



HEROQUEST

BLOOD OVER GOLD

TRADER PRINCES OF MANIRIA

Moon
Design
Publications

By Jeff Kyer
and Friends





HEROQUEST



Blood Over Gold



Trader Princes of Maniria

By Jeff Kyer.

Additional Contributions: Bryan Thexton, Brandon Robins, Nick Brooke, Melanie Kyer, Mark Galeotti.
Commentary, Suggestions, and Error Trapping: Graeme Bell, Nick Brooke, Ian Cooper, Melanie Kyer, Julian Lord, Stephen Martin, Peter Metcalfe, Sandy Petersen, Jamie "Trosky" Revell, Greg Stafford and Mark Wilner.

Cover Painting: Boris Sirbey § *Maps and Diagrams:* Colin Driver
Interior Illustrations: Jason "Bandit" Adams, Simon Bray, Heather Bruton, Javier Charro, Dario Corallo, Sarah Evans, The Brothers Grinn, Regis Moulin, Mike O'Connor, Manoel Magalhães.

Art Direction: Simon Bray.
Content Editing: Mark Galeotti § *Copy Editing:* Jeff Edman
Runes: Issaries, Inc. § *Layout:* Roderick Robertson and Rick Meints

Playtesters: Andrew Armstrong, Brittany Barefoot, Ryan Bouch, Bryan Feir, Matthew Johnson Melanie Kyer, Stuart Lannon, Tyler Lannon, Brian Laxson, Oliver Manzer, Daniel Manzer Joseph France, Tim McDuffie, Tina McDuffie, Paul Rocchi, Stephen White

Dedication:
To my wife, Melanie, who encourages my eccentricities, and my son, Maxwell, who makes it all worthwhile.

Contents copyright © 2007 by Moon Design Publications, all rights reserved. Similarities between characters in Glorantha and any persons living or dead are coincidental. Cover illustration copyright ©2007 by Boris Sirbey. Interior artwork and graphics copyright © by Moon Design Publications or the artist and used by permission. Reproduction of material from this book for personal or private profit, by photographic, electronic, or any other means for storage or retrieval, is strictly prohibited.

Publication ISS 1307.

First Printing July 2007.

ISBN# 1-929052-19-7

The Glorantha game setting is created by Greg Stafford and owned by Issaries, Inc.
HeroQuest and its supplements are published by Moon Design Publications.

Would you like to know more about HeroQuest?
See the extensive website at www.HeroQuest-rpg.com

To buy HeroQuest products, see your local game retailer. If you can't find what you want locally, you can buy them online from Moon Design Publications at www.HeroQuest-rpg.com.



Moon Design Publications
3450 Wooddale Ct
Ann Arbor, MI 48104

Moon
Design
— Publications —





CONTENTS

Sections

Keywords

Across Maniria with Sword and Silvertongue	3
Deep Forests, Rushing Rivers	5
Map of Wenelia	10
Gazetteer	11
The People of Wenelia	17
Trader Princes: Caselain's Men	17
The Ashara Church	20
Wenelians – Clans of Strife	25
Clan Totems and Guardian Beasts	27
Wenelian Tradition	28
Wenelian League	34
Pralori and Hsunchen	36
Becoming Complete	36
Islanders and the New Coast	41
Occupational Keywords	42
Welcome to Fay Jee	48
People of the City	50
The City: Piece by Place	52
Map of Fay Jee	53
Trade in Fay Jee	57
Law and the City	58
Politics and Powers that Be	61
Local Features	62
Fay Jee and Surrounds Map	63
House Caroman	64
House Chambers	65
Family duDerysi	70
House Caroman Notables	72
Other Rogues & Miscreants	76
House Attributes	78
Shadows over Fay Jee	80
Personal View of the Trader Princes	82
Meet the Prince	84
Apprenticeship of A Trader Prince	92
Scarlet Truffles	97
Blue Tusk Trading Post Map	98
Journeymen to the West	104
The Death of a Prince	110
Masters of the House	117
Blood Covers Gold	122
Now What?	131
Index	132

Homeland	
Trader Prince	22
Wenelian	30
Pralori	38
Islander	44
Magic	
Ashara Church	23
St. Caselain the Traveler	23
St. Gilles	23
Tienne the Paddler	23
Order of the Cerulean Gauntlet	23
Wenelian Tradition	28
Dokal Hairyman	28
Oak Woman	32
Silverbark the Great Canoe	33
Vorlan Umathsson	33
Pralori Shapchanging	38
Pralor, Father of Elk Tradition	39
Pralor	39
Desdoval	40
Hoof and Antler, Leaf and Stone	40
Church of Slontos	121
Common Magic	
Fraternal Societies	24
Lords of Oak and Storm	33
Medicine Lodges	33
My Island Home	49
Occupation	
Boatman	42
Fisherman	42
Foot Soldier: Watch	43
Herder	43
Muleskinner	43
Propitiator	46
Trader Prince Noble	47
Creatures	
Elk	38
Lutrai	105





ACROSS MANIRIA WITH SWORD AND SILVERTONGUE

The Trader Princes preside over a network of interlocked noble Houses ruling vast tracts of Maniria through treaties, bargains, and pacts. Over four hundred years ago, the Closing blocked all sea travel, and Saint Caselain began his epic journey from Ralios to Esrolia to save his people. He bargained with non-human krjalki, blue-stained barbarians, and beast-worshipping savages to establish his Trade Path. Since then, the Trader Princes have grown wealthy and powerful as caravans carrying goods from everywhere travel under the protection of their knights and castles.

Forty years ago, the seas Opened, undoing everything. Many Houses have sunk into despair and decay, abandoning their heritage to become petty lords over barbarian peoples. However, a few struggle to retain their way of life, seeking new paths as they following in the footsteps of their saintly founder, Caselain the Wanderer.

What's in this book?

This book contains everything needed to explore the dangerous life of working for a Trader Prince. It includes four new homelands, extensive background information on trade and travel in the Manirian wilderness, barbarian customs, Trader Prince Houses, and new occupation and magical keywords. Other sections include a gazetteer detailing Western Maniria, House Caroman (a "typical" Trader Prince family), and their home, the demon-haunted city of Fay Jee. Also provided are numerous adventures and scenario seeds, gathered into a story arc that allows the heroes to rise from humble beginnings to the very pinnacle of their House.

What are we doing here?

Throughout *Blood Over Gold* heroes must choose between their greed and their better natures. Taking on the role of "new hires" for the Trader Prince of Fay Jee, they must decide between reaping quick profits and long-term commitments. It is impossible to please everyone, and if they try, their employer will not survive long enough to reap the benefits, if any, of their generosity. Throughout this, they become immersed in the intrigues of their overlords, the duDerysi family. When Greymane invades at the campaign's finale, the heroes will live or die based on the strength of the friends and enemies they have made.

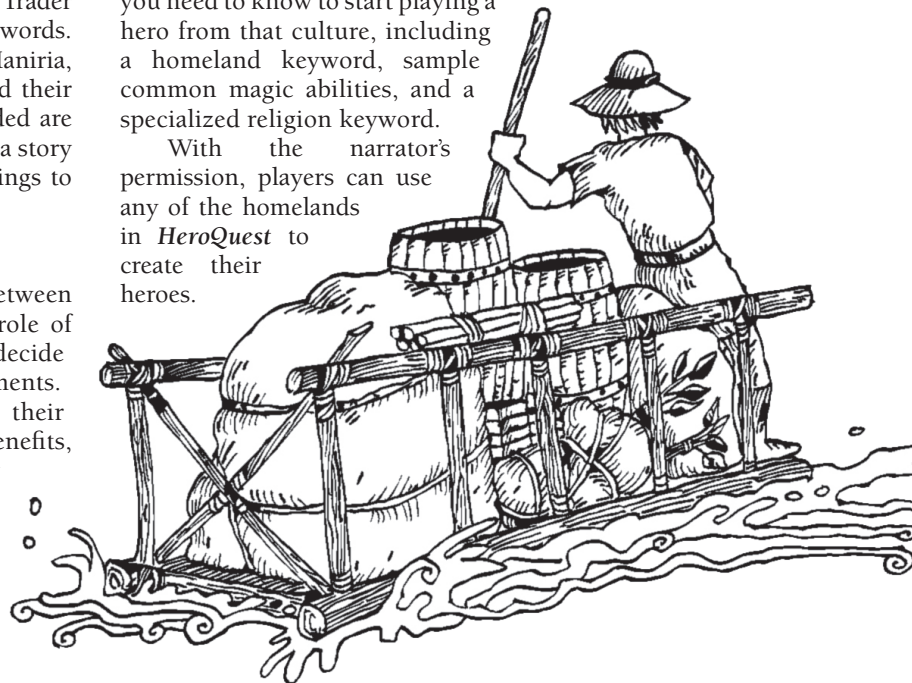
The Trader Princes emphasize openness, exploration, dealing with strange peoples, and making a profit while doing so. Almost anyone can walk off a boat in Fay Jee, which gives considerable scope for tailoring hero bands and makes many characters types available. The price for this versatility is self-sufficiency, as House Caroman hires only those who can function responsibly without supervision or succor.

Play begins in the ruined city of Fay Jee, sacked by the Wolf Pirates only a few years earlier. An ambitious Trader Prince, Yorge duDerysi, has taken over the city and started to rebuild. The initial episodes feature the heroes establishing themselves in local politics and intrigue, but Fay Jee's ancient tower looms over the city, and its shadow will come to haunt the heroes.

Homelands

This book contains four complete homelands necessary for playing in Maniria: Trader Princes, Wenelians, Islanders, and Pralori hsunchen. Each homeland follows the format laid down in *HeroQuest* and includes all you need to know to start playing a hero from that culture, including a homeland keyword, sample common magic abilities, and a specialized religion keyword.

With the narrator's permission, players can use any of the homelands in *HeroQuest* to create their heroes.





Esvulari, Esrolians, Heortlings, and Seshnegi often serve the Trader Princes alongside even more exotic foreigners and the occasional non-human! The intent of *Blood Over Gold* is to create a more “open” group of heroes than the more traditional “closed” hero bands that center on a single clan, tribe, or homeland.

Mixed Worship

Blood Over Gold illustrates the mixed style of worship practiced throughout Glorantha. Most Gloranthans worship whatever local entities help them to survive. They employ a variety of charms, feats, spells, and talents, whose nature depends on local circumstances, and participate in worship without consideration of magic type. Ordinary folk don't care if an entity is elsewhere considered to be from the Storm Pantheon or the Ashara Church. The Otherworld origin is of no consequence to them. Specialized or concentrated magic is relatively uncommon, practiced only by those requiring powerful magic. Where is This?

Maniria and Wenelia

Maniria stretches from the hilly Tarinwood in the west to the wastes of Prax in the east. It is roughly L-shaped and made up of three major sections—Wenelia, Kethaela, and Dragon Pass. Wenelia is the largest area, in the west. Kethaela is in the east on the coast, and Dragon Pass is in the east, north of Kethaela.

The campaigns in *Blood Over Gold* take place in Wenelia, a land of ancient forests, jagged hills, and feuding clans. It stretches from the foothills of the Mislari Mountains to the pirate-infested shores of the New Coast. Bounded by Tarinwood to the west and Esrolia to the east, it is home to most of the Trader Prince Houses.





DEEP FORESTS, RUSHING RIVERS

A Wenelian is someone who knows how to make love in a canoe.
- Sir Burton, *Trader Prince*

*The land of Wenelia is the larger setting for the adventures in **Blood over Gold**. It is a fractious, violent land, filled with feuding barbarians, powerful warlords, and scheming Trader Princes. The land's history has been unfortunate, and little has been done to unify the clans into one people.*

Pre History

Little is known about the land now known as Wenelia before the Darkness. Through much of the Green and Golden Age the era was covered first by Greatwood, a vast elf-forest, of which the Arstola Forest is just an echoing remnant. The waters invaded the land several times. Erenplose defied the sea gods, and in retaliation, Slontos sank for the first time, forming the Mournsea, but the city survived as a bubble of air in the depths that became more difficult to visit with each generation.

One of the few events recalled from this time is the Boar Wars, in which the divine Entruli pigs and animist Mraloti fought to a bloody standstill, leaving only the Orlanthi Vingkotlings as victors. Another is the raiding of Aron, where the Thunder Brothers slew Seravus the Enchanter and stole his beasts.

The Vingkotlings and the Helerings conquered much of the land during the Storm Age, and the peoples there assimilated into the Orlanthi way of life. Elsewhere, refugees from wars in the West settled along the coasts, building cities of stone and brass, but none of that folk remain. When the Darkness came, trolls emerged from the mountains and the now-frozen volcanoes to ravage the lands, and Ehlím, a mighty magician, built a false sun to drive them off. When the Spike exploded and Chaos overwhelmed almost everything, only pathetic refugees remained in hiding. And so the land remained until the Dawn.

Since Time

Disunited in their isolation, Wenelia did not experience a Silver Age. The strongest of the surviving inhabitants were hsunchen such as the Pralori and they extended their control throughout the region. Soon the World Council of Friends began to send missionaries to the region, bringing the good news of the Lightbringers to the scattered people. The Pralori resisted their message, and soon more warlike expeditions followed the missionaries, until in 115 S.T. King Lalmor and his people, the Vathmai, settled in Slontos and eventually drove the Pralori back into their ancestral ranges to the West.

When the Kingdom of Herilia refused to accept the Knowledge Gift sent by Nysalor's Bright Empire in 416, the Empire sent Palangio the Iron Vrok to subdue the region. With his dragonewt and Pralori allies, he conquered the entire region. The only resistance was at Kaxtorplose, where the survivors resisted with the help of the city's hero. For years, armies see-sawed across the land, leaving devastation in their wake, until Arkat liberated Wenelia after defeating Palangio at the Battle of Kaxtorplose in 427. Afterwards, Wenelia was under the stewardship of Arkat's Dark Empire.

During the Second Age, Seshnegi and Jrusteli seafarers colonized the Wenelian coasts. Gradually these came under the control of the Middle Sea Empire, and the Arch-duchy of Slontos became a major power center. God Learner scholars exploited the mythic byways of the region, plundering sacred knowledge with ruthless abandon. They even swapped two of the land's Earth Goddesses! But all was not well. From 818 to 825 windless hurricanes devastated the area, leaving thousands homeless. The rest of the Empire fared poorly as well (see *Glorantha: Introduction to the Hero Wars* for details). Eventually, the Closing spread to the Mournsea in 930, preventing sea travel completely. Even voyages between islands became dangerous, as travelers risked waterspouts, sea monsters, and poisonous fogs. However, the Archduchy remained powerful for many years to come, resisting ever-more vicious raids from the restive Wenelian barbarians of the interior. The God Learners and their empire suffered a deathblow in 1050 when the goddess Slonta rolled over and sank beneath the waves. Hundreds of cities and towns disappeared, and thousands upon thousands drowned. Only a handful of survivors escaped to the west to Ramalia or clung to the few remaining pieces of land, now known as the Wenelian and Manirian Islands.

The Closing cut off Wenelia from the rest of world, much to the relief of the natives, who returned to their feuding ways with gusto. Aside from the enterprising Trader Princes forging a trade route across the wilderness between Ralios and Esrolia, the land spent much of the Third Age in a state of violent slumber.

In 1580, Dormal the Sailor left the Holy Country, sailed to the Three Step Isles, and began what is now known as the Opening. Sailing along the coasts, he freed the ancient ports and peoples from the terror of the Closing. Within a few years, the coastlines were dotted with small cities and ports. This shift in trade came at the expense of the Trader Princes, enervating





The Closing

The Closing swept the oceans clear of all surface shipping and rendered navigation impossible for centuries. The result of a mighty spell cast by Zzabur the Arch Wizard, it began in 920 around the island of Brithos, and by 970 it had spread to cover the entire ocean. Only enclosed bays or island archipelagoes were immune to its effect.

The effects of the Closing were varied. Most commonly, an invisible force mysteriously turned ships about or pushed them back to shore. Often monsters devoured anyone foolish enough to go far offshore. Fortunately for the Islanders, the Manirian and Wenelian archipelagoes broke up the effects enough to allow boats to travel between the islands.

them. Without their wealth, what little stability they brought to Wenelia soon faded. In 1609, agitators from the Lunar Empire encouraged a war between the Ditali and the Esrolians that continues to this day. Warlords arose and began to raid their neighbors. The most famous of these, Greymane, united the Solantheni clans and made a great raid on Esrolia in 1614, plundering many of their cities.

Once again, Wenelia has become a land of strife.

