical number of charges in an item should not exceed 3-6, so as to keep the item as an exotic and valuable piece that PCs have to decide when to use and when to retain for later. (Which makes it an addition to the role-playing of challenges, as they consider the benefits and try to weigh up how tough things are.) Any items that offer the chance to circumvent magical restriction require the user also to beat a Magical resistance, though they may gain a bonus.

You may wish to defer placing these objects as notes of 'found items' within the earlier text until you have read all the sections on Pergolo and Iucounu and decided which optional or extra hazards your PCs are likely to face.

This is just a recommended selection based on some of the most likely hazards of Pergolo, and elaborating on some more common magics likely to be discovered that will nonetheless still be useful at Pergolo. Whether or not any are potentially prone to Spell Failure effects depends on the rules you have to affect the tone of your adventure series.

Recommended Items

A ring or potion that replicates the effect of **The Charm of Brachial Fortitude** (DERPG: p105)

Potions or powders (the latter needing a cantrap) that replicate **Edan's Thaumaturgic Poultice** (DERPG: p106)

Wand/kerchief (each requiring also a cantrap) duplicating **The Liberation of Warp** (DERPG: p107) on what they touch.

A magical pair of boots that gives the owner access to **Phandaal's Mantle of Stealth** (DERPG: p109) [Useful to counter Iucounu's use of the same spell, as both users can then see each other fully!]

A snuffbox containing pinches that coagulate when used (defining the number of charges). When blown in a single direction they act to effect the **Spell of Dissolution** (DERPG: p109)

Small statue of a deity: when smashed bestows on the smasher: single-use **Spell of the Slow Hour** (DERPG: p110)

Tablet of Sufficient Nutriment: principally for its ability to alert one to the presence of toxins! (DERPG: p116)

Ring/amulet/pair of braces (automatically activated) replicating **Advantageous Aerostatic Association** (IT: p83)

A wand/enchanted tinderbox replicating (slightly less effectively) the **Agonizing Immolation** (IT: p83)

A ring, scarf, hat, or codpiece giving the user access to a lesser version of **Arnhoult's Unimpeded Egress** (IT: p85)

Wand, powder, staff or peculiar metal bird that carries several charges of **Calactus' Instant Dispulsion** (IT: p86)

An amulet, waistcoat or ring with several charges of **Calactus' Substantive Guardian** (IT: p86)

A wand, ring, or pair of gloves that activate **The First Felicitous Progression** (IT: p90)

A coat or pair of breeches or shining-buckled shoes holding charges for **Inviolate Attire** (IT: p92)

A pair of jaunty coloured spectacles allowing the user access to **Phandaal's Instantaneous Translation** (IT: p99)

A valuable filigreed silver cone the size of a child's hat that bestows access to the **Revelation of Veracity** (IT: p102)

Stumpy & convolutedly ornate spyglass: gives viewer access to **Spojan's Thaumaturgical Discernment** (IT: p104)

An ancient spined metal glove with a few charges of **Tchanfen's Disintegrative Application** (IT: p104)

Helm shaped as an asm's head: automatically protects wearer as needed with **Unassailable Intellect** (IT: pp105/6)

Amulets of Puissant Shielding or **Virtuous Reflection** (DERPG: p117) or the **Yadnitz Charm** (IT: p55). At least 1 or 2 PCs need magic deflections available to swing like shields against attacking magic. Having complete magical invulnerability doesn't work so well in this series, as that negates most of Iucounu's spells and his traps!

Talisman to Reveal the Hidden (DERPG: p117) Iucounu keeps trying now and then until all it's charges are gone.

Charm of Pandithkemous (IT: p40): Fun to revisit if you already used it in the Gomoshan's Tomb scenario.

Ring of Surrogate Health (IT: p48), **Rouseer's Rune** (IT: p50); **The Vigilant Demarcation** (IT: p54)

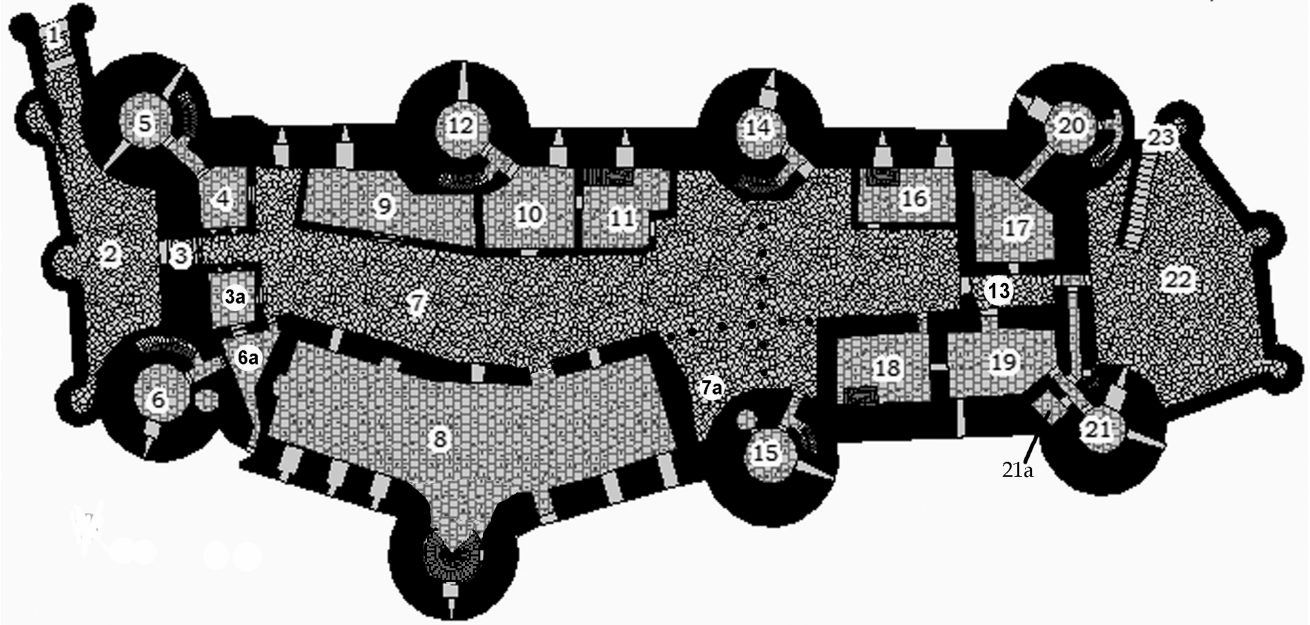
An ornate leather breastplate emblazoned with a rune that confers **Thasdrubal's Doughty Resolution** (DDE: p29)

Virtuous Blade of Motholam (DDE: p37) This magic sword also gives extra damage to vat creatures!

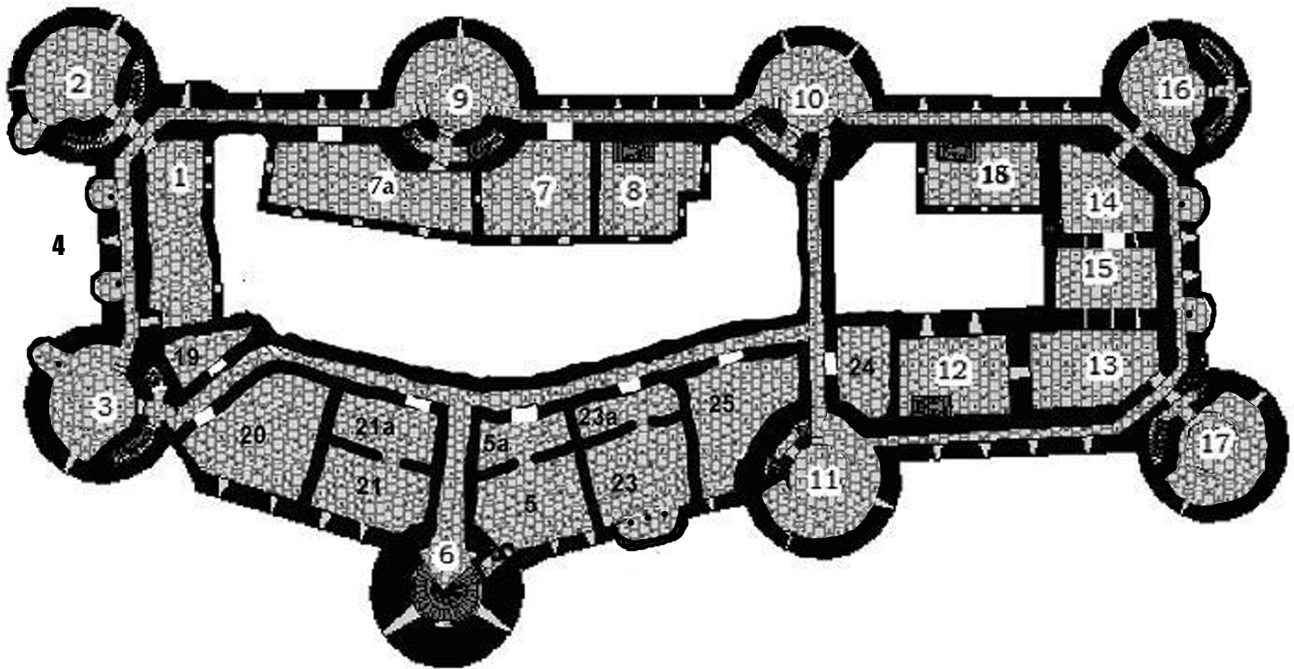


Pergolo Floor Plans

Ground Floor (Map A)



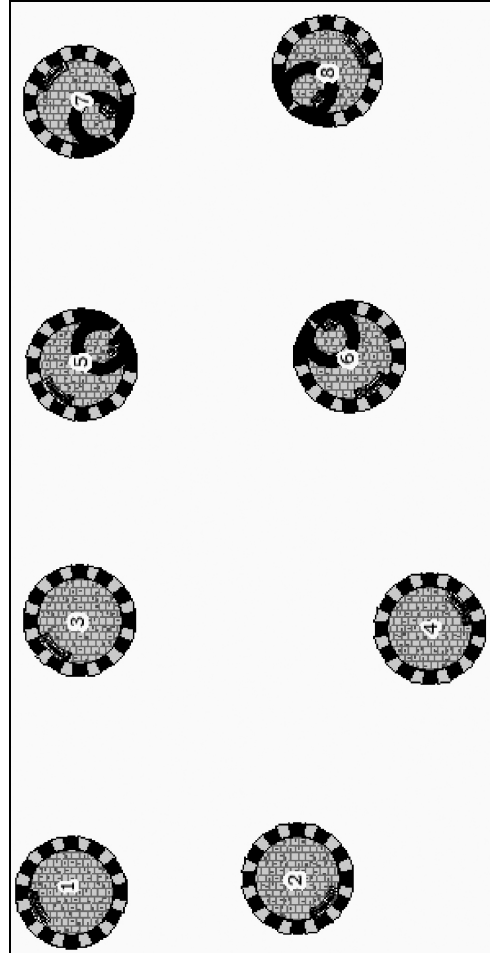
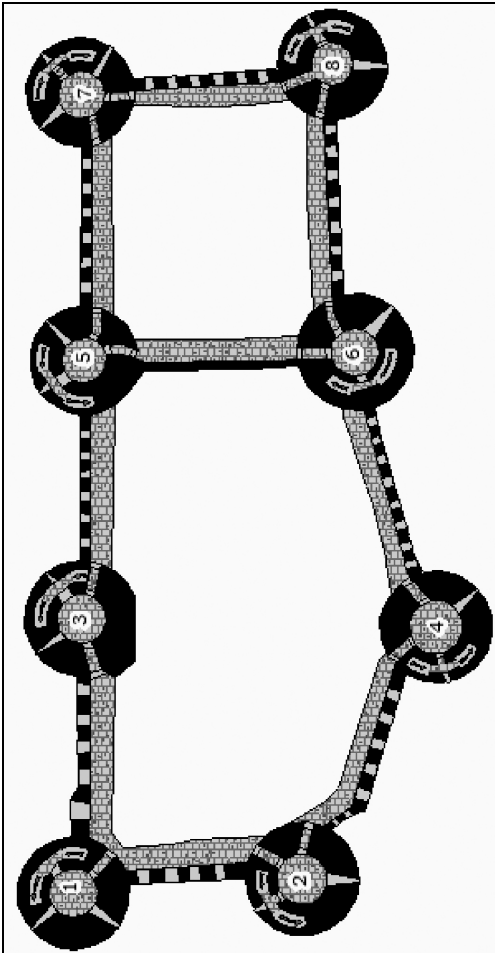
First Floor (Map B)



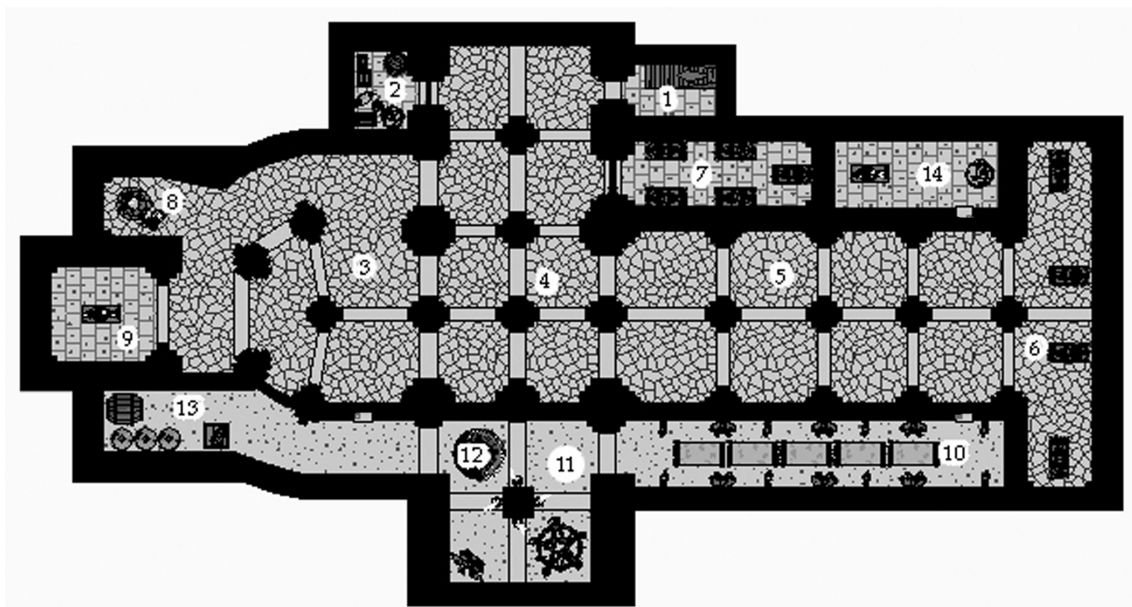


Ramparts Level: 3rd Floor (Map C)

Tower Top Level: 4th Floor (Map D)

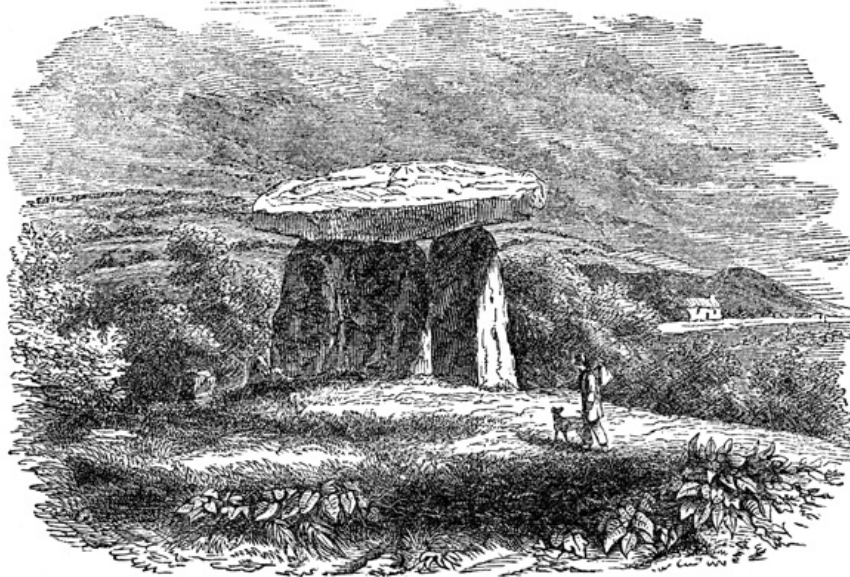


Basement Level (Map E)





Appendix 5: Using Turjan's Tome whilst running 'And Thence to Almery'



Introduction

As explained at the start of this publication, Turjan's Tome is strongly desirable as an adjunct to running this volume of adventures. You don't necessarily need the hardcopy. If you are a GM who likes to spend time in preparation, you can annotate the backs of the print-outs of *And Thence to Almery* with ideas taken from Pelgrane Press' pdf version of Turjan's Tome. On this page is a list of those chapter headings in Turjan's Tome that contain material of particular use when running ATTA. See also Appendix 2 in *Beyond the Mountains of Magnatz*.

Creating Turjan-Level Characters

- "*Characters acquire power through winning knowledge and taking magical items.*" Especially if moving more towards Turjanic play than Cugelesque, PCs might be a band of ruthless adventurers, directly doing whatever it takes to gain spells and special/magical items (rather than the indirect Cugelesque approach). Either way, you need to encourage PCs to look to their own enhancement as primary. How cruel a jape to arrive at Pergolo merely to be instantly shriven to cinders!! **Non-Magicians:** Charged items that resist magic, or items that enhance one's own resistance (or those that diminish the effects of spells) are essential for the non-magical who wants to pit themselves against magicians. Pepper a few of these around during the campaign. They need not be 100% efficacious, because the Four Wizards of Old Romarth can assist them. Nonetheless, PCs may well be looking desperately for such things, so don't disappoint.

Running Turjan-Level Adventures

Notes exist in the immediately previous volume (*Beyond the Mountains of Magnatz*). Different campaigns can have such differing tones, that encounters/locations in *And Thence to Almery* are often portrayed in a relatively neutral fashion. The GM will need to alter the tone of encounters & GMCs according to how an individual campaign is playing out.

- Retain as much of the feel of Cugel-Level play as you want to and feels appropriate in your game. As previously stated, there is a middle-realm of play (perhaps the 'Lianne-Level') where cockiness & violence go hand in hand.

Clothing and image (not *Foppish Apparel*) are still important, but in new ways. Reduce the importance in terms of prestige, except when they try to influence the very wealthy. Now it is important what social group an individual PC wants to appear to be. An adventurous rogue impresses (intimidates) normal folk and can associate with criminal classes without arousing suspicion. A wandering savant (as a magician PC might pose) might be more accepted by educated middle classes. A narrow-eyed sword-for-hire will be distrusted by all except those they intimidate or those who wish to use their services. As you can see, even how individual PCs portray themselves will greatly affect many interactions with GMCs in this publication, and sometimes even affect the whole tone of an encounter/scenario.

Casual Cruelty – Mostly possible to illustrate in city settings, where the hollow-eyed poor are ignored by the well-off. A simple differentiation, but remarkably effective when enough descriptive emphasis is placed on such.

Improvement Points – Covered in detail on Page 2 of *Strangers in Saskervey*.



Arcane Items of Terrible Might

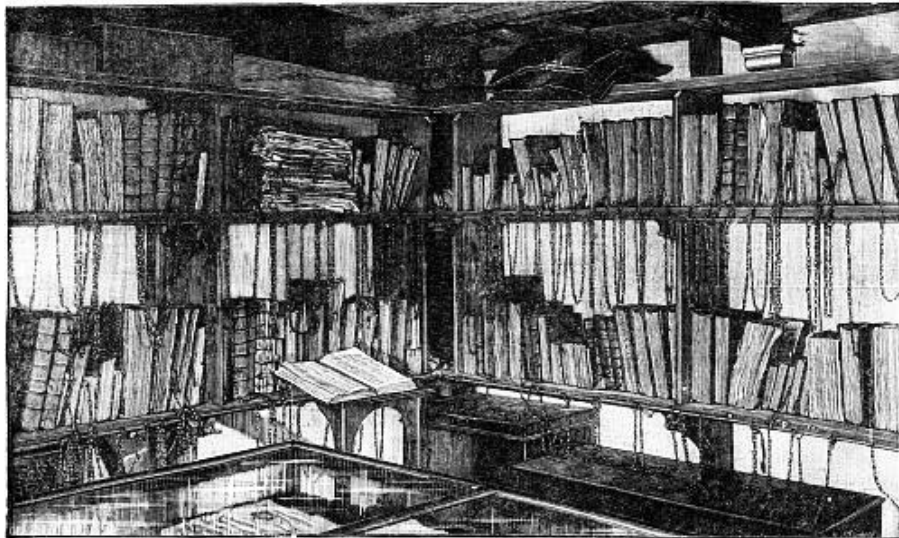
The presence of different magical items in the hands of PCs or their foes can majorly affect the tone of a campaign. (Number of charges, abundance -or not- of items possessed by PCs or GMC foes.) Since no major catastrophe (of the 'Mar flood' variety at the end of *BMM*) will fall PCs, they can (& indeed should be encouraged) in the course of this publication to begin amassing useful items - in the anticipation of their showdown with Iucounu.