Wenelia: A Jagged, Green Land

Wenelia stretches from the foothills of the Mislari Mountains to the shores of the New Coast. Bounded by Ralios to the west and Esrolia to the east, it is the western part of Maniria. The elf-haunted Arstola Forest covers the northern reaches, cloaking the foothills of the Mislari in oak and maple that have never known axe or fire. Winter comes hardest here, creeping down from the mountains and cloaking the lands in deep snow.

Further south, long east-west ridges and hills parallel the great mountain range, as if a freezing wind had transformed an ocean into stone. Made from limestone, granite, and other, weaker rocks, the south faces of these ridges are steep, but the north faces are often drop-offs and precipices. Rivers flow along the valleys except where they rush through gaps in the ridges. Lighter forests of oak, beech, and maple fill the valleys and lower slopes, providing homes for wild boar, deer, and Wenelian tribesmen. Rainfall is heavy, and the soil is poor, forcing Wenelians to rely on hunting, fishing, and herding for their livelihood.

A loose chain of volcanoes, both active and dormant, divides the coastal region from the interior. Each volcano rises from a surrounding expanse of forest and jungle, the riotous growth of cedar, bamboo, and magnolia fueled by fertile ash of previous eruptions. The plumes rising from the craters and fires of their eruptions can be seen far out to sea.

The New Coast is sharp, the border of Old Slontos often marked with cliffs. Below lies a wide expanse of swamps and tidal marshes. Thick groves of cedar, oak, and pine cover the higher ground, while the marshes are lined with cypress and mangrove. Everything is covered in vines, creeper, and the ubiquitous Heler's Beard. Coots, herons, geese, ducks, cormorants, and other water birds make their homes here by the millions, providing food and clothing for the marsh-dwellers.

Heler's Blessing: Weather and Climate

The Wenelian climate is mild compared to those of Dragon Pass or Ralios. The snow and bitter winds of winter are held back by Heler's warm wind and rains and the imposing Mislari Mountains. The hills and valleys are well watered, and the mild temperatures and frequent rains make this land very pleasant to live in.

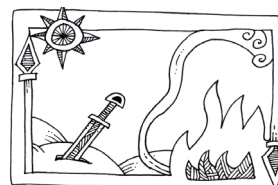


Sea Season

Known as the Time of Warm Rains, Wet Season, or simply Springtime, warm winds come from the Sea as Heler and Thunder Storm return the land to life. Winds are from the west and very strong, slowly shifting

to the south as the season progresses, accompanied by great herds of Heler's Cloud-sheep.

Farmers sow crops; calves and lambs are born. Salmon surge up the rivers to spawn during this time. Travel is difficult, the roads usually very muddy and the rivers high.



Fire Season

Summer is hot as Elmal the Sun vies with Heler the Rain to please the grain goddesses. Bright, hot days ripen crops, and gentle rains nourish and replenish the thirsty soil. The skies are often covered by Heler's

vast cloud except when it is driven away by Elmal. Storms are frequent, with towering clouds building suddenly over the sea and charging shoreward. These Heler Rams or Blue-Ram Storms carry driving rain and (rarely) hail. With luck, their rampages do not fall upon the crops.

Throughout this season, caravans and boats ply the roads and rivers, but by the end of the season, many streams are too shallow even for canoes.



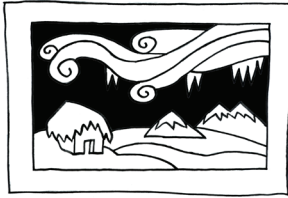
Earth Season

Ernalda's Wind rules this season, which is to say "No Wind" aside from a few breezes and zephyrs playing on hilltops. Sometimes the air is heavy and still except along the New Coast, where each morning the Murder Wind

blows Iphara's Fog into the swamps, and each evening Bevara's Wind blows them out to sea.

Villagers harvest their crops while the fields remain dry. Beasts are slaughtered, and everyone prepares for winter. The rivers swell when the rain arrives; by the next season, they will be too dangerous for travel. Caravans and travelers make their way home. In some regions, farmers sow a second crop, winter wheat for the spring.





Dark Season

Winter in Maniria is relatively mild, filled with sleet and rain rather than ice and snow. Snowfall is light, and the ground seldom freezes deeply or for long. The sky-reaching Mislari Mountains protect the land

from Valind's furious storms, though Inora steals down from the mountains to wither fields and freeze still waters with her cold. Ithas sometimes covers the sky with black cloud sheep that bear no show or rain, and the Wenelians offer sacrifices to appease her and her Darkness kin.

Travel is difficult as the roads become quagmires and the rivers grow dangerous.



Storm Season

Orlanth and Heler drive away their cold winter kin. Storms rage over the hills and forests in the early weeks, one wind struggling with another until the air warms. By the end of the season, the ground is ready for

planting, and the world brings forth life once more.

Rivers flood, and roads are too wet for travel, but boats are refurbished and caravans prepared for the New Year.



Sacred Time

During the Sacred Time, the weather is unruly. Sometime during this two-week period, the winds pause, a great cloudburst occurs, and great herds of Thunder Rams migrate to Dragon Pass, leaving behind clear skies and Heler's Breath.

Water Road, Trade Path: Travel in Maniria

Trade is the lifeblood of the Trader Princes. Trade relies on travel, and in Wenelia that is difficult at best. Caravans wind along the Trade Path, the only real road in the region, while peddlers and traders lead mules and carts along the paths between isolated clans. Only along rivers is travel easy, permitting trade and travel. Control of the water-road has always been a cornerstone of Trader Prince policy. To this day, no barge, boat, or canoe travels past their castles without permission, scrutiny, and especially tariff.

On the Rivers

Wenelia is a young land with ranges of steep hills and vast forests. Flowing through these lands are all sorts of rivers and streams, which are often the only roads available to tribesman and Trader Princes alike. Unfortunately, many streams rush to the sea exuberantly and frequently tumble over rapids or thunder through gorges.

Since the Opening, trade has reverted to its ancient patterns along rivers. Merchandise moves in boats for the most part, as merchants can move goods more swiftly and cheaply that way. The east-west Trade Path is now abandoned except where it connects one valley to another.

Impassable rapids or thundering cataracts frequently block river traffic, forcing the crews to carry their boats and cargoes on portages. This can be as simple as a twenty-foot path around a rock or as arduous as the infamous High Road that winds for fifteen miles alongside the Arole Gorge, where the Volior River churns between towering rock walls.

The greatest rapids have dire-sounding names like Boatgulper and Hullslicer, which warn everyone of the danger. Hostile spirits and other supernatural beings abound in these rough waters, eager to claim more victims. Locals charge travelers dearly for safe passage if they know the secrets to appeasing such beings or if they control the portage. Crueler than the rocks are the rapacious tribesmen that lie in wait for unwary travelers. Merchants hire mercenaries and travel in convoy if they must to force a passage.



Hullslicer





Canoes

Perfect by the Wenelians centuries ago, canoes are the workhorses of the rivers of Wenelia. They range in size from swift, two-man craft used by fishermen to sturdy freight-canoes carrying a ton of cargo. The largest freight canoes are almost forty feet long and five feet across. Carrying over four tons of goods fully loaded, their crew of a dozen paddlers can travel more than fifty miles in a day. Canoes provided Saint Caselain with transportation and shelter (underneath) and were the first bargain he made on his journey.

Most canoes are fashioned from birch bark and cedar-strips glued together with pine pitch. They are also very fragile; a sharp rock can gut them in a heartbeat. Amazingly light, two men can portage the smaller ones by carrying them over their heads. Along the coast, some of the islanders fashion dugout canoes from tree-trunks hollowed out with stone axes and fire. While sturdier, they are both clumsy and heavy.

On the water, canoes are remarkably sensitive, and crews do not dare change position while paddling. Nor are they dragged up on shore like a boat. Instead, the paddlers leap into the water and nimbly lift the canoe overhead. Canoes are very unforgiving, and unskilled handling or unexpected winds can dump crew and goods into the water in a heartbeat.

Jhoraz Boats

Along the larger rivers, the Princes employ Jhoraz boats, so-called, as House Jhoraz first used them. Based on an old Jrusteli design, they are flat-bottomed craft with clinker-built hulls; the boards overlap each other, making it very resilient. Each boat is between twenty and forty feet long with raised bow and sternposts, usually fancifully carved. The larger ones even have small cabins fore or aft. With their shallow draft, they simply glide over most sandbars and shoals. They are durable enough to run rapids that would shred any canoe. Jhoraz boats can carry up to a dozen tons of cargo when fully loaded, more than any canoe. However, their weight makes portaging hellish as crews haul the boats overland on logs or specially built carts.

Six to eight oarsmen work the boat's twenty-foot sweeps, while the bowman fends off rocks and stumps, and the steersman guides the craft. A small square-rigged sail aids the rowers, but the river winds are notoriously fickle and are often under the control of a scheming shaman or piratical god talker. However, the sail makes a fine shelter for the crew and cargo at night. During the winter, they are weighted with rocks and sunk into ponds. There, the cold water helps preserve them against rot. They seldom last more than a few seasons of use.



Keel Thumping

For all their usefulness, Jhoraz boats seldom last more than a few seasons before falling apart. Fortunately, they are ridiculously easy to construct in a short amount of time. Two men can build one in as little as two weeks if they have access to the few brass fittings required for the boat's simple rigging. The trickiest part of construction is finding proper wood for the keel. Typically, the builders place spruce or cedar beams in stands. One man cocks a crossbow against one end of the beam, while the other listens intently at the other. If the sound resonates clearly through the wood, it is sturdy enough to be used. Aesthetics matter little when building these sturdy boats, and the boatwrights usually cover the exterior in pine-tar to calk the seams and boards alike. The only adornment typically found on a Jhoraz boat is the fancifully carved stem and stern posts. Often taken from the crew's previous boat, these house the boat's spirit.



BLOOD OVER GOLD





Rates of Travel

Travel Method	Distance in Miles Per Day
Canoe*	40-60
Portage	3
Jhoraz Boat*	30-40
Portage	<500 feet per day
Raft	10 (30 downstream)
Cart or Wagon	10-15
Foot	20-25
Horse	25-30

* Rates assume relatively slack water. Traveling with or against the current can increase or decrease the distance traveled by up 1/2.

Road, Mud, and Moccasin along the Old Wenelian Road

Winding from Ralios to Esrolia through the rough hills and forests of Wenelia is the Old Wenelian Road. Built wide enough for two carts, the road was surfaced with gravel or stone. The simple fords crossing most streams are impassible during heavy rains, but bridges often grace river crossings. Occasionally these are made from stone. Over the centuries, small towns grew at these river crossings or where goods are transferred between cart and canoe.

Castles, way stations, and shrines ensure that caravans have a safe haven each night, and every traveler gets a friendly welcome, warm food, and strong drink in accordance with their station. During its heyday, as many as three or four caravans a week would travel the road during Fire and Earth seasons, dozens of carts and wagons moving together. With the decline in east-west travel, the road traffic is mostly local carts carrying goods to market, and many of the inns and way-stations are abandoned. Trader Prince magic and local labor kept the road in good repair over the centuries, but now the forest encroaches further each year and will someday reclaim the great Trade Path.

Terrain greatly affects distances traveled, as do heavy burdens. The above rates assume lightly loaded vehicles or bearers traveling on roads, good paths, or placid water. Heavy loads, as carried by most caravans and convoys, reduce travel to 2/3 the listed rate. Rough terrain such as hills, ridges, deep forest, or poorly cleared paths also reduces the rate to 2/3 normal. Travel through unknown wilderness or rugged terrain such as swamp, mountain, or jungle reduces travel to 1/3 and may prove impossible for carts or wagons. Penalties are cumulative. Thus, a heavily loaded cart traveling over hills along poor paths would count itself lucky to manage five miles a day.

The Trade Road, long maintained by Trader Prince magic, is blessed and blesses those who travel it and can be considered "good road" or "excellent water." Those traveling it exclusively gain a 1/3 bonus to their daily travel rate.

Abilities and personality traits can affect daily mileage. The simplest method is to treat such abilities as *Know Terrain*, *Tireless*, *Couch Potato*, or *Lazy* as simple positive or negative augments.

Example: Hiking Trails

Someone hiking on a trail with normal hiking gear and food in hills would travel 2/3 of 20-25 miles or about 16 miles a day.

Forced Marches

Forced marches require a contest against a base 14 modified by the ease/difficulty of travel. These modifiers add or subtract +10 to the difficulty; forced marches across hills and swamps are more difficult than ones over flat plains and good roads. Each additional mile adds a +2 to the base difficulty. Rugged terrain, particularly mountains, increases the difficulty by +20 or more.

Example: Forced Marches

A caravan wishes to cover an extra 5 miles per day over forested hills. The paths are good, but the carts are heavily burdened. Normally they would cover 15 miles but can only cover 5 per day due to the modifiers. The caravan master wants to cover 20 miles. The difficulty becomes 4W, but with the rough terrain and heavy burdens, the difficulty is now 4W2.

Caravans

Once away from the shelter of the castles, people travel in convoys or caravans. Once caravans consisting of scores of carts and wagons and carried hundreds of merchants, pilgrims, and other travelers moved through the hills. Their guards were more than a match for those seeking to enrich themselves, though thieves lurking among the travelers were a constant trouble.

Those days are gone, and wary merchants travel the road in groups of few dozen or so, protected by whatever help the local Trader Prince can provide.

River Carts

The Wenelians are the inventors of the so-called river-cart used throughout the region. Originally used on long hunting trips, the cart is named for one remarkable feature that endeared it to the practical Trader Princes—it makes a very serviceable raft. With the wheels removed, it can either be loaded onto a barge or float down the river as a raft.

Each cart carries about 800 pounds and is pulled by two oxen. Fashioned completely from wood, River Carts are easy to repair, especially as metalworkers are rare in Wenelia. Rawhide is wrapped tightly around the cart's eight-foot high wheels, which are tilted outward to prevent the cart from sinking in mud. This gave the cart a wobbly, ramshackle appearance that belies its sturdiness. Grease is never used because it would combine with the ever-present dirt to grind the axle to pieces. As a result, the squealing of the bare axels can be heard for miles.

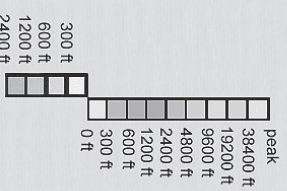


Terenelia



Key

- ★ Ruin
- ⦿ Temple / Mythic Site
- Dillage
- Seat
- City
- ▲ Peak
- ▨ Tidal Marsh
- ▨ Woodland
- Trade Route





Gazetteer

Every river tastes different. - Tienne the Paddler

Acrotori (small city and castle): Greymane destroyed the city's walls when he taught Prince Sadavelii a lesson in manners. Each year since, House Acrotos grudgingly pays tribute in weapons, grain, and cattle.

Arole Gorge: Here the Solanthi River thunders through a narrow gorge as it passes the Pelushi Volcano. Scores of graves mark the grueling High Road portage that winds high above the river. Most merchants dread this route, as local warriors alternately act as hired guards or treacherous bandits as mood and opportunity strike.

Ash and Glass Ruins: The melted remains of an old hill-fort. The stones glow at the night with an eerie radiance. Travelers along the Vorianor River give this place a wide berth.

Aulorings (tribes): The four tribes of the Aulorings inhabit the frequently-flooded lowlands around the Noshain River, north of the New Fens. Formerly Orlanthi, their myths remember the drowning of Slontos as the outwitting of Orlanth by their god Hibour (a god of floods) and his subsequent marriage to Carra, their local earth goddess, hence their name for the land, Caratan. Their culture of respect (rather than individualism) seems the key to their remarkable degree of unity, for Wenelians.

Azure Lake: The waters of the lake are shockingly bright and pure blue, the legacy of the blood shed by the Black Ram as he fought the Chaos god Ui. Helerings from everywhere make pilgrimages here to seek blessings for love, war, and healing at the Bluewater Temple.

Azure River: Flowing from Azure Lake, the waters of this river are a brilliant blue until mingling with the Warm and Gorphing Rivers. Blue animals, fish, frogs, and even blue herons thrive along its banks and are sacred to the Heler, the Blue God.

Bath: This small city of 3,000 is ruled over by one of the bishops of the near-moribund Church of Slontos and is famous for its hot springs. Trader Prince entrepreneurs restored some of the ancient Jrusteli-era spas several years ago, but war has hindered Bath's reemergence as a health resort.

Bay of Pigs: Mocking name given to the central Mournsea framed by the Wenelian and Manirian Islands, as the surrounding peoples all seem to be descended from swine. No one has ever seen a flying or swimming porcine, but rumors of tusker pirates persist.

Blue Fox: Pilgrims from a distant land visit this shrine, where their goddess denned for a time. The local foxes are blue-furred and remarkably hard to catch.