A quick review of this section shows various items that are likely to match the level of play of this publication. Consider scattering them throughout this publication (where appropriate for balance of play) the following, either in the hands of GMCs or to be found in tombs etc: Amulet of Azoic Revelation, Armor of the Neophyte, Assassin's Blade & Ring, Aura of Petty Divinity, Black Cone, Carbenel's Penetrating Fork, Clisias's Loving Gift, Charm of Pandithkemous (most useful to be gained in Old Romarth or soon before), Cube of Communication (or some equivalent with range limited to a half-mile), Heliosdactum, Hoptile's Bridle, Jilish Musical Box (*"Excuse me whilst I play some calming music. I find it assists my cognition."*), Memory Token (as a trap), Magenta Oculi, Necrotic Ear Horn (for the sheer horror), Pipe of Timoun's Memories, Ring of Another's Form, Ring of Fire, Ring of Surrogate Health, Rod of Crawling Vision (ideal archaic item found in a tomb having only 3 charges), Snake Ring (the use of poison in a campaign can hugely affect the tone), Talisman of Anthropic Imposition, Vigilant Demarcation, Yadnitz Charm, Yorba's Grafting Enzyme (very useful if you want to have Peckinpah-esque fights and yet not lose PCs continually), Zokhargrim's Frightful Mask (just amusing indeed to have as a charged item that cannot be replenished).

Many of the more useful are better presented as charged to avoid imbalancing play, but feel free to alter their properties any way you feel to.

Noble Qualities & Obscure Merits

Tweaks are an odd thing. I altered the ruling in my campaign so that all tweaks were simple automatic enhancements of a specific ability (typically raising a success result by 1 point, perhaps restricted to 3x/day if extremely powerful). Most PCs had 2 or 3 of them, thus adding to the character's individuality. I allowed Players only to choose Tweaks that suited the PC's previously existing personality. The tweaks in Turjan's Tome need to be reviewed individually.



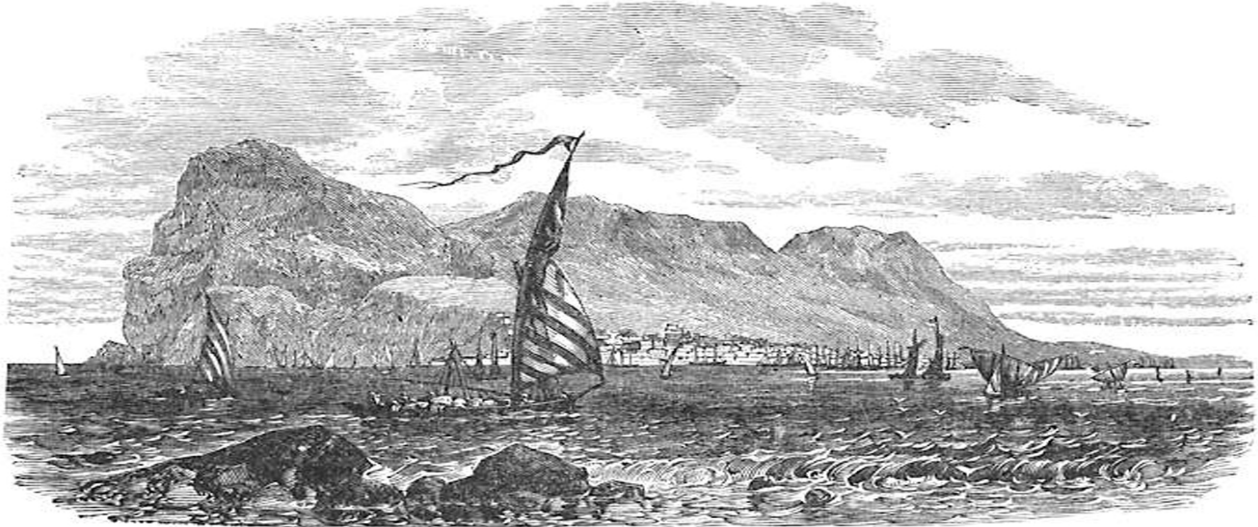
Occult Footnotes and Marginal Scrawls

You might wish to place spells as the properties of charged magical items, if you like their effect but specifically want to limit their use. This allows powerful or amusing magic to come into play only temporarily and be gone before it outwears its welcome. It also adds to gaming complexity, since the PCs need to decide when to use their limited resources and when to save them for a potentially more vital necessity. Perhaps in your version of the Dying Earth some magicians can be paid to enchant the single-use of a spell into an object that a specific person can then activate at will. However you manage it, enchanted items allow access to potent magic that PCs may then covet, and begin to have ambitions towards the day when they can encompass the spell itself. Some spells are extremely unpleasant, and even their presence in a campaign can affect tone of play.

Refer also to Appendix 2 in *Beyond the Mountains of Magnatz* for ideas on difficulties in learning spells of high potency.



Appendix 6: The Ocean of Sighs



6.1) Introduction

Even if the series is more Cugelesque, by now you have a party of semi-comedic skilled adventurers who are the most magically and socially capable group (if not individuals) of the region, rather than the inept neer-do-wells they once were. Their precipitation back to the Strand should not be rushed & ridiculous, but high drama. Taglines of appropriate virulence need to be prepared and handed out. You are forgiven for ending this entire campaign (apart from this last section) at such a moment, with the Players' last experiences being their PC responses to returning to the Strand! Let the Players at least for a short while assume that those moments were the end of the campaign.

Summarized below are a suggested series of chapters for you to expand upon. Search the PCs character sheets (in the absence of the Players) and devise suitable detailed challenges to test their specialist skills and magic.

Refer back to the *Strangers in Saskervoy* publication as the background to the first section. From their point of arrival the PCs can technically go east to Cil or west to Saskervoy. Once again Saskervoy is far closer, and if the PCs have no possessions or even clothes, likely they will head that way. In Saskervoy they will anyway learn that Cil is now a war-zone between the new Lord of Cil and the forces of the demon Magnatz. Currently these are at a stalemate, but some refugees have brought horrific tales. (PCs stubbornly heading east will meet such refugees in a terrible state and learn more directly of what is going on back there. The refugees they meet could be people they knew well during the Lords of Cil module, whether these are met on the road or in Saskervoy.)

6.2) Saskervoy (or Tugersbir)

GM's may wish to play out all manner of personal difficulties related to the PCs' previous stay in town. The PCs may even be forced to move on quickly to Tugersbir. How will the current Twango respond to their return for instance? Are they still wanted criminals who have to disguise themselves and steal food and clothing before departing at speed? Old 'Wanted!' posters might be still stuck to trees!

In whatever town they end up the PCs will soon learn that only weeks after they departed this region overland, the area's most eminent magicians managed (or as locals are putting it: "finally pulled their fingers out") to lift the curse that had been affecting the Ocean of Sighs. Normal shipping has now recommenced, heading out to the islands in the ocean and allegedly further south (though random persons questioned casually do not know of such things).

After some difficulty (as in the stories) one ship ("The Tugersbir Witch") can be found that in only three weeks is sailing all the way to Port Perdusz. The ship is delivering wines, luxury food items, animal pelts and pottery goods of a design specific to the region to three islands and then to Port Perdusz. At Port Perdusz it is collecting fine clothes, and wines and foodstuffs from the Kaiin and Almerj/Ascolais regions to bring back north. PCs will also discover (if necessary for your story) that it is transporting an important package (the Skybreak Spatterlight) to one 'Iucounu of Almerj'. Astute questioning may reveal that this is only the latest of many such small crates from Twango to Iucounu



Cugelesque Options:

Impoverished travelers will not only have to work their passage, but may also need to somehow convince the Captain that he should employ them. Desperate PCs may think of multiple ways such as kidnapping, extortion, offering violent services against the ship owner's enemies. The Captain himself may have a long-time rival whose own ship he wants sabotaging. PCs may end up working both sides of this rivalry or favoring one over the other. Theft of valued goods on behalf of the Captain may be another option.

Successful Imposture as skilled seafarers is also possible, but the boat's already have a full complement of crew, so the Imposture would need to be exceptional! The PCs also have the option of running confidence games or fleecing the locals at cards if they have the skills and magics to gain even the basic expenses (food & drink) for the trip (200t per person) that the Captain will not rescind on any account, as the money would then have to come out of his pocket. If so, a legal case will be launched against them and they will be sentenced to civic labor (and need to escape their night-time locked accommodations in order to reach the boat in time to depart).

Turjanic Options:

Though perhaps short on funds, PCs are not wheedling beggars, but persons of merit and experience. Still, the ship currently has no space for further passengers. The Captain might be susceptible to greed (if the PCs can 'obtain' sufficient funds, or somehow gain possession of a valuable object the Captain wants). If theft is the requirement, perhaps a local minor magician of unpleasant manner once won at cards a magical item the Captain found in a ruin as a youth (and the Captain now wants it back).

Other passengers might be convinced to change their minds. They might be academics, folk returning to the islands after a prolonged absence caused by the enchantment, or traveling traders (such as Xolon) wanting to capitalize on the new market opportunities with the landmass to the south. If the PCs can obtain enough funds (perhaps by adventuring to some feared ruins or hunting and slaying enough erbs, there's nothing to stop them funding their own expedition.

No Captain will take this trip without also undergoing a trading voyage. The distance and danger are too great to miss out, the ship will need to stop anyway to reprovision, greed is a prime motivator for all merchants, and only wealthy merchants have the ships/experience to make the trip safely. Have the cost of a trip be phenomenal without this condition.

6.3) Aboard The Tugersbir Witch

Create personalities for several crewmembers (especially the officers) and at least a few other passengers. It is also worthwhile to have a deckplan handy. A suitable deckplan is available in the free scenario 'The High Road to Kaiin' at Pelgrane Press' 'Violet Cusps' page. Even if you have run that adventure previously it was probably long ago, and perhaps this is a standard ship design. It will need to be altered only in that there are no flotation bladders. Instead perhaps there are more storage racks at those points.

Cugelesque Options:

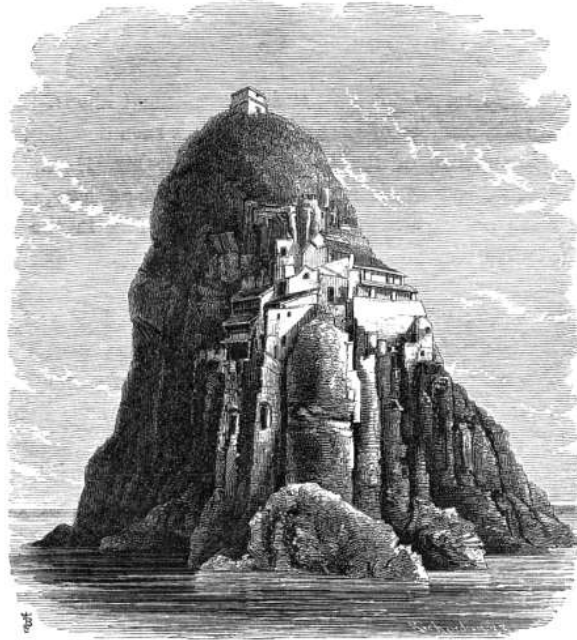
(i) Impoverished travelers have to work their passage. Harsh and petty supervisors are the rule, (ii) By now opportunities for Rakishness should be beyond the casual. PCs can be fighting over the affections of high-class ladies of high-breeding and snooty attitude. (iii) Other things PCs will need to vie for precedence are the more prestigious jobs (again see 'The High Road to Kaii' for ideas.) (iv) The Captain will take a shine to one of the PCs above all the others (in whatever way the GM deems most entertaining) and lavish them with privileges. This will be the PC with the most Sympathy. (v) Below decks of an evening Gambling is commonplace. Perhaps the PCs will gamble away their duties. Perhaps one or two PCs will win sufficient funds from wealthy passengers to be upgraded to paying guest.

Turjanic Options:

(i) The sea monsters aren't all dead: a kraken threatens the ship, (ii) a wealthy sponsor may be wooed/impressed, (iii) other adventurous travelers (who turn out to be thieves & murderers) have taken passage too.

Either Style:

(i) Quick-thinking and highly imaginative PCs might invent rumors of pirates or savage keaks and have themselves employed as specialist marines, valiant defenders of mercantile health and profit. Smarter still would be to create evidence of such and announce occasional sightings when the voyage is underway. (ii) One of the passengers turns out to be a powerful demonist who wants to divert the ship to his private island and sacrifice everyone to a hungry extra-planar entity. How do the PCs (the only people on board capable of decisive action and leadership) deal with this man and his lesser keak servants that have taken over the ship (or stop the take-over as it happens)? He is incurably insane, and wants to re-curse the ocean so that he can summon seamonsters again in order to continue his quest to turn the world into a demon realm. (His solution to the inevitability of the sun going dark.)



6.4) The Isle of Brazel

Though widely rumored to have sunk long ago, this is patently untrue. What actually happened was that the inhabitants were for a time favored by a mighty mage who espoused their cause. He moved the whole island many hundreds of miles in order for it to have better advantageous orientation towards the faltering sun.

Here is one of the bases of the Solar Emosynaries (see ‘Deities of the Dying Earth’ free article at Pelgrane Press’ ‘Violet Cusps’ page.) The inhabitants live in a town perched precariously high up on the side of this rock, so as to be protected from storms. Even the lowest entry points are several hundred feet above normal sea-level and are reached by an ingenious (and potentially terrifying) system of baskets and pulleys.

The inhabitants also worship the sea gods, and believe that their human sacrifices have at last appeased their gods enough to end the plague of monsters. They have now decided to hold only an annual sacrifice and are in the middle of it when the island is approached.

The PCs won’t know that the drowning girl all garlanded with flowers and clinging to a piece of driftwood is a sacrifice. Nor that the creatures they fight off (Cugelesque: keaks or similar coming aboard, Turjanesque, something far more sinister in the water, followed by waves of keaks). (If they fail to rescue this girl, there can be a couple more nearby.)

The residents of the island are a dour and fearful theocracy, enslaved to worship and doctrine of a religion intertwining the Emosynary station and appeasing the ocean gods.

The people pretend friendliness and then act (in a Turjanic campaign using potent magical artifacts they believe to be religious relics to freeze the ship into stasis and inhibit the PCs’ magical powers/items). In order to make amends the PCs (since no-one else on the ship will ‘take the blame’ for the rescue) must journey deep into the island into a labyrinth, taking a sacrifice directly to the deity, who lives far down below.

After fighting through various traps and creatures, a passage emerges from the rock, through a magical passage beneath the ocean, to the manse and surrounding grounds of a strange fish-hybrid magician who has been hiding down here for centuries and is outraged at the intrusion – putting the PCs to work at once in his mulching and hunting squads. How will they escape? Another slave revolt? Killing him in a concerted and well-planned attack?

6.5) The Mat of Filth

During the time of the sea monsters a huge matt of waterborne debris has formed, a large island in fact that includes several ships, and colonies of humans and amphibious half-men outcasts living in an uneasy alliance. The Tugersbir Witch is drawn here by magical currents and held fast, as the other ships are. GM invents all manner of odd peoples, plus the cursed artifact that traps ships here. How long will it be before the PCs discover that a holy item belonging to the crew of the first ship here is the source of the trap and must be destroyed? (Not that its owners and worshippers will ever accept this as being the truth!)

6.6) Lausicca Island

Featured in Vance’s story: “Lausicca” where you will get all the basic details on its society & geography you need.

Cugelesque Options:

The Captain and crew refuse to go on from here, since dangers have already been so enormous, in fact they form a conspiracy and slip away during the night. (After having originally said that all they needed was a few days rest and shoreleave.) The PCs must now somehow convince the islanders to mount another expedition, or steal a ship and coerce a crew.

Turjanic Options:

Lausicca is being haunted by succubae that are spirits associated with the Paphnissian Baths, though nobody knows this yet. The island is in chaos. Unless the PCs want to fight all of the islanders they are forced to solve this problem before their ship (impounded for a number of trumped-up regulatory breaches) can be reprovisioned or allowed to depart this place. A malevolent jilted mage is behind it all.



6.7a) The Mist of Despair (1)

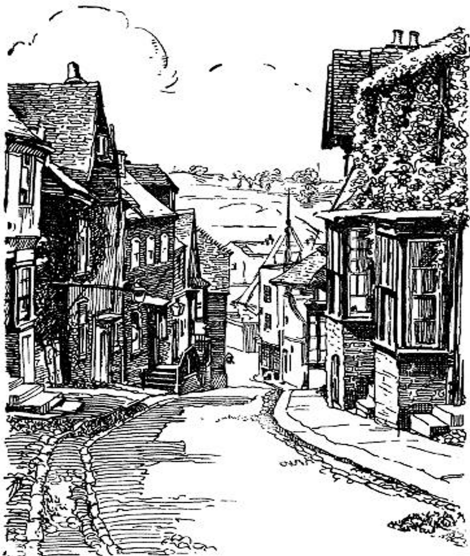
A vast mist cloaks the ship. Perhaps another relic of the previous curse. Within it are delusions and demons of the mind. It is an overworld entity that feeds off despair and panic. The GM invents peculiar and widespread delusional mini-scenarios, perhaps even something that endlessly repeats until one of the PCs finally both (a) succeeds at the minimal chance to break free of the effect, and (b) Persuades others of the truth so that they can exert their wills sufficiently to break the illusion and confront (and slay) it's hideous mewling progenitor.

6.7b) The Mist of Despair (2)

A creature has gotten on board, eaten someone and taken their identity. It is highly intelligent and also consumes aspects of their personality, sufficient to have a very high Imposture rating. It begins to consume everyone. Either killing/devouring them so that they disappear and then 'becoming' someone else, or gradually becoming everyone, so that nobody knows who to trust. If the PCs don't solve this, and all goes very badly, it turns out to be a last illusory scene of the dying originator of the mist of despair.

6.8) Kagril Island

Famed for the products they produce from the fleece of the Kagril beast, these hardy islanders worship an enormous stone idol that stands atop the highest peak of the range of tall hills at its center. Once a year the entirety of the island's population make the trek of several hours up into the hills, engage in ecstatic and contemplative rites for three days and then return.



Whenever the Tugersbir Witch arrives, it is either the same day or the early morning after the population left.

The single large town (and port) is suspiciously deserted. It's like everyone just got up and left. In some places food is half-eaten, and pets wandering disconsolate. A single elderly person dead over a bowl of soup. (Natural causes: not that they can be sure of this without using magic, and perhaps won't trust the magic if they do use it.) They are simply an untidy people and couldn't be bothered clearing up before they left. If the PCs investigate the small outlying settlements the scenes are the same, plus wandering flocks of kagril roam untended. It looks as if people simply got up and left, perhaps hypnotized.

Tracking attempts will show that everyone walked into the mountains. The ship's personnel will by and large want nothing to do with this, but the ship needs repairs after its recent difficulties, and must stay here at least two days whilst the crew work upon it. PCs might be able to Persuade a few people to come with them.

Traveling into the mountains takes most of a day and may bring the PC party face to face with a few wild beasts (not half-men), and at last they will reach a high valley where peculiar rites are taking place. All of the humans are possessed by Overworld beings and engaging in intimate exchanges of energy through the fingertips, whilst wailing and frothing. All of this is normal and happens every year. In exchange the Overworld beings make sure that the kagril beasts are fertile and healthy.