Boatgulper: These rapids on the Darkel River are restless and untamed. Supplies to Fort Digger require portaging over the backbreaking Three Mile trail. This is a favorite place for trolls and troll-hating natives to raid travelers.

Coal Mountain: The local Trader Prince has reopened the old mines here after the Maldros drove out the local trolls. Coal moves downstream in small barges, skirting the ruins of Jadnor on the way to Peelo.

Dabask (tribe): The clans living along the Vorianor River are splendid boatmen, even for Wenelians. Many of them hire out their services to merchants, Trader Princes, and adventurers. The tribe formed in response to increased pressure from the Aldryami to the north.

Darkel River: Flowing from the Haunted Fields, this river is too rough for barges or canoes, and those traveling to Fort Digger must walk alongside it.

Dokal River: Sacred Dokal was the first to paddle this river, taking his canoe down from the mountain where he was born. The stream is mostly rapids and waterfalls.

Dokal's Mound (mountain): Somewhere on this mountain is the ancient shaman's camp. Enemies burned the mountain's slopes black long before the Darkness. Anyone braving the marauding spirits and hostile storm-creatures might find the ruins of Dokal's home.

Dokali Hills: These highlands are some of the roughest terrain in Wenelia. Lying between the Solanthi and Nimistor valleys is a maze of twisted woods and shadowy valleys broken by savage crags and sharp ridges. Old magic lives on here, and unwary travelers may disappear into myth.

Dokali Lakes: A series of small, pure lakes in the Dokali Hills. The almost-featureless, barely human inhabitants fish the lakes with needle-like spears, live on islands, never touching the shore.

Donali (city): This city of 4,000 people lies on either side of the Volior River. Since every attempt to bridge the river has resulted in disaster, four ferries powered by ox-drawn winches provide a crossing. The city and its river navy are strong enough that its Council has maintained a precarious independence.

Doraer (Ruin): Lying in the shadow of Ryzel, humans abandoned the city after the collapse of Slontos. Dragonewts and restless dead prowl its crumbling remains.

Elkland (forest): See Pralorela.

Erenplose (hidden city): Sunk deep under the Mournsea during the Darkness, this city is surrounded by a magical bubble of air. No one has visited it since the First Age.

Frestuli (tribe): The clans along the Tignonior River banded together to fight off the increased depredations of Saber-toothed Lion People. Their warlord, Garath, has declared they will destroy their lion-worshipping foes or die.

Gemborg (dwarf city): Located on and in the slopes of Bluesmoke Volcano, this sizable dwarf community trades unique gems and essences in exchange for unusual services, raw materials, and protection from outside interference.

Gorphing River: The Ditali once occupied the Gorphing valley, but Esrolian population pressures forced them upstream. The fields and villages along the river are blacked wasteland from the incessant warfare. The river spirit allows those it favors to travel with speed and safety.

Gualal (ruin): Arkat and Palangio destroyed this First Age city in their struggles. Only a few blocks of stone and ghostly cries remain where a great city once stood.



DEEP FORESTS, RUSHING RIVERS





Haliik's Clove: A small village near the Haunted Fields. The obsidian knives they produce are among the best in Maniria. The volcanic glass blades are sharper, though more fragile, than any metal.

Handra (large city): This powerful trading city languished during the Closing but has now resumed its traditional role as half-way point for ships traveling between Nolos and the Holy Country. Trade from Ralios now travels down the Noshain River, enriching the city at the expense of the Trader Princes. Over twelve thousand people live on the city's seven islands, ruled by a surprisingly democratic council of guilds.

Hell Castle: Rocks twist skyward in an unearthly fashion around this open sore on the face of reality. Palangio the Iron Vrok summoned a chaotic army here "without passion or judgment" and sent it against Kaxtorplose. To this day, broo, jack-o-bears, and other chaotic breeds haunt the area. The castle occasionally spews out foul raiding parties, many of whom are frighteningly well-disciplined and organized.

Hermitage Bay: The Closing never lifted from here, and to this day monsters sport in the still-abandoned harbor.

Heroral (ruins): King Fodluth founded this city as the capital of the Kingdom of New Herlaning in 370. The missionaries of the Theyalan Council spread the worship of the Lightbringers from here. Today the city's ruins lie under a shallow bay guarded by merfolk. However, they allow fishermen to harvest the teeming brillfish that swarm through drowned walls and towers.

Hills of Vengeful Ghosts: This small range of foothills in the Dokali Hills is infamous for the hungry spirits of a vanished tribe of cannibals lurking here. A few shamans know how to appease them, allowing quick travel between the Solanthi and Nimistor valleys.

Hot Point (volcano): A slumbering mountain on the border between Caladraland and Esrolia. The natives about it are equally quiescent.

Drowned but not Forgotten: Herilia

Only scattered islands of the Wenelian chain mark the remains of Herilia. It was once a prosperous kingdom, but Palangio led his army across water in 417 and conquered it. He captured their ruler, Prince Iridwin the Diver. "One last dive, enemy," he said. "Can you see the osprey swoop?" and barehanded Palangio tore Iridwin's brains out through the front of his face. "I am the destroyer," he said, "Without hatred. I am Kazkurtum, here for you." No rebellions followed, while he and his army of dragonewts remained in the land.

It was from here that the God Learners mounted their fruitless attempts to visit Erenplose. Despite their power and knowledge, their rituals always failed to breach the magical city's dome of air. When the Mournsea swallowed Slontos, this section of the land sank swiftly and deeply. Rumors persist that traces of Prince Iridwin's temple can be found on one of rocky islets that are all that remain above the waves, but none have successfully braved the God Learner Dooms that lie heavily on them.

Howler Volcano: Recently awakened, this volcano's slopes are populated with ashen statues and fleeing, burning ghosts. Before the Burning Spear's arrival, no one dared live near this violent, angry mountain. Howler empowers the Colanti, and they bring back many Caladralanders for sacrifice.

Ice Mountain: Snow and ice covers this "diseased" mountain even in the warmest summers, and occasionally it vomits up hailstones and icebergs, terrifying the surrounding humans. Troll expeditions brave the ice demons and wrathful mountain to get immortal crystals of pure Ice and Cold.

Island of Golden Plenty: If ever an island was misnamed, this would be it, as it is little more than a windswept sandbar. However, each storm washes up golden treasure—amber. Patient islanders tend to their traditional stretch of beach for trade with passing ships.

Jadnor (ruins): The surrounding natives shun the haunted remains of this Jrusteli port. Brave and foolhardy invaders able to overcome the magical curses and hungry spirits wandering these ruins sometimes find incredible wealth, but most die and join the ghosts.

Jubal Town: Lying at the confluence of the Nimistor and Vorianor rivers, this small "Free City" is a magnet for scoundrels, outcasts, and entrepreneurs from all over Wenelia. They maintain a fierce independence from the "Traitor Princes" they overthrew generations ago.

Kaxtorplose, Holy City of: (tiny city): Site of many pilgrimages, this tiny city and its hero sheltered thousands from Palangio and his armies in an ever-shrinking perimeter until Arkat rescued them. The Prince-Bishop of Kaxtorplose rules the city's citizens and is the nominal head of a now-extinct Church.

Kithma (city): Seized from the Ditali by the Esrolians in 1618. Guarded by the hideous Fort Thomble, a legion of hell-crazed axe women, and extensive earthworks, it is the strongpoint on which the Esrolians will break the Ditali. General Biendien has sworn her life on it. The city has fallen to half its pre-war population of 8,000, as many inhabitants fled.

Lukae (ruin): King Heroral founded this city in the First Age. Newtlings forbid access to the ruins, for they nest among the rocky hummocks that are all that remain of the city.

Meetinghall Island (volcano): Drowned when Slontos sank, this volcano god has rekindled since his worshippers made contact with their kin in Caladraland. The islanders worship twins, music, and their sacred volcano.

Merbuli River: Main tributary of the Nimistor River, it flows from deep within the Arstola Forest. Named for the brown elves that live there, its untamed and violent river god permits no boats on his waters.

Mislari Mountains: A range of mountains reaching to the Roof of the World and impassible to anyone except Heroes. The last group to cross successfully was the White Horse Troop under the command of Sir Ethilrist. Somewhere in these mountains lie the Convergences, where the Otherworlds and the Middle World blend into one.

Mournsea: Named for the first flooding of Slontos, which first sank before the Darkness, leaving behind a vast shallow bay covering the drowned lands. Some of the richest fishing grounds in Glorantha lie here, and the many reefs, shallows, and islands are dotted with pre-Closing ruins.

BLOOD OVER GOLD





Nimistor River: Rapids, ambush, and hostile spirits make travel along this river dangerous except for those under Trader Prince guidance. It flows from the Arstola Forest and empties into the Mournsea near Fay Jee. The mouth of the river is a series of marshy islands and twisting channels.

Noshain River: Flowing down from Highwater through the New Fens, it carries trade between Ralios and Handra that has enriched the Aulorings living along its banks. However, raiders from the New Fens and Ramalia grow bolder each year.

Peelo (city): A small city of three thousand people and capital of the Maldros Tribe. Their worship of Pelushi protects them from inland raiders but leaves them vulnerable to the sea.

Pelushi Volcano: The Maldros protect themselves from inland raiders by calling upon the volcano's clouds of poison stone and fiery ash. The inland tribes seldom raid them, and they have become prosperous and complacent.

Pendali River: Named for the lion-worshipping folks who once lived here. The last of them made bargains with Caselain, and their gods now protect the caravans traveling here in exchange for sacrifice.

Petrified Sea: Veskarten changed invading ocean spirits to stone here in one of his few victories over the Sea, leaving a vast field of rock resembling churning waves where only bandits, pirates, and outlaws live. Rumors persist of demons and ogres lurking amid the rocky spires and lava-flows. At other times, the area is surging water, with waves and waterspouts crashing against shore.

Poison Shore: This coastline is a mixture of jagged cliffs, dangerous surf, and isolated beaches. Constant war between the volcano gods and the angry sea results in eruptions of boiling water, clouds of acid soot, and turbulent currents. Natives delight in luring unsuspecting ships to their doom with false beacons, looting the wrecks, and selling the hapless survivors into slavery.

Pralorela: Also known as Elkland, these forested hills are home of the Pralori, an elk-riding hsunchen people, along with the Damali deer-folk and several other, rarer hsunchen. Caravans traveling between Ralios and Wanelia pass through this land under the protection of the Trader Princes.

Pythos University (ruin): Lying undisturbed under twenty feet of water, this God-learner school appears completely intact. Students and faculty continue their daily regimen—as ghosts. Unwary investigators soon find themselves registering for classes and attending lectures.

Nanilal (ruins): Nothing remains of the fortress-monastery built by the Order of the Knights of the Silver Shield to defend Bostalos. Trolls destroyed both long ago.

New Coast: Manirian coastal region stretching from Ryzel to Caladralland. Frequent river mouths break up the cliffs of this rugged coastline. Numerous towns and cities have sprung up at these harbors since the Opening.

New Fens: Once rich farmlands are now a vast tidal marsh. The secret home-nests and breeding pools of the Newtlings lie here. Other inhabitants include giant otters, marsh folk, and the occasional broo.

Nimistor: Wooded region drained by the Nimistor River. The squabbling clans seldom unify into anything more significant than short-lived tribes. Some of the recent groupings are the Dabask, Frestuli, and Uliover tribes and the Trader Prince-sponsored Wanelian League and the Yalonda Confederacy.





Red Beach (town): Bright red sands mark this nesting ground for sea turtles along the Poison Shore. The locals have begun hunting them for meat and shells to trade with the sailors stopping here.

Satemos: Small island in the Manirian chain. The natives appease the merfolk and grow some of the best einkorn found in the islands.

Siren Falls: The spirits of this deceptively small waterfall lure men to their deaths, drawing them recklessly over the precipice.

Solanthi River: Named for Solanthi Tribes that live around it. Volior is its spirit, and this is the name the local Entruli folk know. Canoes travel the upper reaches of the river, but the lower river rushes through a series of gorges, waterfalls, and churning canyons as it struggles past the volcanoes.

Solung: This city marks the eastern end of the Trade Path. Caravans once gathered here before setting out on the long trek to Ralios, but now the caravanserai and markets are empty, and the people are desperate. Refugees have swollen the population to over 7,000, which is far more than the local farms can support.

Sorani River: This river makes up the heartland of the Colanti tribe, and its valley is filled with small farms and villages as it tumbles its way to the sea from the slopes of Howler Volcano.

Staton (city): This small city's population has grown to over 8,000 as people fleeing the war flood through its gates. The surrounding lands are devastated, and the Governor plans to forcibly move the unwanted newcomers elsewhere.

Temple of Peace: The World Council of Friends met here to bless missionaries bearing the Lightbringers' message. In the Third Age, it is a ritual site where the Solanthi settle disputes. The only hospital in Wenelia is located here, run by the Sisters of Mercy, though many other healing cults, schools, and spirits find worship here. Trader Princes use the temple's magic to protect their caravans and markets.

Tiger Ford: Located far up the Nimistor from Joral, this ford avoids the tolls of the Trade Path, but those using it are vulnerable to the Saber-toothed Lion Folk who still raid and hunt there.

Tigronior River: Tributary of the Nimistor River, named for the Saber-toothed Lion Folk who have lived along it from before Dawn. They raid caravans ceaselessly, refusing to bargain with intruders.

Tiskali Island: Barren rock in the Mournsea swept clean of life by vengeful merfolk, the island was sacred to Iron Harpoon, but its temple lies in ruins now.

Troll Mountain: This mountain is made of blackened stone and riddled with lead veins. Wretched trollkin work the lead mines, and their dark troll overseers are quick to capture or buy replacements. Troll Mountain is one of the world's largest lead producers, with the bulk of the metal going to Esrolia, the Shadow Plateau, and beyond. The mountain is hollow and reaches to the Underworld. Coming from the depths is the dreadful "Hellwind" with its cargo of evil spirits, demons, and ghosts that plague the surrounding lands.

Turtle and Iguana Islands: This small series of barren islands have several wildly different species of sea-lizards. One is home to the speaking lizards; another has the red-frilled

lizards; and deadly poison-tooth iguanas inhabit the third. When transported from one island to another, their offspring are the species native to that island. All these islands are home to the weeping sea turtles, which mate with the land-bound tortoises. Unions with their own kind produce only sterile eggs. The islanders shrug and say, "Trickster Islands are strange."

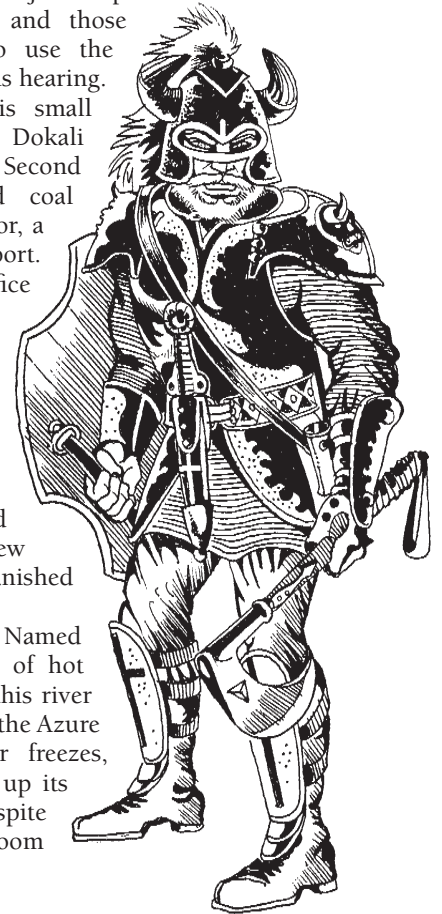
Uliover (tribe): Kaxtorplose pays these clans to keep dragonewts out of sight of their walls. However, the citizens forbid the "unclean" natives entrance into their sacred city.

Volior River: Alternate name for the Solanthi River. Volior is the name of the Majestic Spirit inhabiting the river, and those traveling are wise to use the correct name within his hearing.

Volor River: This small river flows from the Dokali Hills to the sea. In the Second Age, barges shipped coal from the hills to Jadnor, a Second Age Jrusteli port. Now, the barges sacrifice to the river god again.

Vorianor River: Draining the Ryzel Hills and the County of Bastis, this river was once one of the great thoroughfares of the Trader Princes, and the Dabask tribe grew rich from the now-vanished convoys.

Warm River: Named for the large number of hot springs at its source, this river flows from the Bath to the Azure River. Since it never freezes, canoes and boats ply up its length all winter despite the snow and ice that loom on either back.