Putting an end to the rites or destroying the peculiar idol disrupts the agreement with the overworld beings and brings all to a sudden end. The locals will be most unhappy (of the tarring and feathering degree). Fortunately the repairs to the ship are mostly complete when the PCs return to town, perhaps precipitously.

6.9) Pirates

Cugelesque Options:

Pirates attack the ship and the PCs can choose to become involved in a spirited defense, or side with the pirates and become part of their crew until the chance to jump ship several plundering expeditions later. Or manage something more imaginative, like poking a hole in the bottom of the ship as it travels close to the shore (coincidentally quite close to Noval: see 5.10).

Turjanic Options:

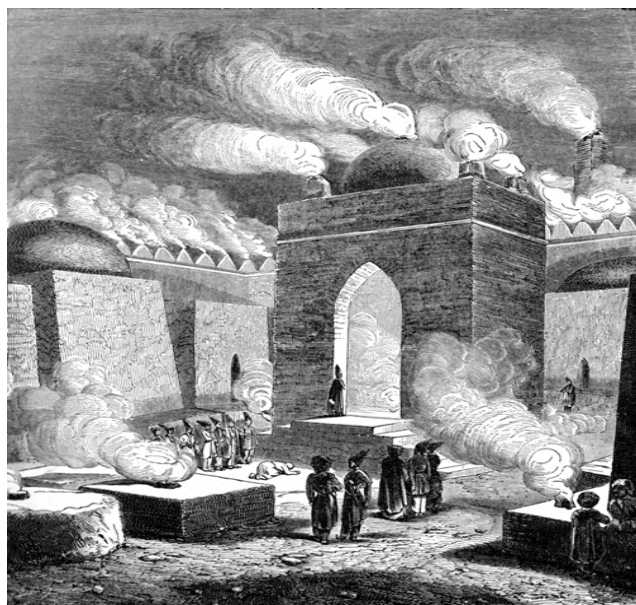
The pirates are a band of sorcerously-enhanced half-men and vat-creatures under the command of a deranged magician. They live on the coast far west of Noval and seek vessels for their navy of conquest that is due to descend on the settlements of the coast as soon as it is ready. The mage is aboard and has magic aplenty.



6.10) Noval

A small city (in terms of surface area) of great decadence (for the wealthy). It has a huge population. Most citizens must work to support the economy, grow food etc, ribald but the middle and upper classes pursue lives of indolence & rampant sensuality. Think of a pirate-based city such as was featured in several relatively recent comedic piratical movies. The priests and higher citizens value commerce so make sure that the dock district is safe for merchants and their crews. Outside of these areas the city is dangerous and dilapidated, with the wealthy living in fortified manses in the Hillside District.

The Thuniac Conservatory serves the priests of Tumdjin. This powerful religious faction is the power behind Baron Drulgane’s family. The leading priests are privy that their religion’s inner rites involve the use of corpses to evoke & house demons. These demons provide the chief priests with magic powers that ensure that they remain the privileged elite in this society.



The reason why the priests do not use local corpses is that demonic spirits will inhabit these bodies for a time and interact with the residents of Noval. Thus, if any inhabitant were to suddenly encounter a recently deceased relative apparently alive again (and indulging themselves in proclivities that are extreme even for Noval), this could cause great disturbance – perhaps leading to awkward questions, civil unrest, and even the collapse of the priests’ power base. Itinerants of no account are an exception to this rule, mind you.

Since some trading ships and merchant caravans still visit this place, it is nonetheless easy enough to hide the antics of these demons in anonymous host bodies amongst the general debauchery.

The options vary only in potency of antagonists: Survival as newcomers to this place. Avoiding priests and their bullies. Possibly captivity, consignment to the fighting pits (or the threat of it). Or recruitment into a gang of cut-throats who are coming close to being overwhelmed by a larger gang and need sturdy and experienced outsiders to do their dirty work.

Departure means finding a way to get passage with one of the caravans. (This way might include fleeing town overnight on stolen mounts in order to catch up with a caravan that left the day before.) One way would be posing as hardened bullies and joining the crew of a gang of slavers on their way to sell their captives in Kaspara Vitatus. These slaves are criminals from Noval whom the Priests cannot use as corpses without alerting the populous to their unseemly bargains.

6.11) The Wild Waste

An adventure set in the Wild Waste is detailed in Demons of the Dying Earth (pp110/11), some of which has been summarised in the Noval description above. There is likely an ancient trade road with ruined waystations. The first non-canon DE book written also had some fine ideas for a journey across a barren waste.

6.12) Kaspara Vitatus

Known as the City of Monuments, it stands beside Lake Zaol. Eight white towers mark it and the Avenue of Dynasties approaches from the north. Along this stand 100 or more of the famous monuments. Like so many cities, it is largely in decay, but the central part is a busy town. Several inns, including the Kanbaw and the Green Star, an ostler’s, and various other facilities exist for the caravans that ply the region between here and such places as Torqual, Port Perdusz and Old Romarth.

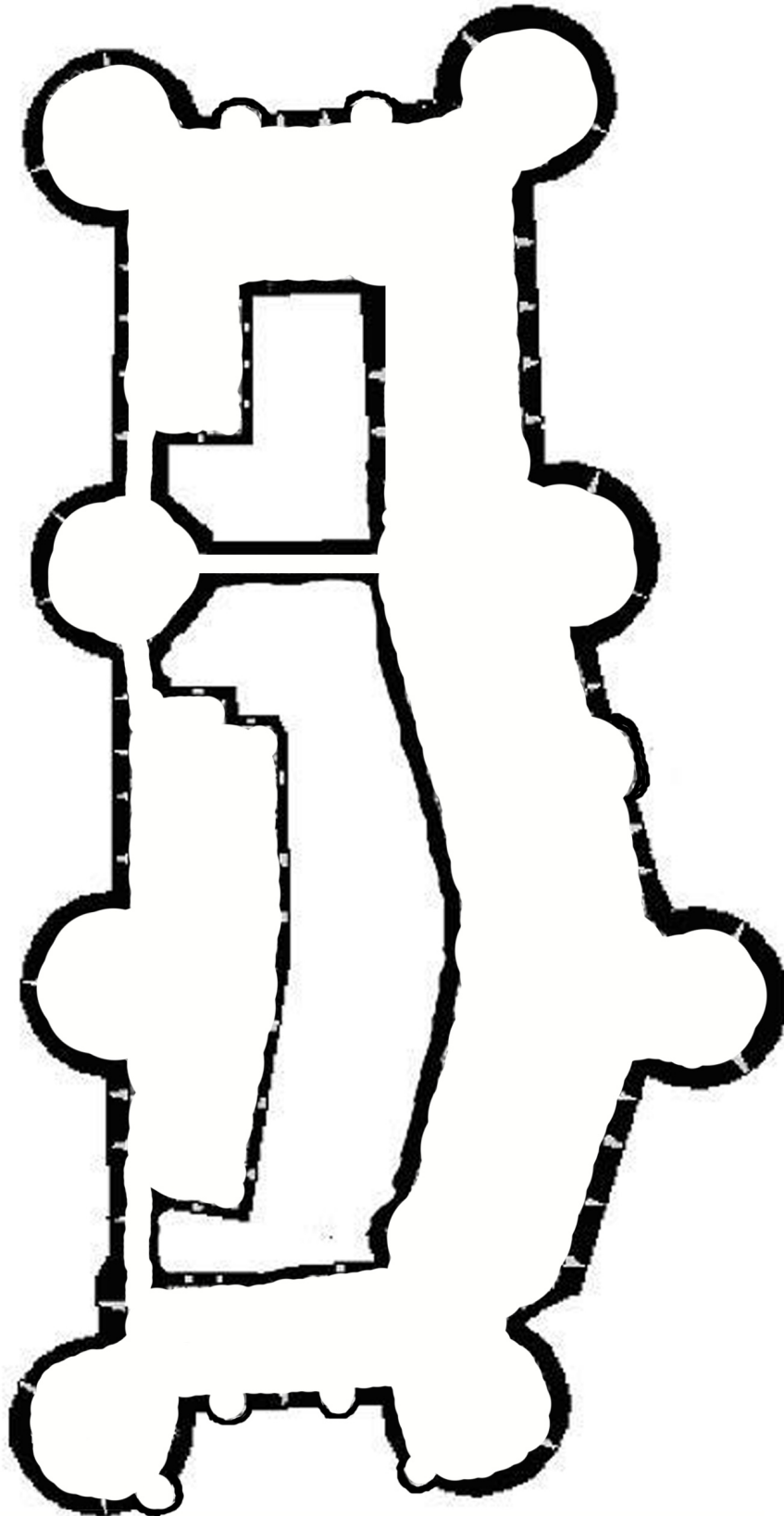
Profitable employment may include competing in the annual Kasparan Carriage Race at the old amphitheatre. Options for adventure include breaking free of the slave pens after having been double-crossed and drugged at the last moment by their immediately previous employers. (Unless PCs saw this coming and led a slave revolt as the band entered town, then escaped in the confusion.) Or assisting the local watch in an expedition to eradicate a nest of rock goblins that have devoured caravan personnel at their base in a ruined mage’s tower.

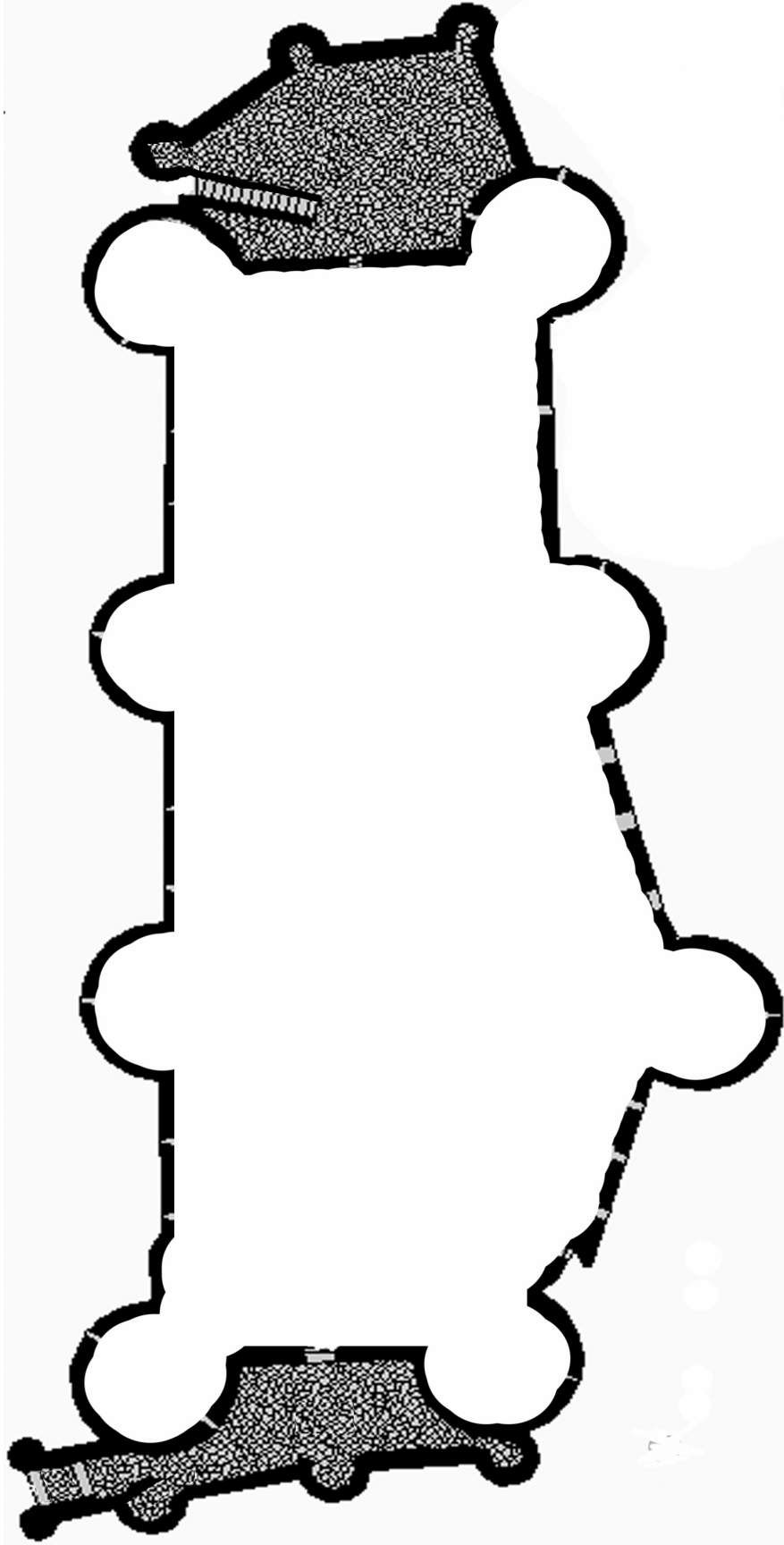
Once More to Old Romarth

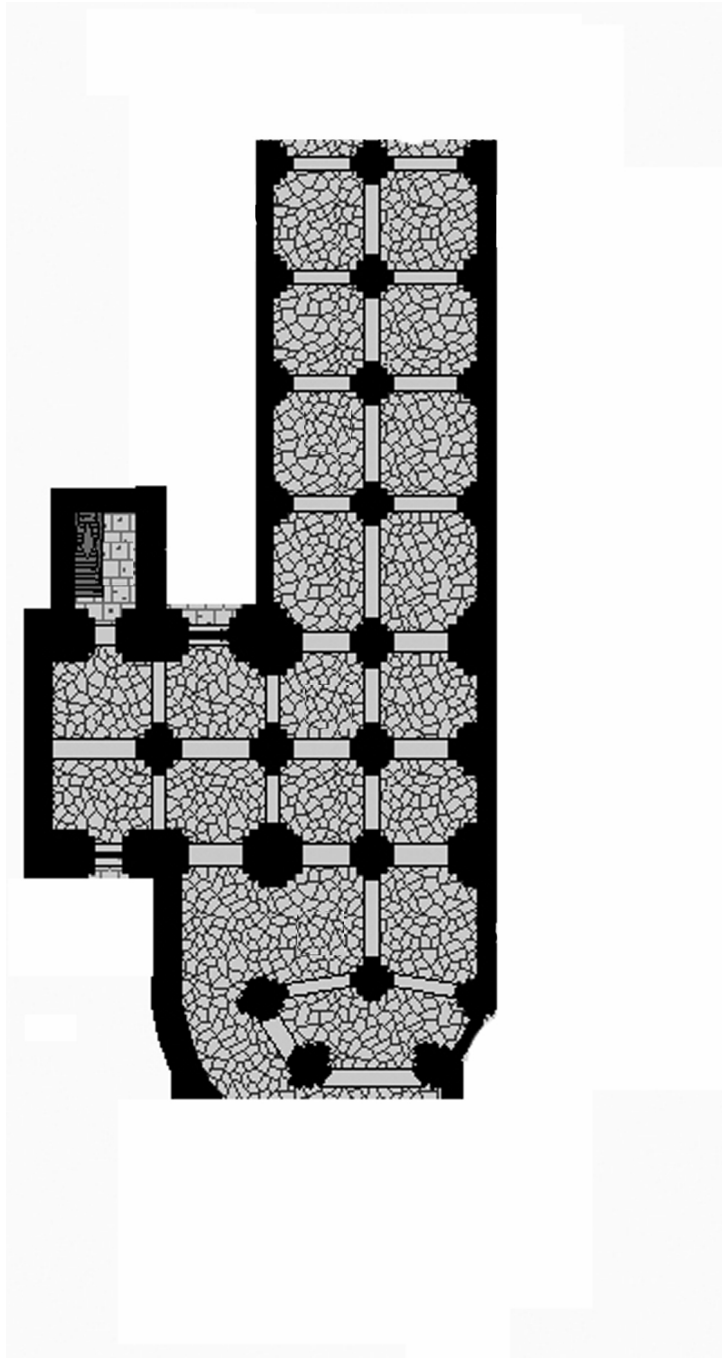
It is relatively easy to join a caravan from Kaspara Vitatus to Old Romarth, where their contacts from Chapter Four will be willing to assist them once again, perhaps for a high price or in return for certain tasks, unless Iucounu is still alive, in which case they may eagerly help simply in the hope of preserving their skins.