Heler's Fleece

Festooning the cypresses and oaks of the New Coast are long streamers of a peculiar grey moss. It is not a parasite like so many vines and creepers are, only using the tree for support and shade. The gray streamers have no seeds and no flowers, appearing on the branches as if by magic. Natives give the moss several names, among them Heler's Beard, Heler's Wool, and some less printable ones. When gathered from the trees, it can be used in a variety of ways—dried for a spice, woven into lightweight clothing, or used as bed and cushion stuffing. Some varieties of the moss are magical, allowing one to subsist on air, mist, and sunlight alone. No method has been found to cultivate the moss, particularly the magical kinds, and most Wenelians and New Coasters simply say that Heler's Wool is found where Heler loses it.





Wyvern Ruins: Remains of a towered city along the Vorianor River near where it flows into the Nimistor River. Numerous semi-intelligent wyverns nest here and viciously attack both intruders and passing boats. Once known as Bemelor, its architecture resembles Fay Jee's.

Yalonda Confederacy: A weak tribe of centered about Joral under the guidance of House Jhoraz. They pay the Lion's Tribute but dream of plundering the Solanthe in turn.

Yellowstone (city): Prince Mikael of House Philiam rules here from the Castle of Yellow Stones, built from magical stones that shed a warm glow that trolls find particularly repellent. Greymane seized control of the city of 3,000 for non-payment of tribute, but the castle and its magic remains in the hands of the Trader Prince.

Zusthra Falls: The miners clustered around the base of the falls pan for Zusthran sunstones washed down from the Arstola Forest. These gems glow with a soft gold light when held. Many say they are sacred to the Cold-Sun Spirit, and travelers and elves vie to purchase the stones from House Jhoral's agents, while others seek to steal or smuggle them.

Meddling Outsiders

Several powerful groups have been interfering with the Trader Princes and Wenelia in general. Presented below are a few of these meddling outsiders. Most are sea-borne and raid the coasts with impunity, but some are "home grown" menaces.

Kingdom of Smelch

Alatan, also known as the Pirate Isle, is the site of the small city of Smelch, the Pirate City. When Dormal sailed into their harbor, the inhabitants tried to kill him and keep his secrets for themselves. After failing this, they have taken to the seas as pirates and were a serious menace along the coasts. Their mysterious leader, Exeks, a highly intelligent and magical trachodon, holds court of over a motley assortment of humans and his less-intelligent kin. Since the Quinpolic League destroyed their fleet, they no longer raid the coast in swarms. However, they still raid shipping throughout the Mournsea. Their chief weapon is a sea-going ram, basically an outrigger without a canoe, pushed by four trachodons

swimming underwater. These "vessels" dart out from hiding with amazing speed to sink or capture ships. Since the craft is mostly underwater, the pirates are difficult to spot and just as difficult to hunt down.

Ramalia

This kingdom is one of the most miserable in Glorantha. Lying west of Wenelia, this hilly land is inhabited by the descendants of ancient Entruli (boar worshippers) and Mraloti (boar hsunchen). Ruling over them are the accursed survivors of Slontos who somehow escaped their doom. The inhabitants fear and hate the sea and



CORAZZO





After the Opening, the people of Tiskali Island grew over-proud. Reviving their worship of Pelaskos and Harpoon Sea-slayer, they defied the sea-king and his laws. The retaliation was devastating. First, the local waters became bare of fish. Then any boats departing or arriving were sunk and the crews devoured by sharks. Lastly, a series of waterspouts roared across the island. Their whirling devastation salted all of the fields and destroyed all of the homes. None know what occurred next, but all that remains on the island are disjointed bones and desiccated corpses.

Wolf Pirates

These fierce sea-raiders are a byword for terror along the coasts for a generation. Originally piratical natives from Ygg's Isles far to the north and west, they are now made up of brigands, bandits, and scum from all over Glorantha. Led by Harrek the Berserk, they destroyed the Holy Country fleet in 1616 and began a reign of plunder and rapine along the coasts that has not ended yet.

Wolf Pirate ships band together in groups of a dozen or more ships to raid. Fleets of over a hundred ships are not unknown, particularly when they gather at one of the remaining coastal cities. The figurehead of each ship embodies a fierce guardian that is the focus of the crew's worship. Originally, their ships were exclusively Yggian longships, but numerous other ships have joined through a mixture of capture and recruitment.

The pirates base themselves on the desolate Three Step Isles, where they can menace any ships traveling along the coast. There

each ship captain has a voice in the Ship's Council. Council

decisions are not binding, but once a captain voluntary gives his loyalty to a chosen leader for a mission, the leader's word is law. In practice, Harrek rules the Council, as no one wants to anger the berserk by disagreeing with him, which would be a fatal mistake. Their ramshackle city of Shipstead is one of the richest in the world, where even the meanest slaves wear plundered silk and gold.



Men of the Sea contains further information on the Wolf Pirates and the pirate's life on the high seas.

ritually sacrifice anyone shipwrecked on their shores to their Ocean-hating demons. King Pauzal the Impaler rules the kingdom, and his Axemen and Taxmen regularly terrorize the populace with his harsh demands. Since most forms of commerce are illegal to any not of the King's blood, the Trader Princes have little to do with them. All previous attempts at Fair Dealing have invariably resulted in extortion, murder, and shoddy goods. In recent years, the Ramalians have grown stronger and have begun enslaving the surrounding lands. Strong raiding parties have pillaged more than one House. Only the Trader Prince's rivals at Handra seem to have the strength to resist.

Merfolk

The fishermen of the Isles are dependent on the goodwill of the merfolk. Known as the Ludoch, the sea-folk are air-breathing mermen, sometimes called seal-folk. Most Islander religious festivals involve them, with land-grown food being offered up a ritual sacrifice to the sea. In turn, the merfolk shoals, as their tribes are known, drive schools of fish into the islander's nets. Often the seal-folk escort the Islanders, frolicking in their wakes. Serving as both guides and chaperones, they ensure the Islanders do not break any taboos or visit forbidden islands.





THE PEOPLE OF WENELIA

Striving for perfection is foolish as well as vain. Statutes are all well and good, but they fare poorly on the field of battle.

- Sir Brian Not-From-Here

Three major groups of people make up the Trader Prince Houses and nearby communities—the descendants of the Caselain's original traders, the native Wenelian clansfolk, and the coastal peoples living along the New Coast. Each of them has its own strengths and weakness and is provided as a Homeland, along with the primitive Pralori elk-folk who are found wandering through the region.

Trader Princes: Caselain's Men

The Trader Princes are a widespread, vibrant group. They forged the once-mighty Trade Road stretching over a thousand miles from Ralios to Esrolia. Caravans travel by boat or cart along this road, carrying goods from as far away as Kralorela, Seshnela, and the Lunar Empire. Their negotiators maintain ancient pacts with the Elder Races and broker peace between the warring tribes. Their spies and agents sow deceit and suspicion among their enemies, while mail-clad knights keep their castles safe from warlords and rival Houses.

The Trader Princes arose from opportunity in the eleventh century. Although the seas were Closed, the people in Ralios still wanted goods from Dragon Pass. Bold knights and Companies of Adventurers traveled eastward through Pralorela and Wenelia toward the fabled land of Kethaela, braving hostile natives, raging rivers, malignant forests, and marauding krjalki (non-humans such as trolls, elves, and dragonewts). Most of these groups perished and were forgotten, but Sanuel Caselain was led by piety, not greed, and succeeded in opening the Trade Path, now often called the Old Wenelian Road, by trading and gifting those he met while following the footsteps of Ashara, Mask of the Invisible God.

Along the Trade Path

Saint Caselain founded several strongholds during his travels to secure the trade route. Over the years, those he left behind came to terms with their neighbors through treaty, conquest, absorption, and assimilation. Most of the Trade Path lies in Wenelia, a land of deep forests and rushing rivers inhabited by feuding mixture of Orlanthe peoples and animal-worshipping hsunchen. The Trader Princes provided a neutral party for trade and negotiation, beholden to none and respected by all. Now a series of merchant and chivalrous families, called the Trader Princes, maintain a chain of forts, settlements, and castles that stretches from Highwater in Ralios to Solung in Esrolia.

Each House is sovereign, and fierce rivalries exist between them as they compete for resources, status, and authority. Many exist in a state of armed neutrality, though all respect the caravans. To do otherwise would cast aside all that they are. The usual state of affairs is a covert war, where agents of one family seek to undermine another, either to avenge slights or to bring a weaker House under the dominance of a stronger.

Originally devout Rokari, the Trader Princes have become less strict in their interpretation of Malkion's Word. Since then, they have adapted to local customs and conditions, and several strange variations exist.

At least one House has a chapel to Dark Ashara, a trollish innovation.

Conversely, some of the Orlanthe have adapted to become "Trader Princes," displacing or absorbing the local House. By the seventeenth century, some Trader Princes are Orlanthe, some are Malkioni, and some have become something else entirely. However, they all look and act similarly and, until the Opening, were united in maintaining the Trade Road.

Beginning of the End?

Everything fell apart in 1580, when Dormal launched his ship from the Holy Country and began the Opening. This was a disaster for the Trader Princes. Travel along the Trade Path dwindled to a trickle as goods moved faster and cheaper along the coast. As cities sprang up





⌘ House Sects and Family Variations

A Trader Prince House is made up of Chambers, or groups, all serving the Trader Prince. Each House maintains a castle or other strong place and oversees a section of the Trade Road. Trading posts in the area regulate exchange with locals, and outpost facilities farther away keep an eye on trade partners and rival regions. Lately these outposts in coastal cities have become more important as trade has moved to the coasts.

Houses are named for an ancient founder, the current ruling family, the House Seat, or some momentous event. For example, House Philiam is named for its founder, while House Jhoraz controls the castle-city of Joral, though local usage has corrupted the city's name over the centuries from that of the House.

along the New Coast, the Trader Prince's wealth and power dwindled. The situation worsened in 1607, when war erupted between Esrolia and the Western Barbarians—right where the Trade Path ended. Soon Solanthi and Ditali warlords such as Greymane began to pressure the Trader Princes for support, jeopardizing their famous neutrality.

With these troubles has come a rise in cutthroat competition, “repositioning,” and covert warfare as Houses compete for dwindling resources. Recently, some Houses have begun looking southward to the new ports along the New Coast, while others look for local resources to market.

It's Your House

The typical Trader Prince House has a western-style castle or city as its center of operations, or “Seat,” guarded by knights. These along with western mercenaries, Pralori warriors, and local war-bands protect caravans and travelers from bandits and raiders. Control of trade-roads and river traffic extends a few days travel from the Seat along with all potential “business” in the region. While local inhabitants may protest this, the other Houses tacitly agree to these arrangements.

The Trader Prince himself, for the prince is always male, and his extended family, dependants, and retainers are the core of the House. These families co-opt competent outsiders through marriage, adoption, and “just this one exception.” Trader Princes are a pragmatic folk. Serving and supporting the nobles are other groups such as mercantile guilds, mercenaries, exploration companies, ships, caravans, and magical brotherhoods, collectively known as “Chambers” in House parlance. Wise Princes also cultivate relationships with the local clans. A recent innovation is the establishment of trading posts to serve as a neutral ground between these often feuding clans. These minor Houses, or “Factories,” are usually run by adoptee Trader Princes called “Factors,” whence the name.

Trader Princes prefer to use commerce and influence rather than armies to enforce their will, and military might is reserved for House defense, caravan protection, and the occasional punitive campaign against raiders. In general they are not interested in territory; they prefer influence and trade as means to power.

Trading Posts and Factories

While outposts or trading posts, usually just called “posts,” maintained by the Houses come in wildly varying shapes and sizes, most of them follow a few simple rules of thumb. The post itself is of sturdy construction. Logs are typical, though old or important posts are rebuilt in stone. Tough enough to hold off bandits or raiders, they cannot resist the attentions of an entire fyrd. Many clans are touchy about their prerogatives, and a “foreign fort” is more provocative than protective. The central building has storage space for winter supplies, trade goods, and cramped quarters for the trader-in-charge, or “Factor.” This gives rise to many posts being called “factories,” such as the famous Deer Factory. Sample trade goods include tobacco, glass beads, bronze hatchets and spearheads, copper pots, blankets, needles and thread. A few more luxurious items such as coats, wine, and the occasional piece of metal armor or weapon are also carried, but these are mostly to show the House's wealth, as only chieftains can afford them.

Staffing is small, usually less than a dozen workers, to keep down costs. Most are traders, menials, and crafters (to prepare bartered goods for shipment) and their families, while a few mercenaries provide protection. Often these factories serve as the nucleus for civilization, with a village growing up around it. Over the years, these can become towns and cities in their own right, some of which become Houses of their own. In one case, Jubal-Town, the inhabitants overthrew the Trader Prince and declared themselves a free city.

The Princes also recruit heroes, hero bands, and specialists, eagerly adopting those who embrace Trader Princes philosophies. Esvulari, Esrolians, Heortlings, Pralori, Seshnegi, and even more exotic foreigners work alongside the more typical Wenelians, Islanders, and Trader Princes. If successful, these new grafts can become wealthy and powerful—the Houses reward success lavishly—but failures must survive their incompetence alone. The kaleidoscope of variations between Houses is the direct result of this hybridization. As the covert struggles between Houses become open conflict, the need for fresh blood and new strategies grows. In their fashion, the Trader Princes prepare for the Hero Wars.

Over a score of Houses are scattered throughout Wenelia. Some of the more prominent ones include:



The **Goldgotti** control the eastern terminus of the Trade Road. Lord Auric Goldgotti has rejected his heritage and “gone native” by embracing the worship of Issaries to concentrate on trade through Dragon Pass. His caravans still visit Wenelia on occasion, though many of the warehouses in Dizbos lie empty. Additional information on Goldgotti can be found in *Barbarian Adventures*, pages 17 and 19.



BLOOD OVER GOLD



Prince Barhtol, nicknamed Farkiller for his signature magic, rules **House Jhoraz**. He reigns with genial command over the bustling castle and city of Joral. Recently he has hired several hero bands to aid him in exploration and expansion to offset the waning traffic on the Trade Road.

The **House Philiam** controls Yellowstone. They maintain a fierce rivalry with Houses Jhoraz and Tallcastle. Paying the Lion's Tribute to Greymane the Warlord has sapped their dwindling resources. For the moment, Prince Mikael counts his remaining silver, watches the network of alliances and favors his ancestors built unravel, and prays for the warlord's demise.



FROM THE BOOK OF SANUEL CASELAIN

Upon the way, the brigade will arrive at other posts. Prior to arriving, you must halt the brigade out of sight of the post to allow the men to freshen up, put on their finest clothing, and break out the flags. Your brigade should arrive singing lustily. At each post, you will receive a hearty welcome and an eager exchange of news. The various posts are always in contact with each other, and a steady stream of letters, dispatches, supplies, and goods makes its way between them. Your brigade now becomes an important part of this, and letters and perhaps some goods destined for posts farther upstream, or "above," as they say, will no doubt be entrusted to your care.

Custom and Courtesy

Living as strangers in a hostile land has led to an adaptation of the Orlanthei customs of hospitality. Any Trader Prince may call upon hospitality and courtesy from another while traveling by invoking the Right of Custom. So long as the guest is of an acknowledged House and not a criminal, the host must provide him and his entourage with food and shelter. In turn, the guest must not cheat or steal from his hosts, and he is responsible for the behavior of his entourage. All Princes honor this custom. Who knows when they too might need shelter or protection?

In years past, fosterage of youngsters between the castles was frequent, allowing the next generation to become familiar with their neighbors, but the custom is growing increasingly rare. At least once in his life, a proper Trader Prince must walk the length of the Trade Path and back, reenacting Saint Caselain's journey. This Grand Tour graphically teaches youngsters of their past as well as helping them find a spouse along the way. This practice, more than any other, has kept Castilian's Children unified through the centuries.

Neutrality

Ideally, the Trader Princes remain aloof from the quarrel and feuds of the surrounding clans. No one clan is supported over another; each is dealt with according to its merits. Only betrayal or outright aggression results in military retaliation, as the Trader Princes prefer to use diplomacy, guile, and economic leverage instead. Repeated offense results in poverty and isolation for the offending clan, making it easy prey for its neighbors. Friendly clans are rewarded with gifts and favorable trading pacts, resulting in prosperity and power for those who adhere to the Trader Prince's requests.



Built on a crag overlooking the Arstola Forest, Tallcastle, is one of the rare places trading with the Aldryami. This pre-Darkness tradeground is jealously guarded by the tiny but prosperous **House Green-on-Ochre**. Prince Herowal spends much effort to ensure that the elf-hating Atelli do not disrupt matters through raid or sacrilege.