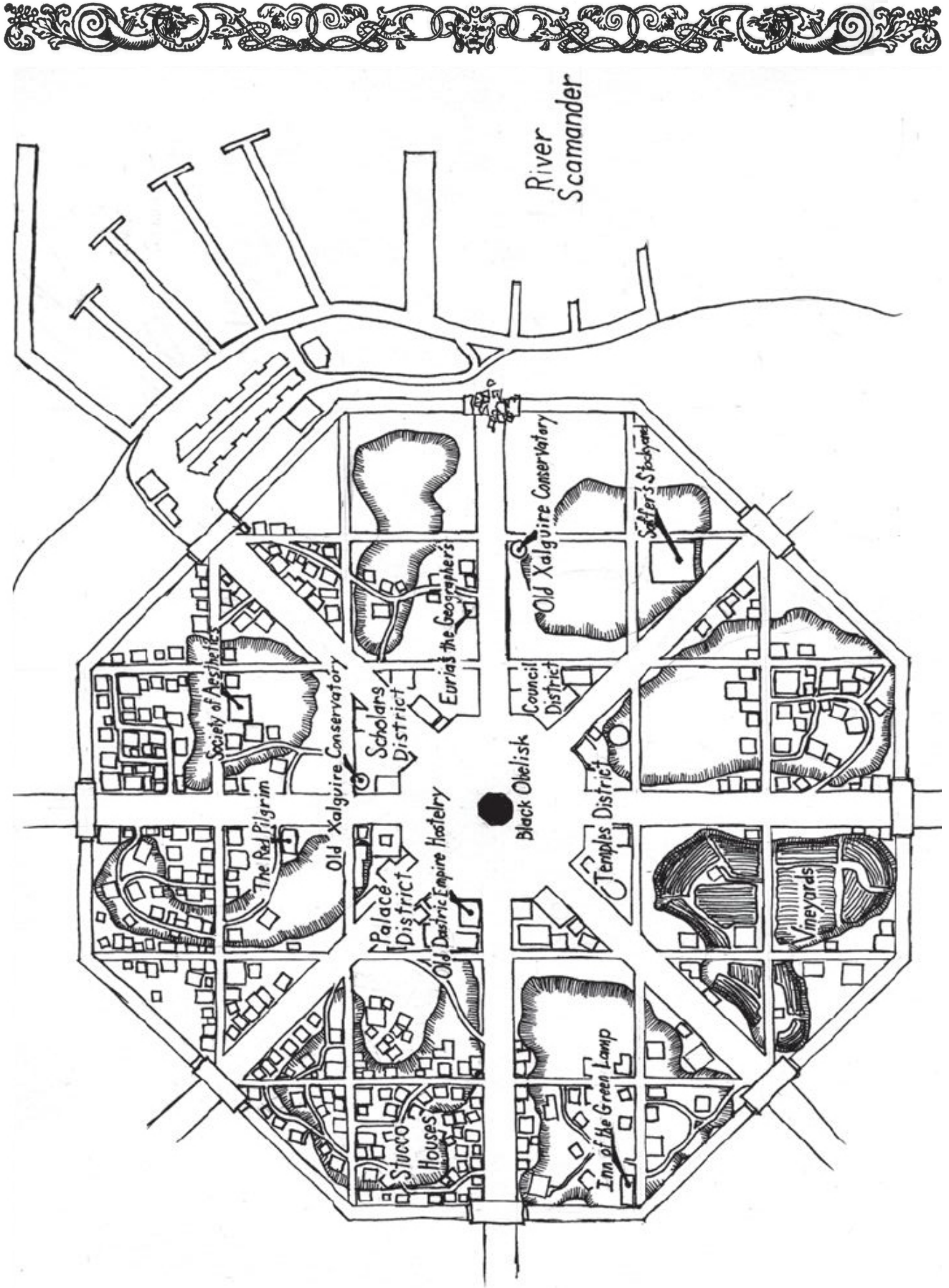


Appendix 7: Players' Maps



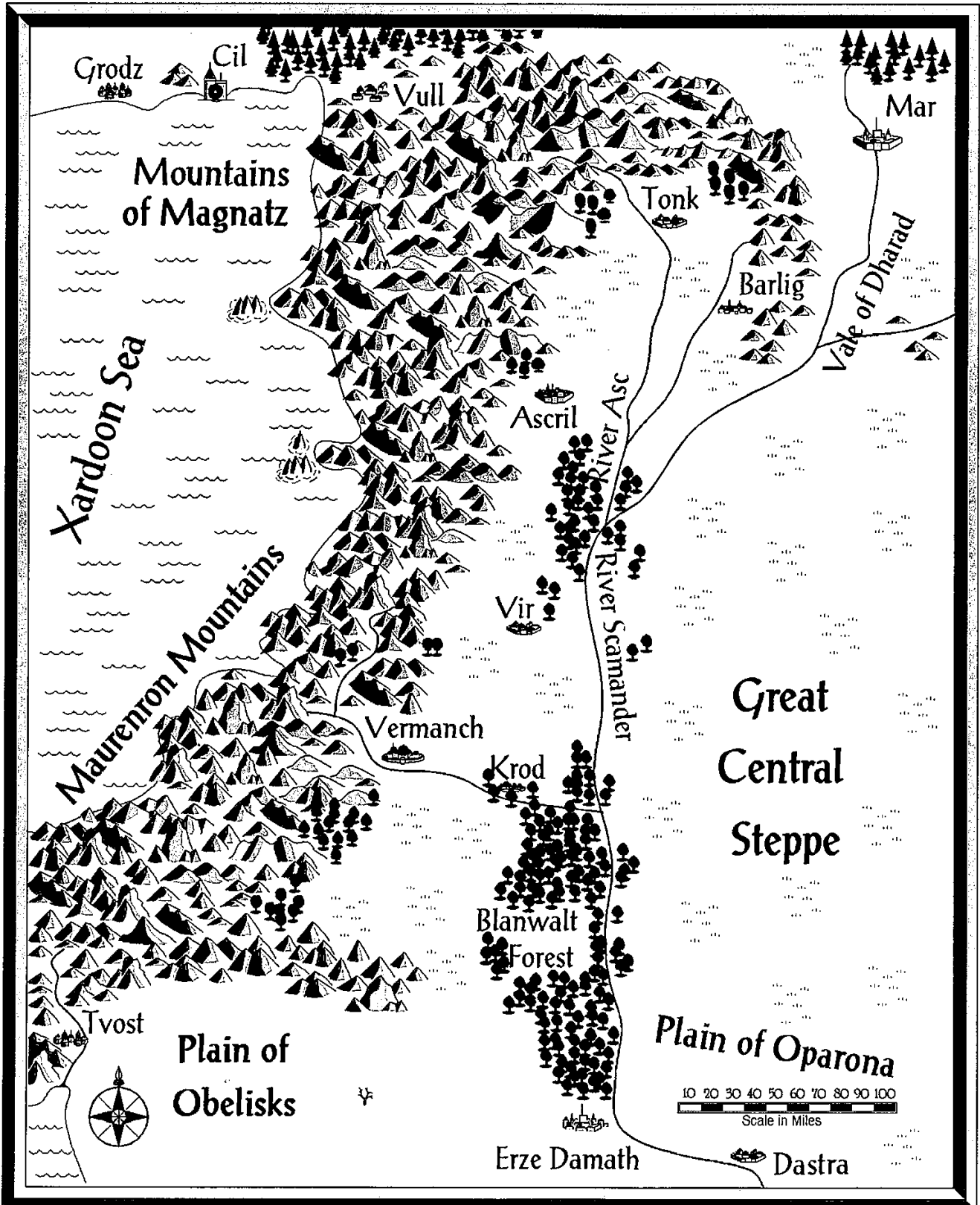


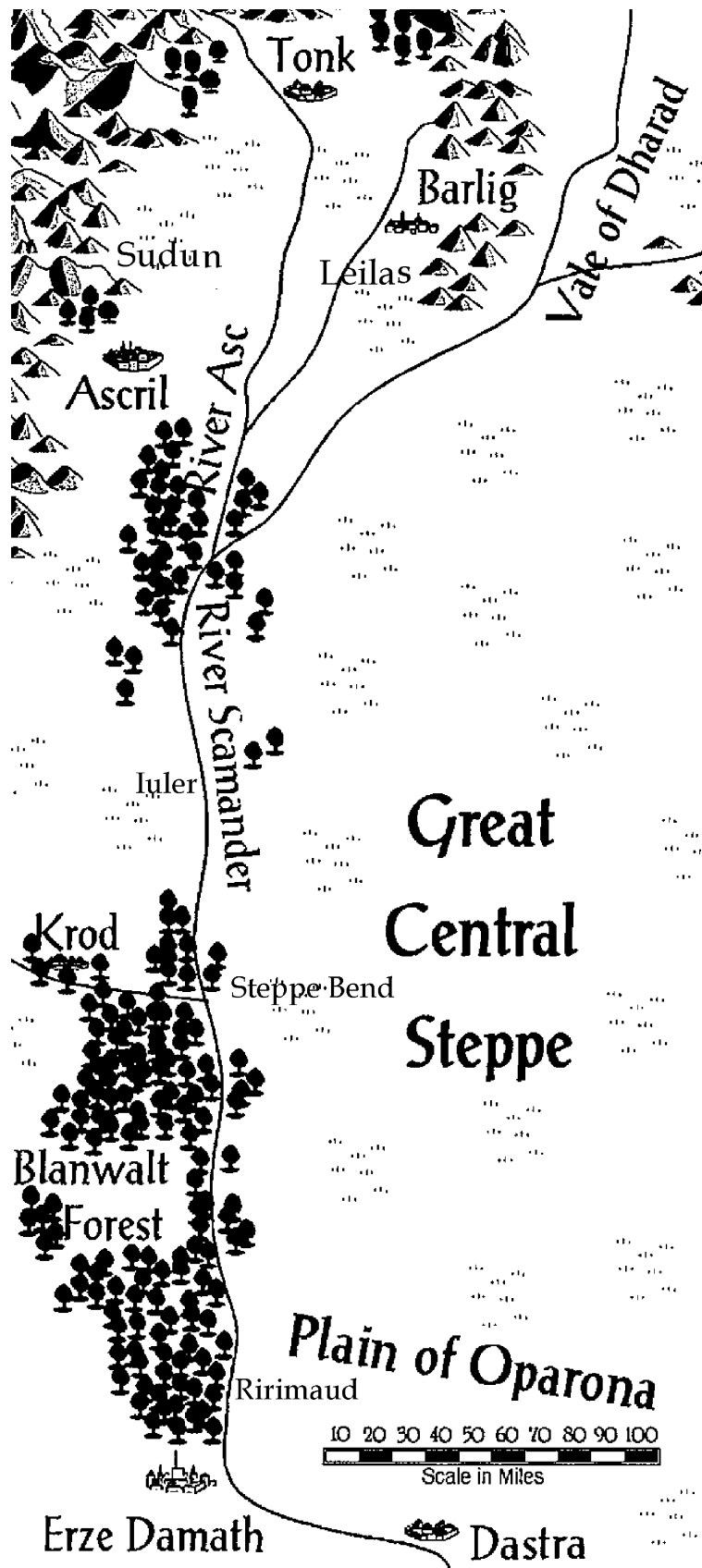






This detailed map is an artifact, gained in Erze Damath only, and only from an ancient or professional source!





If PCs manage to gain a map of the Scamander River Valley sometime during their trip to Erze Damath, give them this one.



Appendix 8: Taglines

Introduction

We provide a wide sampling of Tag-Lines here. They are **not intended** to cover each and every gaming session. The author obviously cannot know which parts of the game you will concentrate on, and which you will speed over, which parts you will expand, nor how intensely the Players/PCs will choose to involve themselves in certain episodes. Therefore we provide a **wide representative sampling** of suitable Tag-Lines here, covering several of the key mini-scenarios, though not necessarily providing all required for any that are explored. Use these as templates and examples for generating further Tag-Lines to use in sessions not catered for. It makes sense when creating lines in between sessions to base them on likely encounters in the next session, whilst also referencing the remaining Tag-Lines in the Players' possession.

An optional recommendation is that any Tag-lines against the Laughing Magician unused for more than two sessions **exact an IP penalty** (with timely warning given). This is to encourage Players to retain a focus on the overarching goal of this series. Plus, vary which Players are given the tag-lines that rail against Iucounu from session to session. Everyone must have their turn at being able to savagely revile the cause of all their woes! A further option exists: consider awarding additional IP (or reducing SP or some other reward) for the PCs of those who spontaneously create highly amusing and effective 'Tag-Lines' spontaneously, especially pithy (more than over-wordy) **bursts of righteous anger** against Iucounu.

For the sake of amusing game-play we offer **an optional new ruling on Tag-Lines**: Advise your Players at the start of this campaign that Tag-Lines **used with extreme amusement or highly appropriate positioning** at the same time as a PC rolls an ability in a game-significant moment are special. In cases where the delivery of the Tag-Line is exceptionally appropriate to, or enhancing of, the moment, or exceptionally amusing, the GM applies a bonus of +1 to the roll. This won't happen every time: the Tag-Line use must be remarkable in some way, not just any old Tag-Line randomly selected.

Or if you already feel there are far too many IP in play and that your PCs are racing towards becoming 'supermen', adapt the ruling above: Super-relevant/amusing Vancian improvised Tag-Lines give a bonus to a roll. If this threatens to become an unwieldy ruling, then you can restrict this advantage to a maximum of three times per session.

Meeting The Pilgrims/Telling Stories/Vista of a Pleasant Cottage

"Greetings. Pray do not flee. My current deplorable odour and dishevelment are easily explainable!"

"Our previous escapades to this point resulted from an encounter with a repulsive and violent magician of Almerly."

"I am emboldened by the favours that fate has granted us thus far, and volunteer to step first into the unknown."

"I am a long-time devotee of Great Gilfig and merely felt such revelations to have previously been inappropriate."

"Settle yourselves, and pray be silent. The tale I am about to recount will leave you sobered and enlightened."

"Behold a manifestation of mysterious magic. Unless I am much mistaken it is an anomaly usually known as Wh'th."

"Cast ashore on a desolate island, decorated in a coating of filth. Yet alive, and filled with the fires of vengeance!"