The ruined city of Fay Jee is home to the youngest Trader Prince House, **House Caroman**, who seized control of the city from Prince Barhtol after the Wolf Pirates sacked it. Prince Yorge, disowned nephew of Prince Barhtol, braces his people for a reckoning with his former kin.



Jubal Town has no House but is overseen by a council of merchant oligarchs. This rowdy, boom-town is a den of thieves, outcasts, and adventurers. Fierce resistance to Trader Prince and warlord alike maintains a precarious freedom.

County Bastis is home to **House Bastis**, centered on their castle at Bastis. The Opening has not affected their prosperity since they control the Highwater portage and trade between Handra and Ralios. Prince Caduel still maintains the pacts established by Saint Caselain to keep the dragonewts and the aldryami quiescent.



Houses			
House	Seat	Quirk	Additional Abilities (+4 if already possessed)
Bastis	Bastis	Pralori Friends	Complacent, Know Hsunchen Ways
Caroman	Fay Jee	Dormal-huggers	Enterprising, Ritual of Fay Jee
Goldgotti	Dizbos	Turncoats	Geography of Dragon Pass, Greedy
Green-on-Ochre	Tallcastle	Elf-lovers	Know Elf Ways, Secretive
Jhoraz	Joral	Far-killers	Intrigue, Scorn Natives
Philiam	Yellowstone	Hated by Trolls	Hate Greymane, Ward Away Troll
The Council	Jubal Town	No Princes Here!	Boating, Despise Trader Princes





Over the centuries, many clans have come to regard the Trader Princes as the only acceptable arbiters of inter-clan disputes, in addition to being the only outlet for trade. This has been parlayed by some Houses into the establishment of de-facto tribes, leagues, and kingdoms under House control.

Sacred Exchange

Trade is a sacred duty of the Trader Princes, and it is their right and privilege to guide the caravans traveling their Road. They maintain the ancient bargains Saint Caselain made with the tribes, elder races, spirits, and gods he met on his journey. In turn, they jealously guard the right to trade in their lands.

However, the Houses permit outsiders to trade if they pay a fee or license, making them part of the House for a time. Along the New Coast, trade is more haphazard as foreign merchants vie with Trader Prince monopolies. The Princes make life difficult for interlopers whenever possible. These “inducements” range from looming thugs, “tragic accidents,” and remarkably bad luck to boycotts and ruinously undercut prices until the Prince’s authority is respected.

Trade War

Sometimes accommodation with a rival proves impossible. In the past, these were foreigners intent on bypassing the Trader Princes, but now the Princes are beginning to turn their agents upon each other to secure resources and trading partners or even absorb a weak House entirely.

Since full warfare is not Caselain’s way (read “bad for business”), the Princes employ spies, agents, and allies to defeat enemies through sabotage, rumor, and outright theft and are past masters at manipulating relationships and loyalties. Secrets and rumors undermine rival supporters and business relationships, while natives raid caravans, or hostile spirits infest untaxed goods. Favorable business arrangements are offered to wavering associates, while unsanctioned traders experience mysterious accidents, illnesses, and labor shortages.

Blues, Half-bloods and other Unfortunates

Wenelian clans are fiercely independent, with each group claiming the heritage of a much greater, ancient people, and they guard their bloodlines carefully, sometimes to the point of extinction. Half-bloods, as the product of illicit or unsanctioned romances, are usually outcast. Since remaining with their clans frequently condemns them to lives as stickpickers or thralls, many take service with the Trader Princes. Others journey down the rivers in search of opportunity in the cities of the New Coast. There they are often referred to as “Blues” by the Trader Princes because of the distinctive blue tattoos worn by most Wenelians – as well as the stains they acquire in the indigo and murex works of the coastal cities. In addition, outlaws, exiles, and survivors of destroyed clans are also considered “Blues.”

While reluctant to adopt such mongrels directly into their own ranks, the Trader Princes are happy to employ them as boatmen, guides, guards, bearers, and emissaries. A few “Blues” manage to gain considerable fame and wealth in their own right. Trader Princes readily embrace these success stories, bringing them into the Houses by marriage and adoption, and they are much admired and emulated by others.

Trade Wars *never* target travelers under House protection. To do so would be an unforgivable sin against their founder as well as endangering the trade and travel that all Houses depend on. Transgressors are a threat to *every* House. Since no House is strong enough to stand alone, this means that any Prince stooping to such methods must be very careful indeed.

The Ashara Church

Ashara the Latest Action, the New Revelation that defines the Invisible God for the modern world, is the Ultimate Power that can be known by humans. It is the Power of Movement, which energized the malleable and fragile world to be made. It is the Mask of the Invisible God.

Saint Caselain is the Prophet of Ashara, who brought forth the refinements to the *Abiding Book* that were pure, holy, and good. Everyone worships Ashara and the lesser powers that It made to let humans live (except some barbarians, whose lifestyle is barely living at all).

Reverence for Ashara, Saint Caselain, and the Saints of the Great Trek form the core of the various sects of the Ashara Church and the general form of venerative worship practiced by the Trader Princes. No formal organization binds the many Church sects, whose spiritual authority rests with the local Trader Prince House. Thus, each local church is very different, indiscriminately worshipping whatever other regional entities support survival in a web of spiritual exchange that binds the Church together.

Much of the regular veneration is worship of local entities using rites from (or adapted from) the *Book of Ashara*. In some cases minor, local entities themselves joined into the worship as Caselain practiced and taught it. Most entities simply receive the worship and, as per the teachings of Caselain, make formal exchange for that worship. Often these entities are those previously worshipped by the local Wenelians as part of Lords of Oak and Storm.

Ashara’s clergy are appointed by their local Trader Prince and lead worship for all their local entities, no matter what the Otherworld of origin. They do not insist that other native forms be abandoned, and generally the Ashara liturgists are part of the local ceremony for the Wenelian cults and spirits.

To those seeking philosophical answers to the mysteries of existence, the liturgists point out that Saint Caselain gained his powers through the grace of Ashara. The clergy acknowledge other Churches but consider them to too impractical for House needs. Those seeking more exalted teachings, answers to deep philosophical questions, or a sharper edge to their magic are encouraged to join a wizardly order, as they can provide their House with much-needed magical strength. To this end, most Houses support a “court wizard” or even a sorcerer.

FROM THE BOOK OF ASHARA

Long ago, when everything was falling apart, a man, Ashara, came to us from the East. We thought he was just a man, but we were wrong. He brought the warring peoples together and made peace. He taught us of Exchange and of Harmony. Things were better for a time. He left us and went on his way, seeking the Path to Night.



BLOOD OVER GOLD



Ashara Church Keyword

Abilities: Doctrine of Ashara, Evaluate Goods, Speak Trade-talk, Worship Mask of the Invisible God.

Liturgists Only—Venerate Invisible God.

Virtues: Curious, Pragmatic, Tolerant.

Scriptures:

The Abiding Book: (see *HeroQuest*, page 159)

Book of Ashara - with commentary and marginalia by

Sanuel Caselain:

△ **Common Blessings:** Bless [Boat, Cart, or Packbeast], Bless Goods, Bless Journey, Bless Traveler, Communicate Peacefully, Prayer of Perseverance, See Opportunity, Watchful Travel.

♯ **Special Blessings:** Bless Agreement, Bless Bridge, Bless Ford, Bless Peaceful Gathering, Communicate with Foreigner, Endure Weather, Reconsecrate Talisman.

† **Curses:** Blind to Possibilities, Curse Oathbreaker, Curse Our Enemy, Curse Ship, Curse Thief.

Note: Each sect has unique common and special blessings. Examples include House Philiam's *Smell Bad to Trolls*, the *Watertight Canoe* blessing of Bastis, and the *Ritual of Fay Jee* practiced by House Caroman.

Great Secret: None.

Orders: The Order of Saint

Caselain is widespread, as are the Saints of the Great Trek who accompanied him, but each House recognizes its own array of other entities.

Other Side: Ashara's node is the Great Path. It connects with the nodes of Church's saints and to the Mask of the Invisible God. Places where Saint Caselain and his companions stopped are sacred, as are those places where Ashara's message of Movement and peaceful exchange were found. Devoted members can reach Solace and Joy on this Journey, should they choose to do so and are found worthy.

Other Connections: Members may belong to other Churches or sect-approved cults and practices. Some offer sacrifice to the Mask of God and gain strange powers as a result. Many local communities worship local entities under the supervision of the local clergy.

Disadvantages: The Asharan Church is a heresy to the Rokari, who are fortunately distant. This religion is a mixed one, and the cost to advance abilities is not reduced by concentration. However, Sainly Orders within the Church may gain the advantage of concentration.

Saint Caselain the Traveler

The coming of the Closing devastated trade and travel. Without trade, Caselain's people were hard-pressed to survive, for they had sworn tribute to the Iron Stag. Each year they pledged to bring him a Falangian diamond from the East, but without trade, there were no diamonds. No one could cross the wildernesses with its vengeful barbarians and *krjalki*. A merchant and adventurer named Caselain was inspired by Ashara to journey east, retracing the Movement of God in his Great Trek.

Caselain taught about Ashara as he traveled. He stopped in many places, which are now his holy sites. Towns grew up there, and then forts, where descendants of the Great Trek ruled. Each of those has its own church, whose priest sends the power of worship to Ashara. Caselain's magic was strong, his preaching was powerful, and many were converted to worship Ashara as he instructed. He performed miracles too, of peace and communication, of change and of exchanges. On the Great Trek, Caselain settled new bargains and mended old friendships. He freed the Temple of Peace from the Surtax of Pain and brought the Grey Stones to the Shadowmen. In 1170, he arrived in the Holy Country, bearing an offer of Allegiance from the Western Tribes. Upon his return to Highwater, he bargained with the Iron Stag and established the New Deal. The Trader Princes revere him as their founder, and his life is an exemplar for their ways.

When Saint Caselain died, his body was dismembered into fifty-two relics, distributed unevenly among the holy places. Many have since been moved or even, tragically, lost. The miracles that were (and can) be produced with his relics were the proof of his sainthood. Veneration at his fifty-two tombs began as soon as they were in place.

Caselain was accompanied by many, some of whom settled down and are the ancestors of the Trader Princes. A couple were miracle workers, undoubtedly inspired by their proximity to the holy man. Thus, there is a saint of mule skinnners and another of canoeists.

Entry Requirements: Open to Trader Princes and those serving them. Liturgists of Saint Caselain often oversee the local Church of Ashara sect.

Abilities: Bargain, Evaluate Goods, Know Saint Caselain, Rule of Saint Caselain, Speak Tradetalk, Walk Tirelessly.

Liturgists Only – Venerate Saint Caselain.

Virtues: Curious, Honest, Wanderlust.

Scripture - *Book of Ashara - with commentary and marginalia* by Sanuel Caselain

Formulary:

Caselain's Travelogue (Being an Account of My Perilous Journey to the East) (Friendly Gesture, Honest Face, Judge Worth of Goods, Negotiate Win-Win Deal, Notice Falsehood, Pack Goods, Silvertongue, Smite Swindler, Strengthen Lock, Understand Foreigner)

Talismans: Saint Caselain's orderlies can use any object as a talisman, but the orderly must acquire it through fair trade. Each time they renew their talisman, they must use new items. Thus, they must engage in a fair trade whenever they wish to recharge their talisman.





Homeland: Trader Prince

The Trader Princes are the ruling class, merchants, and adventurers of Maniria. They are distinct from the local Wenelians in language, custom, and wealth. The Trader Princes are divided into numerous rival Houses that rule their respective regions and their local Wenelian tribesmen. Each House constantly tries to extend its commercial dominance and influence over its neighbors.

Trader Princes live in towns and castles that are guarded by knights and arcane magicians. They protect caravans and pilgrims traveling the route and live by a code of mercantile ethics. Compared to their subjects, they are very sophisticated. Their clothing is stylish rather than merely functional, their diet includes considerable amounts of imported spices and luxury items, and they live in houses with many luxuries unknown to their rustic subordinates.

Men and women both engage in the mix of trade, diplomacy, and covert warfare that keeps each House strong. Lesser Trader Princes serve as nobility, merchants, and negotiators. Women are more likely to be involved in supportive roles, a relic of their Rokari origins. Each House is ruled by a Prince—the Prince. Invariably male, his word is law. However, an unwise or tyrannical Prince seldom lasts.

They worship Ashara first, but all the local entities as well, following the instructions of their prophet Saint Caselain, who first established their ways centuries ago. Bold adventurers from Ralios, following Saint Caselain, established trade between Kethaela and their homeland. They built a road that stretched from Bastis in Ralios in Rhigos in Esrolia. Once fabulously wealthy, their livelihood has been threatened by the sea trade that began forty years ago along the southern coast, jolting them out of their pleasant lethargy as trade diverts away from them.

A significant population of half-bloods is included within the Trader Prince ranks. Although descended from the Trader Prince heritage and considered superior to the local natives, they are generally barred from the highest-ranking positions.

Trader Prince Homeland Keyword

Pure-blood Occupations Available: Cavalry (Shock, Regular), Foot Soldier (Archer, Regular), Healer, Merchant, Sorcerer, Trader Prince Noble, Wizard.

Half-blood Occupations Available: Boatman, Cavalry (Shock, Regular), Entertainer (Dancer, Harpist, Singer), Foot Soldier (Archer, Regular, Watch), Healer, Muleskinner, Thief.

Native Abilities: Bargain or Negotiate, Geography of Wene-
lia, [House] History, [Local] Geography, Speak [Local
Language], Speak Safelstran, Dagger Combat, Trader
Prince Customs, Urban or Wilderness Survival.

Typical Personality: Ambitious, Courteous, Enterprising,
Fear Dragons, Greedy, Outgoing, Scorn “Natives.”

Typical Relationships: to House, Family, Settlement; to Con-
gregation or Temple.

Magic: Common magic, Ashara Church (wizardry), Local
cults and practices (theism or animism).

Common Names:

Men—Barhtol, Caduel, Estevan, Heroal, Luc, Lukae, Mikael, Rouzney, Sanuel, Stephan, Tibido, Yorge, Ysgrin.

Women—Anna, Annik, Elisabet, Estevana, Marie, Suzanne, Toread, Urzelna, Zelnay.

Children—Often are named according to local custom.

Foreign exiles—some adopt fanciful names such as Sir Brian Not-From-Here or “Warrior of the Seven Giants.”

Common Religions Fraternal Societies

Several magical societies spread ties of fellowship between the Houses and help with everyday life. Members from most of these small cults can be found in every House. Some Houses also encourage members to join any useful Wenelian Medicine Lodge in an effort to cement ties with the local populace.

Fraternity of the Turning Wheel

✦ **Charms**—Ease Heavy Load, Smoothen Ride.

✦ **Spell**—Repair Pothole.

River Rats

✦ **Feat**—Keep Head Above Water, Tireless Arms.

✦ **Charms**—Enjoy Food, Stay Dry, Warn of Rapids.

Bonebreaker Brotherhood

✦ **Talents**—Code of Silence, Looming Presence, Smash Kneecap, Unrecognizeable Face.

Bushmaster Lodge

✦ **Charms**—Attract [Small Game], Slip Through Forest.

✦ **Spells**—Arrow Bites Deep, Point to Castle, Slow-burning Campfire.

Respected Sodality of Heralds

✦ **Talents**—Big Voice, Winning Smile.

✦ **Spells**—Recognize Heraldry, Remember Message.

Specialized Religion —The Ashara Church

Traders, merchants, and crafters throughout Wene-
lia join the Ashara Church, as do social climbers and those tied to the
Trader Princes. Each House has its own Church sect, containing
a unique local array of saints and “trade secrets” in addition to
the common liturgy, but all sects acknowledge Saint Caselain
as their founder.

Sample Orders, Spirits, and Deities of the Ashara Church

Many deities, spirits, and saints are worshipped by the Trader
Prince. What may be wise and practical for one House may be
disastrous for another. Below are a few of the cults, traditions,
and orders found among the Houses.

Boatman: Tienne the Paddler.

Formulary—*Paddle to the Sea – My Life on the Great Trek.*
Scripture—*Book of Ashara with commentary and margi-
nalia by Sanuel Caselain.*

✦ Want more? See “Tienne the Paddler” on page 24.

T
A
T
BLOOD OVER GOLD
T
A
T





Cavalry Soldier: Saint Gerlant Flamesword (saintly order).

Formulary—*Miracles of the Saints Volume IV*.

Scripture—*The Life of Saint Gerlant the Pure*.

⌘ Want to discover more? See “Saint Gerlant” in the Wizardry chapter of *HeroQuest*, page 169.

Entertainer: Macalah the Storyteller.

Macalah provides no affinities. Instead he provides common magic to his worshippers who may specialize in it.