"Let us tread most diligently. I am not entirely convinced that all is as well as it seems."

"In what bizarre realm have we found ourselves? Though why even question: why not simply flee at all speed?"

"I credit our survival to the capricious Goddess of Fate, who always calls an account. Beware, my friends, beware!"

"What then are the Lustral Rites, and why do you travel so far and so long to partake of them? Are ladies involved?"

"If that is the worst Iucounu can manifest, soon we will be in Pergolo stabbing his prone form with glinting rapiers."

Pelgrane Riders/Thawn Herders/A Lively Debate

"I observe strange silhouettes about those winged beings, as if they are more than they first appear."

"A defensible position, pole-arms, and the support of a dozen sling-men. That shall be our foundation for action."

"The stars and planets of the universe are a mass of animalicules, on whose backs we dwell as an infestation."

"Sharpen the raft poles, break out the boat-hooks, ready your throwing arms! Winged death is upon us!"

"Your cause touches me deeply. I would be less than human were I to neglect your horrendous plight!"

"Our sun and this dying earth are the centre and entirety of existence. All else is illusion and rumour."

"Take that, you infuriating pipsqueak! Return with your colleagues and blasphemous steeds from whence you came!"

"We must without doubt stop the raft. Gilfig has spoken to me, and the safety of us all depends on this course!"

"Suddenly I feel freed of a great burden. My heart is light. My spirit soars. The sweet scent of revenge grows strong!"

"I sense the hand of a certain Laughing Magician in this most recent encounter. Mark my words that it is so!"

"Since we are sworn to assist you, say more of these inexplicable predations so I may weigh the options for action"

"I entirely discount your theorem. The ape-folk of Kauchique make more sense after over-consuming ripe fruit."



Dance Contest/Senadith/Wrestling Match

"This series of delicate movements represent Gilfig's violent reproach of the Mercian heretics of the 20th aeon."
"A glass of Tankilvat reserve if you please. My comrades & I have recently emerged from the pits of the subworlds."
"That was underhand! The nether twist & crunch has been outlawed in Ascolais since my grandfather's day."
"You leap & caper like a buffoon. How dare you call that dance? Stand aside & I shall show the true meaning of art!"
"Now then my fine fellow. There is no need to take that offensive tone. Surely we can settle this like gentlemen?"
"Take that, you scoundrel. And that! And that! Now let that be a lesson to you!"
"My father performed many seasons in the theatres of Kaiin. I fancy I know a thing or two about courtly dance!"
"Though the environs be odious, and the inhabitants coarse, I open-heartedly welcome civilisation, such as it is."
"Stand smartly aside. My aptitude for the brutish physical arts measures no boundaries."
"High-kicks and over-fancy spin-arounds signify only a shallow eagerness to make up for emotive shortcomings."
"Pardon me gentlemen. Though she yet knows it not, yonder lady in scarlet and I have an urgent appointment."
"Ah, the Val Ombrio triple spin and slam. Very very well executed. I am more than impressed."

Iuler/That's Entertainment/Shossledord

"Why do you stare and snigger at my jerkin when your own garment lacks any sense of coherence whatsoever?"
"You may wish to be seated, for what I am about to show you may cause some alarm in the fragile."
"I am not instantly filled with optimism that the residents of these shacks will be able to assist us on our travels."
"A journey into the dark unknown is an utterly ridiculous proposition. Yet our purses are notably wanting."
"Every prestidigitation is composed of tri-partate segments. Are you observing with full attention?"
"Ridiculous. Expulsion into the night would mean my death and make you murderers. For your own sakes I refuse!"
"This journey becomes progressively more repulsive. If we survive remind me never to leave the sunlight again."
"How can you call such a poor attempt 'entertainment' in any shape or form? A dead mermelant is more diverting."
"I am significantly impressed. You bring a new and fuller depth to the meaning of the word 'austerity'."
"For this new abhorrence Iucounu must take full and total blame. My thirst for vengeance has never been so sharp!"
"I take no part in such pomposity. If anything of note occurs you may find me resting beneath that sacking yonder"
"Let us take the forest path. Foul creatures sleep by day. Savage nomads roam beneath the sun. The choice is clear."

Steppe Bend/Angdithlaer/Varanook

"Were I an uncouth soul now would be the time I tried to persuade you with violence to cease your prosthetyzing."
"It is not only hazards that drive me ever more zealously towards my revenge against Iucounu, but also tedium!"
"Let us construct a raft, as best we may, engaging skilled local assistance as best we may. Fates favour the bold!"
"In the region from whence I hail, Gilfigites engage in divine games of chance using cards such as these. Observe."
"I have a lurking suspicion that this bloated river being was coerced to deliver us into this predicament."
"I have an obligation to sample this intriguing fungus, since part of my plan requires me to deduce its market value."
"In my lands devout Gilfigites commonly imbibe strong drink so as to achieve heightened states of reverence."
"Other religious settlements have been unsettling, but something about this locale strikes a chill into my spine."
"Though the dangers have been many and arduous, from time to time our fortunes have not been entirely rank."
"How odd that it must be to live a life entirely suspended in the air. Unless of course one is an avian of some sort."
"I am a noted academic from the lands of Saskevoy & Cil, sent by my Lord to review your Manuscriptorium."
"I sense a rising urge to tie my fealty to these religious tenets, at least for a night or two."

The Scamander Zealot/Ririmaud/Felukhary

"Never fear. He seems bereft. I shall strike him many times until he collapses or flees."
"Two horrors working in tandem! What manner of devilry is this?"
"A fine and noble beast indeed. I for one could ride proudly into Erze Damath on the back of one such as this."
"Hoy! Are you beast or man? Step back from the weir lest I blast you with spells!"
"For the sheer sake of expedience I consent unreservedly to collecting these creatures, but first I require ale."
"Wait. I observe a spoor of peculiar resonance. You there, examine its consistency and tell me your observations."
"Perhaps a person of his potency has a stash of magical curios nearby. I am keen to test this theory!"
"The sooner we reach Erze Damath the better. I long for a comfortable inn and a simple game of dice."
"Fine beasts, I have a proposition. Why live in this forest of fear when clean stables & fresh food await elsewhere?"



"I grow weary of impedimenta, and decline to address this particular one. Alert me when it has been dealt with."
"I require a dozen footmen - each with a large net, a number of erb spears, and a palanquin. Then I will be ready."
"Did you know that roasted in its own carapace such a creature is a notable delicacy?"

The Imperial Heir (inc Ambush & Drakeling)/New to Erze Damath

"Greetings fine sir. Please do not take us for mere hunters. We are Lords from afar, cast adrift from our homes."
"There is nothing quite so abhorrent as the stench of treachery."
"The initial question is surely one of our domicile. I suggest we seek an abandoned manse of superior aspect."
"I am a grandee of Kaiin, travelling the wilds for reasons of fortune and daring. And these are my trusty retainers."
"A magnificent creature indeed. Can we in all conscience slay such a perfect specimen?"
"Let us explore the city without grandiosity, taking in the sights and engaging with the inhabitants."
"I eagerly cast away my previous responsibilities to join your side on this noble venture."
"Might I be so bold as to suggest that the hide of this creature must surely be worth a small fortune?"
"There is no substitute for academic certainty. I now depart, seeking this city's pre-eminent geographer."
"Beware! Bandits are in our midst. Draw your rapiers at once and defend our benefactor!"
"We whole-heartedly accept your offer, dependent only on negotiating an appropriate stipend."
"Though much vies in me for priority, when all else is considered I most desire the services of a superlative tailor."

Erze Damath Adventures/New to Old Romarth/Seeking the Four Wizards

"Here is presented the shining opportunity to adventure and to amass notable wealth. Why do we hesitate?"
"And so we stand so much closer to Pergolo and our rightful vengeance. Iucounu, my rapier will drink your blood."
"So then, let us about our task. Four wizards we seek, and four wizards we shall find."
"It matters not that they are benevolent and inoffensive; for their pelts are worth a small fortune!"
"It is only right and proper that we take from these offensive people everything that we can conceivably obtain."
"Must our challenges be so unceasing? Iucounu I curse you once, twice, thrice. May devils gnaw your bones."
"Here at last is a mystery worthy of our attention. Let us rise to the occasion."
"I am finding it hard to believe. But here we stand, in lands we know, at long last. Iucounu beware!"
"You with the pointed hat. We seek the Four Wizards of Old Romarth. Tell us at once where they may be found."
"Now that the truth is revealed I admit that it is significantly more awful than I had ever imagined."
"As petty as it is, here stands an honest fortress of the lands of the west. I find its presence comforting."
"Is this reality, or some manner of illusion or delusion? I am beginning to forget even my own name!"

The Four Wizards/Back in Azenomei/Confronting Iucounu

"Let us cut to the chase. How best may we assault Pergolo & put an end to Iucounu? No other question has merit."
"Let me kiss the ground, let me lie awhile upon this verge. Never has this listless town felt so sweet to my senses."
"This I give for your pathetic jests Iucounu! And this! And this! Experience my wrath!"
"Iucounu? Again! How many times must he die before we are rid of his odious presence?"
"Get back, ridiculous creature. You have no idea what magnificent terrors I have faced and overcome before you!"
"My feet on the concourse, the scent of fresh-baking Almeri loaves... I must confess to noticing a tear in my eye."
"They are upon us once again. Beware! Beware! Now is not the time to falter my friends. Victory is at hand!"
"So much for your smugness, Iucounu. Here I stand, & there you lie. At last the Law of Equipoise is truly satisfied."
"For pity's sake desist such energetic assaults. We are here to consult with your masters, not to harm them."
"Let us not bandy about the bush. How well can you equip us, and what are the terms you require for so doing?"
"In order to be true to my greatest resolve these last long months I now journey to the Rampant Erb Tavern to drink infeasible quantities of ale."
"In what manner shall we engage this imposing edifice? Boldly by the main door or slyly through a rear window?"
"This is an unlooked for challenge of high perplexity. I wish to sit upon this stump and rest awhile."
"Let us direct to Pergolo a simulacrum embedded with diambroid... A simple handshake and our work is done."
"Here is Pergolo. Somehow it seems larger than I recall. Nonetheless, my resolve is strong. Let us enter at once."
"Send towards us what fiends you will, Iucounu. It matters not, for I decree that your doom is at last upon you!"