⌘ Want to discover more? See “Donadar” in the Basic Magic chapter of *Heroquest*, page 111, and in *Masters of Luck and Death*, page 45.

Foot Soldier: Saint Steube, Watchful Guard (saintly order).

Formulary—*Watching, Waiting, Warding* (Sample spells: Alert Companions, Blade Bites Deep, Chase Thief, Demoralizing Shout, Notice Lurker, See in Darkness, Sturdy Defense, Tireless Vigil).

Scripture—*Book of Ashara with commentary and marginalia by Sanuel Caselain*.

Healer: Saint Xemela the Blessed.

Formulary—*For Others*.

Scripture—*The Life of Saint Xemela*.

⌘ Want to discover more? See “Saint Xemela” in the Wizardry chapter of *HeroQuest*, page 171.

Merchant: Saint Caselain the Traveler.

Formulary—*Caselain’s Travelogue (Being an Account of My Perilous Journey to the East)*.

Scripture—*Book of Ashara with commentary and marginalia by Sanuel Caselain*.

⌘ Want to discover more? See “Saint Caselain the Traveler” on page 21.

Muleskinner: Saint Gilles the Humble.

Formulary—*Hard Roads Lead to Solace, the Travels of the Humble Penitent*.

Scripture—*Book of Ashara with commentary and marginalia by Sanuel Caselain*.

⌘ Want to discover more? See “Saint Gilles, Humble Penitent” on page 24.

Sorcerer: Order of the Cerulean Gauntlet.

A school of sorcery outlawed by the Rokari Church. The surviving membership fled to Wanelia, where many of them have become court sorcerers.

Grimoire—*Book of Cerulean Iron*.

Grimoire—*Warmagic of Lost Slontos (Abridged)*.

⌘ Want to discover more? See “Order of the Cerulean Gauntlet” on page 24.

Trader Prince Noble: Saint Caselain the Traveler.

Formulary—*Caselain’s Travelogue (Being an Account of My Perilous Journey to the East)*.

Scripture—*Book of Ashara with commentary and marginalia by Sanuel Caselain*.

⌘ Want to discover more? See “Saint Caselain the Traveler” on page 21.

Thief: Estevan(a), the Slippery Customer.

Estevan (or Estevana) is the local name for Lanbril. These worshippers learn the Face of Lanbril talents, to which are added the following local specialties.

Talents—Blend in with Group, Dupe Enemy, False Bargain, Look Like Easy Mark, Spot Opportunity, Unlocked Door.

⌘ Want to discover more? See “Lanbril” in the Basic Magic chapter of *HeroQuest*, page 112, and in *Masters of Luck and Death*, page 45.

Reasons to have Left Home

The effects of the Opening are still being felt. Many Houses were ruined, and scions of these Houses are often willing to take desperate gambles to recoup their family fortunes. Others feel the call of the horizon and seek out lives of travel and adventure, walking in same path as their Founder.





SAINT CASELAIN AND THE GREAT WALL

When St. Caselain's expedition came to the Orvian Wall, many of his followers despaired and thought that after all they had endured the Caravan could go no further. Gilles the Muleskinner said there was no path even for mules and certainly not the wagons. Tienne reported that the streams all came down the cliff as waterfalls and had carved not the slightest gully. Spoke Caselain, "It is only an obstacle, and no obstacle is absolute." Then did he spend a day and two nights in earnest prayer to God, and on the second day did he humbly approach the cliff. He inscribed the diamond of exchange and invoked the seven greetings, five invitations, and all three inducements. Then did he bargain with the spirit of the cliffs, imperiling all that he was; such were the stakes. The spirit wished not to barter, but Caselain cajoled it into admitting its true desire, to have its might respected by all. Thus did Caselain make a fair exchange, giving the spirit its heart's desire. When the ground shook and the cliff moved of its own accord, his people were afraid, but Caselain bid them come forward. A crack traversed the face of the cliff, creating a rough ramp leading to a newly opened gap. With hard work and earnest prayer, they built a road upon it, and at the top did Caselain have a defensive tower built and a shrine to the Notched Cliffs. He left Fogram and nine men there to guard it. Now all who pass along the trade road marvel at the towering cliff, the strength of Castle Fogram, and how impregnable the position is. Then they leave offerings for the spirit in exchange for being allowed to pass.

Saint Gilles

Humble Penitent and Convert

Gilles accompanied Saint Caselain on his journey. A criminal, Gilles learned Right Action while serving his master as a humble mule tender. His bravery saved Caselain's mules from hungry Dark Men, and his sweat repaired the carts after the Spoke Eaters attacked. His rivalries with Saint Tienne were famous, the two of them a parable for the two methods of travel used by the Great Traveler. Despite his burdens of jealousy and greed, Saint Gilles learned of the blessings brought by Transcendent Movement, the alchemy of worship transforming him from resentful prisoner to joyful Saint. His life and deeds brought the message of Ashara to the humble folk accompanying Saint Caselain, the Word in a form they too could understand. Since the Great Trek, he has become the patron saint of mule skippers, drovers, and carters.

Entry Requirements: Open to those who work on the roads, driving carts and pack trains.

Abilities: Drive Cart, Know Saint Gilles, [Pack or Draft Animal] Care, Rule of Saint Gilles.

Liturgists Only – Venerate Saint Gilles.

Virtues: Humble, Taciturn.

Scripture: *Book of Ashara - with commentary and marginalia by Sanuel Caselain* (see page 21)

Formulary:

Hard Roads Lead to Solace, the Travels of the Humble Penitent (Cajole Mule, Drive Faster, Fix Wheel, Keep Dry, Know Road Ahead, Stop Cart, Strengthen Cart, Whip Bandit)

Talismans: Saint Gilles's orderlies use a broad brimmed hat, leather coat, or mule whip as their talismans.

SAINT GILLES BARGAINS POORLY

Gilles desired the six-foot mule very greatly, proclaiming that it would help them in five fives ways. Gently did Caselain explain what the possible exchanges would be, showing Gilles that some exchanges are not worthwhile. Afterwards, Gilles left the negotiating to Caselain.

Tienne the Paddler, Saint of the Great Trek

Master of Boat and Paddle

Faithful companion to Saint Caselain, Tienne joined the Great Trek at Highwater. He heard Ashara's Message and brought many of his fellows to the Faith. He was Caselain's first customer when he traded his water-skills and canoe magic in exchange for protection from the Ruby Tiger priests. As they journeyed, Tienne protected his charges against hostile waters and evil spirits, who selfishly tried to keep the waters to themselves. He discovered things too, learning to use his simple canoe magic on ever more complex craft, until they worked equally well on boats, canoes, and rafts.

At Boat Gulper's cruel rocks, Tienne wrestled with the mighty spirit of the rapids long enough for the rest of the Great Expedition to escape to shore. Then alone he traveled the gorge never to be seen again. But afterwards, those calling upon his name are blessed and supported. His followers seldom become clergy, and the liturgists of the Ashara Church usually perform any requisite blessings.

Entry Requirements: Open to paddlers of the rivers of Wenelia.

Abilities: Boating, Know Saint Tienne, Rule of Saint Tienne, Sing.

Liturgists Only—Venerate Saint Tienne.

Virtues: Cheerful, Steady.

Scripture: *Book of Ashara - with commentary and marginalia by Sanuel Caselain* (see page 21)

Formulary:

Paddle to the Sea (Carry Huge Weight, Fend Off Rock, Grueling Pace, Ignore Whirlpool, Keep the Rhythm, Know River Ahead, Paddle All Day, Portage Help, Shoot Rapids, Sing Nonsense, Stop Leak, Turn Canoe Quickly)

Talismans: Tienne's orderlies use their paddles as talismans.

Order of the Cerulean Gauntlet

Godless Sorcerers and Seekers of Forbidden Lore

Established within living memory by a Seshnegi mage known only as the Master of the Blue Glove, the Order of the Cerulean Gauntlet was ostensibly founded to recover Old Slontos' the lost glory. However, the students and masters soon began to delve into the darker mysteries of the wizardly arts. Most sorcery schools wisely keep a low profile, especially in Seshnela, but the Cerulean Gauntlet's interest in lore better forgotten was their downfall. Several years ago, the Rokari Inquisition uncovered, denounced, and executed most of the membership as unredeemable heretics. The survivors fled to Wenelia, where the entirety of the order currently exists, far out of the reach of the Rokari authorities.

Students of this school refer to their Portals of Power as Cerulean Doorways.



BLOOD OVER GOLD



TIENNE AND THE GREAT OTTER

The first time Llyarwn the Otter attacked, Tienne the Paddler slid the canoes through his snares. The second time, Gilles whipped his snout even before he sprang his ambush. The third time, Caselain had the market diamond carefully prepared, so that Llyarwn entered it and was forced to bargain for what he wanted. Thusly did Caselain obtain the fish needed to feed his people.

Entry Requirements: An abiding interest in ancient sorcery.

Churches: None.

Abilities: Create Portal of Power, Extrapolate, History of Old Slontos, Know Cerulean Gauntlet, Read Old Slontan, Rule of the Cerulean Gauntlet, Symbolic Sight, Write Old Slontan.

Relationships: Member of Order of Cerulean Gauntlet.

Virtues: Inquisitive, Secretive.

Grimoires:

Book of Cerulean Iron (Detect the Approach of Magic, Invoke Manzarian Guardian, Invoke Protection of the Inscribed Circle, Lure of the Beguiling Stone, Raise Ghost of Sinner, Summon Jemari)

Warmagic of Lost Slontos (Abridged) (Blade of Agony, Deflect Wooden Shaft, Destroy Heathen Sprit, Guardian Barrier Against Bronze, Sear Pagan God, Shield Against Heathen Spirit, Ward Against Pagan Magic)

Talismans: All sorcerers link their spells to a gauntlet of blue metal. Gauntlets of iron earn particular respect.

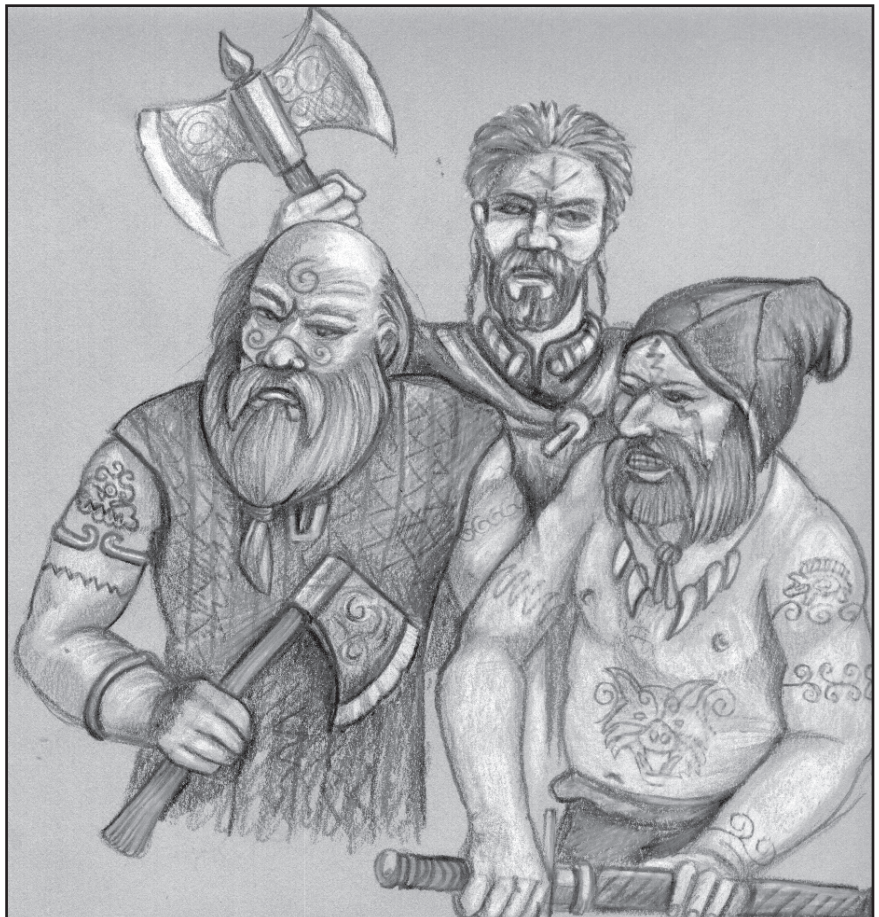
Other Side: The Cerulean Study is a cluttered repository of shattered grimoires, spell fragments, and scraps of lore.

Disadvantages: At the best of times, wizardly society distrusts and fears sorcerers. Those openly exploring Jrusteli magic find themselves the target of Inquisitors, pogroms, and lynching as God Learners.

Wenelians – Clans of Strife

Who are you? Kin or enemy? Speak quickly or die!

Wenelians are a disparate group of shattered tribes and forgotten peoples living in western Maniria. The clan forms the heart of their lifestyle as they seldom unify long enough to create stable kingdoms or tribes. Many clans descend from the Entruli or other beast-worshipping groups who turned to the Storm Pantheon long ago. Others were once hsunchen peoples. Most are of Orlanthei extraction, distant cousins to the Esrolians and Heortlings or members of remnant peoples who were never rescued by Heort or Imarja and unified into a single people.



Dense forests and rugged terrain cover much of the land. This, combined with the heavy rainfall and poor soil, forces most Wenelians to rely on hunting, fishing, and herding rather than farming. Pastoral clans graze cattle, sheep and goats in high pastures. It is the pigs rooting amid the thick forests that are most cherished for their meat, hide, and tallow. More than a few clans base their wealth entirely on swine.

Wenelian clans fall into four major groups: the **Ditali** tribe, **Solanthei** tribe, and **Nimistor** tribe are inland, while the **Maldros** are people of the New Coast (see page 41). These tribes are actually loose confederations with geographic proximity. Confederations are little more than the most tenuous alliances, for the clan is paramount in Wenelian politics. Only great danger can compel them to unite under some warlord, but such leaders are rare and their kingdoms short lived. Greymane of the Solanthei is the latest. Each group speaks its own dialect of Wenelian. With some effort, they are mutually intelligible but distinctive in accent and lexicon.

Ditali

The **Ditali** are the largest group, united by conquest into a powerful kingdom. The commoners are Orlanthei, but they are ruled over by a Malkioni-style aristocracy made up of Trader Princes, Westernized nobles, and homegrown clergy. The forested hills and wide valleys of this region support far more people than the rockier lands to the west, and their society





is equally complex. The peasants worship Esrola, and they benefit greatly from her blessings.

The Ditali have been at war with the Esrolians since 1607. Originally, Lunar agitators encouraged the Samori to raid the Esrolians to contribute to the disruption of the Holy Country. The Samori were only too eager to reclaim lands lost after decades of Esrolian encroachment, and now the struggle has taken on a life of its own, leaving a wide swath of devastation between the two lands.

The tribes around Azure Lake, the Atelli, are Helering Orlanthe. The Helerings were an ancient “water-folk” who adopted Orlanthe ways. They maintain a legacy of bloodlines noted for their rain calling, sheep herding, and ambiguous sexuality. Bluewater Temple is Heler’s largest shrine anywhere, and the locals claim descent from the Blue Ram. Here too dock the rare mythic cloud-ships that travel between the Storm Realm and the temple-port during certain ceremonies.

The Colanti live in the jungles and hills around Howler Volcano, practicing slash-and-burn agriculture. Once they were ruled by lords in Caladraland, but now a new prophesying, Colanti of the Blazing Spear, leads them. They have reawakened their passions along with the voice and power of their volcano god, demanding sacrifice for the hungry fire-mountain. They love to fall upon the Caladralanders, raiding their former oppressors with merciless glee.

Nimistor

Along the river valley bearing their name, the Nimistor tribes spend as much time feuding and fighting with each other as they do with outsiders. Many small tribal groupings exist, such as the Wenelian League and the Yalonda Confederacy, both sponsored by the local Trader Princes. The feuding clans trust the “honest strangers” to settle disputes, judge contests, and protect trading grounds. The clans here have a mixed heritage, their Entruli roots more prevalent than those further east.

The Nimistor is one of the most navigable rivers in Wenelia, and boats travel from the Arstola Forest to the Mournsea, carrying wood, furs, and more exotic cargo. Joral is the largest city, ruled over by House Jhoraz. It has fallen upon hard times since the Opening. Fay Jee lies near the mouth of the river and grew rich until the Wolf Pirates sacked it in 1618.

Solanthi

The Solanthi tribes dwell in central-eastern Maniria. The modest city of Donali is the center of a sporadic league of tribes and clans called “Solanthi” by outsiders. Mother Inica’s birthplace is here, and she sporadically blesses the surrounding lands. Since 1609, the clans have been unified under Greymane, who revived the Lion totem worship to become a warlord whose raids have enriched his followers with Esrolian plunder. His raids have antagonized the Ditali, whose lands he slips through and who bear

Wenela Inica-mother

Inica, sometimes known as Wenela, is the local goddess, manifest in her sacred grain called by her name. Inica is a form of rice that only grows in the river bottoms and boggy valleys. Inica requires both intensive cultivation and frequent irrigation before yielding a good crop. Places where inica grows readily are surprisingly rare in the rough uplands, and the owners defend them fiercely.

Long ago, the priestesses say, this was not so. Once Her grain grew throughout the highlands, but evil tricksters fooled the goddess into becoming someone else just the same but different. Now her sacred crops only grow along rivers and marshes, and few can benefit from her bounty.

the subsequent Esrolian retaliation.

Several Trader Princes pay the Lion’s Tribute, helping arm and equip Greymane’s warriors in exchange for fragile independence. Solanthi unity may be short-lived now that the aging warlord has retired to his favorite wife’s farm and left the running of the kingdom to his two sons, Hardral the Claw and Varstal Ribbreaker.



Wenelian Tribes

Home Region	Nickname	Population	Favored Weapons	Additional Native Ability (+4 if already possessed)
Atelli	Rains	40,000	Ax, Sling	Hate Elves, Seduction
Colanti	Howlers	30,000	Ax, Blowgun	Climbing, Hate Caladralanders
Maldros	Hotheads	50,000	Spear, Blowgun	Patient, Swim
Nimistor	Beasts	180,000	Spear, Bow	Boating, Vengeful
Samori	Slaves	150,000	Sword, Sling	Hate Esrolians, Ride Horse
Solanthi	Raiders	140,000	Sword, Bow	Reckless, Track





Other Remnant Peoples

The prehistoric Boar Wars once pitted spirit pigs and divine swine in a struggle for supremacy. History has left both the legendary tribes as mere remnants scattered amidst the hills and valleys. Nonetheless, clans of them live, interspersed among the other peoples. Among them are the ever-rebellious **Harandings**. They have a long, tragic history. During the Storm Age, their founder, Harand Boardick, defied Orlanth and the Lawstaff. Seeing no difference between a King and an Emperor and no difference between tribe and tyranny, these Orlanthi have neither leaders nor unity. A few clans remain throughout eastern Wenelia, but most were enslaved or conquered long ago. Stubborn and fractious, they are nearly more trouble than they are worth to any ruler. Their cult of Vorlan is similar to the worship of Orlanth, but it forbids the worship of any rulers, chieftain, or lawspeaker subcults.

Totem Beasts and Clan Guardians

Most Wenelian clansfolk claim the allegiance of a sacred animal totem. Upon adulthood, young men and women undergo ordeals to test their endurance, cunning, and piety as a part of their coming of age. Depending on the youngsters' visions, birthmarks, and omens, a Thunderman divines the totems that have chosen them and which will be with them throughout their lives.

Most Wenelians gain several abilities and personality traits based on their totem beast, a reflection of the ancient beast-worshipping ancestors common throughout the region. In addition to these traits, they gain a common magic ability based on their totem (e.g., a Fox totem clansman would receive a Fox-related feat, spell, or charm). A few even gain spells, though some Churches frown on such "hedge magic." The abilities provided are only suggestions, and numerous variations exist.

Wenelian Totem Poles

In front of every Wenelian lodge and longhouse is at least one totem pole. Carved with fanciful representations of ancestors, spirits, gods, and enemies, they serve to both proclaim the proud history of those living there and to protect them from malign influence.

Carved from single pieces of cedar, oak, or ash, totem poles often house the family guardian. Typical powers include warning against enemies and contacting the ancestor. A figure of Vorlan Lightningbreath is usually at the top of the pole, but this like so many other things in Wenelia varies greatly from clan to clan. Other figures serve as the focus of Animal Totem worship, particularly in "Entruli" bloodlines.

No effort is made to preserve them, and they are left to rot where they fall. The collapse of the totem indicates its time to move, but after twenty years the surrounding fields may be wearing out anyway.

Most clans and tribes have groups of sacred totems and their associated clans or bloodlines. The most common totems are listed below. Often members of a single totem type intermarry or live together, creating exclusive beast-clans and bloodlines within their tribe. That is, if they have one. Violent Wenelian politics being what they are, these groups are frequently lost to warfare or misfortune only to be reestablished a few years or generations later by their descendants or fellow totem members.

This belief and reverence for totem animals has resulted in a form of marriage peculiar to Wenelians known as the "Totem Marriage." In it, members of the same totem from different clans marry. These couples often move to live amongst a bloodline of "their own kind," which can cause trouble if neither totem is represented in their original clans.

Beast totems are the result of the mixed heritage of the Wenelians and the mingling of ancient hsunchen, Entruli, Pendali, and other beast-folks bloodlines. As such, totem magic is an integral part of Wenelian community worship and costs the worshipper no additional time. Those wishing to focus additional effort on their totem's magic can gain access greater totem-related powers (e.g. a single affinity, group of spirits, or a selection of spells) in exchange for an additional 10% time commitment to *Lords of Oak and Storm* or an appropriate pantheon, Church, or tradition such as Dokal Hairyman.

Wenelian Encounters

Each section of Wenelia has its own problems, but a few general encounters can be provided to liven up an otherwise dull day on the road. Most clans dislike their neighbors, and few save Trader Princes are expected to show much kindness to strangers.

Common:

- Rumors of nearby clans planning to raid.
- Raid planned by clan – volunteers needed!
- Pralori or other beast-folk in the area. Everyone stays close to home.
- Local chief blocking road with toll-collectors.
- Rumors of spies belonging to another House/Clan/Tribe in the hills.

Uncommon:

- Embassy or missionaries from Ralios or Esvulari in the area.
- Followers of Greymane's sons drumming up support for raids on Holy Country.
- Raid by Neighboring Clan or Tribe—women urge men to retaliate!
- Greymane and his army visiting to collect the Lion's Tribute.

Rare:

- Elf traveling downstream on a raft of living trees woven together.
- Trollkin swarm out from the Haunted Lands, eating everything in sight.
- Dragonewts hunting humans—priests begin special dragon-repelling rituals.





Wenelian Tradition

Dokal Hairyman and his mother Oak Woman form the core of many Wenelian survival myths. They taught the early peoples the right way to live and brought protection from a world that grew ever more hostile. Dokal, his mother, and their companions adopted and befriended whatever spirits or beings that could help them survive.

With this pragmatic tradition Wenelians adopted into community worship whatever entities are willing to accept their worship. Several powerful spirits are worshipped throughout the region as a part of the Wenelian Tradition. The two core practices, Dokal and Oak Woman, are central to their myths and are worshipped by men and women, respectively. Several other helper practices are widespread, such as Silverbark the Great Canoe or Hoof and Antler, Leaf and Stone, but most are strictly local spirits. In addition, some Wenelians have access to Orlanthi or hsunchen spirit practices such as Vorlan.

is Vorlan, Thunder-breathed Uncle. Many other helper practices also exist, such as Hoof, Antler, Leaf and Stone.

Great Secret: None.

Other Side: Between lives Wenelians travel to the Good Forest, where their spirits hunt and fish in safety and plenty. Traditionally, bodies are burned, and the ashes scattered over fields. Totem poles to famous ancestors are erected near steads and longhouses.

Disadvantages: This religion is mixed, and the cost to advance abilities is not reduced by concentration. However, practices within the tradition may be reduced in cost by concentration.

Dokal Hairyman Ancestor and Beast

When Oak Woman walked in the forests, everything was at peace. Vorlan, Lighting-breathed Uncle, saw her beauty from afar and left his mountains. He pursued her for days and weeks, his wind and lightning tearing at the leaves and setting the oaks ablaze. Try as he might, he never found her, not realizing that she was the forest and he was within her. He departed to seek other conquests, never to return, but Dokal, child of the blazing oak, was born from the mingling of their powers. Some tribes also know him as "Original Man." His adventures and mishaps form the basis of much of Wenelian shared culture, and he is commonly credited with such things as the invention of fire, sex, hunting, canoeing, and drinking, as well as such more important deeds of survival.

Dokal taught the beasts to speak and taught them to walk on two legs. When the Forest People came, he showed the People how to use axes. When the Darkness People came, he showed them how to use fire. When the Impossible People came, he showed the People how to separate the living from the dead. When the Storm People came, he claimed them as kin. It is through him that children become adults throughout Wenelia.

Wenelian Tradition Keyword

Abilities: Wenelian Tradition Knowledge, Worship Wenelian Tradition.

Virtues: Brave, Conservative.

Relationships: to Ancestors; to Temple or Shaman.

Magic: Tradition Spirits (spiritists members usually start with 5 charms).

✦ **Ancestor Spirits**—Endure Storm 7 to 15, Family Unity 11 to 2 \mathbb{L} , Find Path 6 to 2 \mathbb{L} , Make Babies 12 to 18, Protect Kinsfolk 6 to 8 \mathbb{L} , Resist Enemy Magic 9 to 2 \mathbb{L} , Sense Spirits 19.

▽ [Totem]—The Wenelian has access to additional charms or spirits of his totem beast (see "Totem Beasts and Clan Guardians" on page 27.)

Core Practices: Dokal Hairyman and Oak Woman practices are the most common core practices for men and women, respectively. The tradition's shamanic practice

Clan Totem Powers

Clan or Totem*	Sample Common Magic Ability	Additional Ability / Personality Trait (+4 if already possessed)
Lion	Lion's Presence feat	Fearless, Leader, Strong
Bear	Bear Hug charm	Fierce, Wrestle
Salmon	Swim Upstream feat	Tenacious, Wise
Boar	Ignore Pain charm	Savage, Tough
Stallion	Travel Swiftly spell	Proud, Ride Horse
Bull	Charge Enemy charm	Strong, Stubborn
Hound	Track Scent spell	Loyal, Track
Elk or Stag	Virile Attraction charm	Dignified, Sense Danger
Wolf	Run Down Prey charm	Fierce, Tireless
Fox	Beguile Listener charm	Clever, Sly
Otter	Breathe Underwater spell	Playful, Swim
Raccoon	Deft Fingers charm	Conceal, Curious
Beaver	Work Tirelessly spell	Carpenter, Industrious
Other	Various	Examples include Bobcat, Ferret, Frog, Squirrel, and Wolverine.

* Totems are listed roughly in the order of precedence. The Lion is the most prestigious totem, and many chieftains and tribal kings claim his favor. Wenelian totems are *never* avian or insectoid in nature. Aquatic totems are rare.



BLOOD OVER GOLD



Other Peoples of Wenelia

The Elder Races have a presence in Wenelia, including the elves of the Arstola Forest, the trolls of the Haunted Fields, and the dragonewts of Ryzel. Ducks and newtlings ply the waterways, their natural skill giving them an advantage over the local rivermen. A few broo lurk in the wilderness and marshes, and other Chaos horrors occasionally erupt from Hell Castle.

Arstola Forest

One of the Six Great Forests of the aldryami, or elves, this forest stretches for hundreds of miles along the southern flank of the mountains. Primarily brown elves inhabit the hills and valleys with their groves of deciduous trees. The higher parts of the forest are coniferous to the tree line and home to green elves. It stretches east and west between the Mislari Mountains and inhabited Wenelia. Wenelians avoid the thick forest out of fear of provoking the inhabitants. In the past, attempts to clear land or harvest the forest resulted in devastating retaliation. Fields and pastures were overgrown with forests that sprang up overnight, and orchards turned into groves of hate. Currently, the elves conduct a slow, subtle war of ecology against the surrounding humans, seeking to blanket all of Maniria in forest. To this end, they “permit” trade in their magic seeds and plants to the Trader Princes and others.

Haunted Fields

Trolls inhabit the lands surrounding Ice Mountain and Troll Mountain. Guarded by fierce spirits and darkness monsters, few humans dare visit here. These two mountains are unique in southern Wenelia as they are capped with ice, something

SAINT CASELAIN AND THE DARK MEN

His people wailed at this exchange, crying that they would starve and could not eat stones. Caselain chided them, saying, “Food is all around us. We need merely meet those who would provide it to us. Stone that can form blades sharper than bronze we could get only from the Dark Men. A fraction of this treasure will be enough to feed us well.” And of course, it was.

unnatural to the Wenelians, who are more used to seeing volcanoes. The trolls claim their ancestors came up from the Underworld here and that their mountains have nothing to do with the volcano god Vestkarthen or his kin. Of the several troll groups there, the Joleki clan is friendliest. Their expeditions foray to the mountain’s summit to retrieve perfect, living crystals of ice, to trade for exotic foods and trollkin captives.

Ryzel

This range of hills is home to several cities of dragonewts, one of which houses their version of the Inhuman King. The surrounding lands are bare of sentient life, and numerous ruins dating from the Second Age dot the landscape. Dragonewts hunters range throughout Wenelia, but they are usually only dangerous near the hills. In the First Age, many of dragonewts served Palangio the Iron Vrok as mercenaries, and the Wenelians and Islanders fear them still.

Dokal’s Vine: Strangler of Trees, Friend of Man

One of the few plants of the deep forest truly friendly to the Wenelians is known as Dokal’s Vine. During the Spirit War, Dokal gathered up the thin, fragile tendrils of a vine and wove them into a rope to pull his sledge. Kept safe by the Great Spirit, the tiny vines vowed to repay him. When the Silver Ages came and the Aldryami began to awaken, the elves began a terrifying reforestation. Steads and camps were overwhelmed in a matter of hours with trees and plants, destroying crops.

Threatened with starvation, Dokal’s people could only retreat until the Great Spirit heard a whispered promise. He unfastened his rope and blew on the dried strands. Soon they were thick and lustrous with life. Eager to repay their savior, the vines soon engulfed the surrounding trees. Tendrils wrapped about branches, and heavy leaves choked away light from the hapless Aldryami. Soon the Bad Trees began to collapse one by one from the weight of their burdens.

To this day, Wenelians plant and propitiate the spirit of this vine, especially if they labor under some prohibition from using axe and fire on the surrounding forest. The vine grows quickly and over the course of a few years can cover even the largest oak completely. The growing weight of the vines eventually is too much for the tree to handle, and its branches are torn away, leaving only a vine-encrusted trunk behind. However, in recent years the tribes folk have noticed that some trees seem resistant to the vine, which withers upon exposure to the sap.



Cypress
Elf





Entry Requirements: Must be a member of the Wenelian Practice.

Abilities: Follower of Hairyman, Hairyman Practice Knowledge, Open Spirit World, Spirit Face, Talk to [Totem Beast].

Virtues: Clever, Respect Ancestors.

Practice Spirits:

✠ **Ancestor Spirits**—Bash Spirit 16, Find Shelter 11 to 18, Hew Tree 18, Lose Pursuer 14 to 18, Make Children 16, Recognize Kinship 16 to 4 \mathbb{L} , Run Away 3 \mathbb{L} .

✠ **Hunting Spirits**—Archery Help 16 to 20, Cunning Trap 18, Escape 17, Jump Good 18 to 3 \mathbb{L} , Pursue Prey 12 to 19, Succulent Lure 18.

Special Spirits: A follower of Dokal can call upon the spirits of his birth-totem. Fox, a typical totem, is provided as an example:

▽ **Fox Spirits**—Cache Food 14 to 9 \mathbb{L} , Clever 20, Dodge Attack 16 to 6 \mathbb{L} , Hide Trail 17, Mocking Laugh 18, Run Through Underbrush 15 to 19, Sharp Ears 16 to 3 \mathbb{L} , Talk to Fox 15.

Secret: **Incarnate Totem ritual** (The practitioner may incarnate his own totem, taking on its features and powers; see “Heroforming” in *HeroQuest*, page 109).

Secret Requirements: Follower of Hairyman 1 \mathbb{L} 2, Open Spirit World 1 \mathbb{L} 2, Talk to [Totem Beast] 1 \mathbb{L} 2

Fetishes: Anything suitable to the spirit involved, usually in the form of amulets and medicine pouches. For example, teeth, bones, or hide of the appropriate animal form the basis for a totem spirit’s medicine pouch.

Other Side: Dokal makes his home within the Blasted Oak on the edge of the Good Forest near the Stranger Path. Only wise beasts, his shamans, and the bravest hunters can find their way there.

Oak Woman

Protective Mother, Forest Mystery

Long before the People emerged from the Beasts, Oak Woman tended the forest. She danced on the greens and sang to the animals, teaching them to hunt and to forage and to mate. When Vorlan brought lightning and death, she taught the women to gather sacred herbs and succulent plants to heal the wounded men folk and fill the children’s bellies. She taught sacred songs and secret words during the Darkness that enabled a few to survive the monster people, the searing water, and the solid air. When the Sun rose again, she stretched forth her leaves in greeting and spread her cloak across the barren hills.

Entry Requirements: Any woman willing to revere the forest.

Worshippers must never use a plough or farm.

Abilities: Elf Lore, Follower of Oak Woman, Forest Knowledge, Oak Woman Practice Knowledge, Open Spirit World, Sing for Hours, Spirit Face, Weave Basket.

Virtues: Cautious, Prudent.

Practice Spirits:

♣ **Forest Spirits**—Appease Forest Spirit 16, Communicate with Elf 14, Communicate with [Forest Beast] 9 to 18, Confuse Pursuer 12 to 19, Guide 18, Hide in Foliage 15, Hide Trail 16 to 4 \mathbb{L} , Summon Forest Spirit 20.

♣ **Gathering Spirits**—Basket Blessing 13 to 2 \mathbb{L} , Find Tasty Plant 9 to 18, Gather Nuts 14 to 1 \mathbb{L} , Preserve Food 16 to 9 \mathbb{L} , Sniff out Edible Fungi 16.

III **Healing Spirits**—Ease Birth Pangs 12 to 18, Fight [Disease Spirit] 14 to 4 \mathbb{L} , Find Healing Plant 18 to 7 \mathbb{L} , Heal Wound 16 to 4 \mathbb{L} , Soothe Pain 15.

☐ **Protection Spirits**—Defend the Children 8 \mathbb{L} , Dodge Attack 15, Stay Ignored 12 to 18, Wake Up! 19.

Secret: **Forest Wisdom** (The practitioner may use 1/4 the value of the secret as an automatic augment when in the forest.)

Secret Requirements: Follower of Oak Woman 1 \mathbb{L} 2, Forest Knowledge 1 \mathbb{L} 2, Open Spirit World 1 \mathbb{L} 2

Fetishes: Oak Woman fetishes are made from gourds and plants strung together on vines. Practitioners hang these on the branches of oak-trees when they are not carrying them.

Other Side: Oak Woman makes her home in the depths of the Good Forest. Friendly beasts, helpful spirits, and wise plants surround her lodge. Worshippers join her upon death to serve her as one of her spirits while awaiting rebirth.

Would the Real Entruli Please Stand Up?

To the modern Wenelian, the word “Entruli” contains several meanings. While it still refers to the ancient Entruli people, it is also a catch-all term for any of the ancient “beast people” conquered and absorbed by the Orlanthis, regardless of their origin as beast-worshippers or animal-people. Some are even reputed to be descended from the followers of Seravus the Enchanter.

While more sophisticated Orlanthis use the term as an insult, it is ironic to note that every Wenelian can trace some of his or her ancestry back to these ancient peoples. In most clans, particularly in the western part of Maniria, at least one bloodline invariably incorporates a strong animist or beast component within its private rituals. Naturally, the followers of each totem or clan knows the “true” name of Entrul, be it Entru the Boar, Ganval Mighty Stallion, or Basmol Lion-King.





Silverbark the Great Canoe (Independent Practice)

The First Canoe

Faithful companion to Dokal, Silverbark was the first canoe, made as a toy by the young Dokal, who carved a canoe and a man, setting it on a snow bank. The carving spoke to Hairyman, saying, "If you paddle to the sea, I will serve you gladly." With that, the young spirit set out, building a proper home for Silverbark before seeking his first great adventure. Without Silverbark, Dokal would never have survived Boat Gulper's cruel rapids or won past the Clashing Boulders. After many adventures, in which Dokal discovered drunkenness, stole fire, found tobacco, invented sex, and separated men from beasts, he and his companion made it to the sea. Since then, Silverbark has been Dokal's constant companion. Silverbark's followers seldom become shamans, but a convoy of boats, known as a canoe brigade, can usually muster sufficient practitioners for any necessary rituals.

Entry Requirements: Open to anyone who works on the rivers of Wenefia as long as they have never worshipped fire or ice.

Abilities: Boating, Build Boat, Carve, Endurance, Follower of Silverbark, Open Spirit World, [River] Knowledge, Silverbark Practice Knowledge, Sing for Hours, Spirit Face.

Virtues: Exuberant, Superstitious.

Practice Spirits:

~ **Canoe Spirits**—Against the Current 14 to 7 \blacksquare , Float 17, Paddle to the Sea 20, Plug Leak 16, Portage 15, Shoot-the-Rapids 16 to 9 \blacksquare , Stow Cargo 14 to 1 \blacksquare , Toughen Canoe 18 to 3 \blacksquare .

☐ **Endurance Spirits**—Booze It Up! 4 \blacksquare , Carry Heavy Load 15 to 9 \blacksquare , Carry Load Uphill 19, Enjoy Rations 14, Ignore Aches 18, Paddle Tirelessly 14 to 11 \blacksquare .

~ **[River] Spirits**—Catch Fish 14, Flow Downhill 12 to 8 \blacksquare , Shoot the Rapids 16 to 8 \blacksquare , Swim 20, What's Around The Bend? 15.

A spirit may function on a river other than the one named, especially on tributaries, but the further away the spirit is from its home, the weaker it becomes.

Spirit Ally: A practitioner of Silverbark usually puts his spirit ally into his paddle or pipe.



Requirement: Once a year, the worshipper must carve a small canoe of birch wood and release it so it may travel downstream to the Ocean.

Charms and Fetishes: Worshipers of Silverbark use their equipment to house charms and fetishes, especially paddles, wineskins, and complex carvings.

Other Side: Followers ride in Silverbark and accompany Dokal on his journeys.

Vorlan Umathsson (Shamanic practice) Thunder-breathed Uncle

Vorlan is a great spirit of storms, the wind that goes wherever it wishes. His followers are shamans, also known as Thundermen, though they can be either men or women. His potent lightning fathered Dokal upon Oak Woman. His storms keep the Darkmen and Plantbeasts at bay with wind and hail. Uncle of Orlanth in some tales, many regard him as Orlanth's wiser brother. Enigmatic and mysterious, none knew he was a spirit until Death came.

Vorlan's breath froze the waters when they rose up and threatened the People. It was his guile that bound away the evil spirits. After Bloodwoman slew Sevrus the Enchanter, those who had spirits rather than souls were given into his keeping.

Adventure Hook:

Please Put Me Back in the Water

Each year, the practitioners of Silverbark construct a small effigy of a canoeist and release it into the river; eventually it makes its way to the sea. Lovingly crafted and painted, each offering is unique. To keep them upright, these offerings have hollows underneath them, often filled with stones or lumps of metal.

Someone has been stealing them for the metal. Angered, the Great Spirit has withdrawn his support, and without his help, the rivermen refuse to risk their lives on the rivers and rapids for the House. Find out who is responsible. Punish them.





Now his son, Hairyman, leads the Parade of Sacred Beasts, leaving Vorlan to commune with spirits, storm, and wind.

Vorlan is a shamanic practice. His followers are rare and solitary, generally serving themselves or their families. Vorlani call their shamanic circle “Beloved’s Necklace.”

Entry Requirements: Must be a member of the Storm Pantheon or “Wenelian” Tradition and have the capacity to become a shaman.

Abilities: Follower of Vorlan, Open Spirit World, Sense Change in Weather, Spirit Face, Vorlan Practice Knowledge.

Virtues: Enigmatic, Solitary.

Practice Spirits:

❶ **Cold Spirits**—Endure Chill 16 to 3W, Freeze 16, Frostbite 13 to 20, Make Snow 18.

⚡ **Lightning Spirits**—Blinding Flash 20, Leap 14, Searing Blast 16 to 12W, Shatter Tree 2W to 18W

⚡ **Thunder Spirits**—Booming Voice 15, Deafening Thunder 17 to 13W, Knock Over 16 to 9W, Terrify 3W

~ **Water Spirits**—Breathe Water 16, Flow Downhill 9 to 2W, Quench Fire 2W to 15W, Walk on Water 17.

⚡ **Wind Spirits**—Invisible Wind 19, Lift Object with Wind 17 to 6W, Push Cloud 18 to 2W2.

Special Spirits: Wind of Above, Wind of Below.

Spirit Allies: Vorlani may only have Wind Spirits and Thunder Spirits as their allies.

Secret: **Seventh Wind** (The shaman awakens his inner, sacred wind. When the fetch manifests, it constantly stirs the shaman’s hair and clothing with an unfelt breeze).

Shamanic Abilities: Shamanic Escape, Spirit World Travel, Travel as Wind (Ritual magic – Character transforms into a wind and can travel in that form until he reaches his desired location.)

Fetishes: Thundermen use a variety of materials for fetishes, including flint carvings and teeth and claws from their sacred beasts.

Other Side: Vorlan’s demesne inside the Spirit World is the Roaring Zone, which lies within a larger region called the Vale of the Four Winds. After death, Vorlan’s worshippers join him in the Spirit World until chosen to become wind spirits, which through service grow larger until they eventually become a wind that blows through the Inner World.

Other Connections: Many Darkness and Beast spirits are traditional enemies.

Disadvantages: Vorlani are clanless but are given hospitality wherever they go. Everyone fears the power that crackles in their eyes and hair.

Narrator’s Note: Worship of Vorlan is similar to the Kolat Tradition practiced among other Orlanthi peoples. Vorlani treat any non-Wenelian Kolating Practice as a helper practice. They cannot join the Seven Storms practice and must become shamans through the Vorlan practice. Wenelian Kolatings exist as well and may use the rulas for that Tradition instead.

Several unique Wenelian practices exist, particularly those dealing with rain and beast-people. Non-Wenelian Kolati can join them as helper practices.

Wenelian League

Lord Caroman gathered the clans surrounding Fay Jee into a loose alliance over a decade ago. The Wenelian League was to protect the city against hostile tribes and to resist pirate invasion. In addition to mutual defense, the House encouraged trade and fellowship between the clans, creating a captive market for the House. The Wenelian League is very typical of the kind of tribal associations that have arisen between the Trader Princes and the clans around them.

For all its high purpose, the league failed. Encroachments by city-sponsored plantations angered several clans, while others were uneasy with the foreign ways found in the city. When the Wolf Pirates came, the clans did not muster to support the city. However, the league continues to exist, occasionally holding “tribal” moots in pathetic attempts to resolve squabbles between the clans. If nothing is done to revive it, the Wenelian League will collapse in a welter of blood as the clans return to feuding and raiding. Much of the heroes’ work involves reforming the league and bringing it firmly back under the House’s influence.

The league meets once a year in Sea Season, but other moots are held as needed. Each clan hosts the moots for one year, though the Vorstag clan has been campaigning to have the moots moved permanently to a fine hall built in their village.

In the past, other clans have joined and left the league, but the core membership consists of the following six clans.

Black Cypress

Peaceful and hard-working, this small clan controls some of the area’s finest inica fields. As a result, they have become wealthy and the target of frequent raids. Their chieftain, a priestess of Wenela, has staunchly supported the league to promote peace.

Chieftain: Amoria the Bountiful (Priestess of Wenela the Queen (Earth Queen, Inica, Leadership) 14W, Bountiful Charms 5W, Find Another Way 14W, Peaceful 6W)

Loyalty to League: 3W

Population: 1300

Warband: 120 warriors, 17 weaponthanes

Elfael

The hills northeast of the city have deposits of bronze and copper. With the help of the Trader Princes, the clan has begun mining these. However, they are in conflict with Fort Digger—that clan hates trolls and troll-friends. Many worship Kegrend the Burrower, a mining god (Affinities: Mining, Bronze).

Chieftain: Idwal (Wenelian Chieftain 9W, Urunda Helersdottir (Chief, Cloud, Rain) 12W, Discern Weakness 7W, Hate Trolls 5W, Lead By Example 17W)

Loyalty to League: 3W

Population: 1600

Warband: 180 warriors, 25 weaponthanes

Heronwalk

This poor marsh-dwelling clan has frequent trouble with Bogani the Faceless’ plantations. They have extensive ties to other marsh-clans and the nearby Islanders. Most of the clan lives on islands in the Nimistor River delta.

BLOOD OVER GOLD





Chieftain: Tad Marshwalker (Islander Chieftain 10 \blacklozenge , Pelaskos Initiate 8 \blacklozenge , Know Delta 5 \blacklozenge 2, Love Clan 9 \blacklozenge 2, Spear-fishing 11 \blacklozenge 2)
Loyalty to League: 17
Population: 1200
Warband: 120 warriors, 15 weaponthanes

Chieftain: Marrak Thrice-ready (Wenelian Warlord 11 \blacklozenge , Practitioner of Venn 9 \blacklozenge , Ambitious 9 \blacklozenge , Warband Tactics 14 \blacklozenge 2)
Loyalty to League: 11
Population: 1700
Warband: 320 warriors, 45 weaponthanes

Otter Rock

Located close to the city, this clan has benefited most from contact with the House and is their greatest friend in the league. Merchants expanding their holdings around the city are pushing into their traditional pastures and hunting grounds.

Chieftain: Haran Two-Bear (see below)
Loyalty to League: 8 \blacklozenge
Population: 1500
Warband: 200 warriors, 20 weaponthanes

Swamp Fox

The warlike Swamp Fox support themselves by raiding and exacting tribute upon nearby clans, passing caravans, and river traffic. Only the threat of Fay Jee has prevented their chief from acting against the city, but his actions grow bolder each year. Marrak thinks he will soon rebuild the league in a new way.

Vorstag

Living in the mouth of the Darkel River where it joins the Nimistor has given the Vorstag a dependence on trade for their livelihood. Long ago, they adopted the worship of Caselain into their own rites. Initially greeting the league with open arms, they watched their old trade arrangements being eroded away by foreigners. Too-Clever Brea wants exclusive trading rights within the league for her clan, something abhorrent to the rest of the league and to House Caroman.

Chieftain: Too-Clever Brea (Wenelian Chieftain 9 \blacklozenge , Orderly of Saint Caselain 12 \blacklozenge , Bargain 17 \blacklozenge 2, Greedy 3 \blacklozenge)
Loyalty to League: 18
Population: 1400
Warband: 180 warriors, 21 weaponthanes

Haran Two-Bear

Despite graying hair and a growing belly, Haran remains a powerful and able chief, capable of cowing mighty warriors or charming wily traders. He shows his wealth by wearing Esrolian lace shawls and Kralori silk scarves interspersed with his plaids and furs. Townsfolk think this makes him look the buffoon, something he uses as an advantage in negotiations.

Since becoming chief, Haran has struggled to walk a fine line between prospering from the city and becoming subordinate to it. It is a tribute to this surprisingly canny man that he has largely succeeded, and the Otter Rock are now the wealthiest they have ever been. He is generally well respected by other clans in the league and adored in his own.

Otherworld senses show his spirit as two bears, a result of youthful exploits, and he draws some unusual magic from this.

Keywords: Wenelian Chieftain 12 \blacklozenge , Bear Totem 5 \blacklozenge 2
Works for: His clan

Primary Loyalty: His clan

Significant Abilities: Battle Tactics 10 \blacklozenge , Getting Old 20, Intimidate 5 \blacklozenge 2, Loved by Clan 12 \blacklozenge 2, Negotiate 10 \blacklozenge , Rotund 17, Speak Tradetongue 10 \blacklozenge , Sword and Shield Combat 3 \blacklozenge 2, Think Ahead 14 \blacklozenge .

Personality: Fierce 10 \blacklozenge , Practical 6 \blacklozenge .

Equipment: Ax of My Fathers +5 13 \blacklozenge , Iron Chain Shirt and Shield +7, Bear Paw Necklace 11 \blacklozenge .

Scenario Hooks:

- Anyone trying to make contacts in the Wenelian League will be directed to this man, for he is by far the friendliest chieftain to House Caroman.
- Haran frequently brings Wenelian concerns to the House, and the heroes may find themselves assigned to work with him.



Eyebite Ironhide (League Guardian)

Functions:

- ☉ Awareness—Sense Hostile Actions 5 \blacklozenge 3.
- ♯ Blessing—Bless Tribal Trade 11 \blacklozenge 2.
- ☐ Defense—We Stand Together 19 \blacklozenge .





Homeland: Wanelians

Wanelians are a disparate group of Orlanthe barbarians, remnant Slontans, and former Hsunchen peoples. Overall their culture most resembles the Storm-loving Orlanthe with considerable local variation. Inter-clan feuds are common and can last centuries. Open warfare is a rarity, but the clans raid each other extensively. Wanelian magical practices are mixed with a variety of deities, spirits, and essences worshipped by each clan according to local tradition.

Both genders depend upon the annual farming or hunting cycle to live. Off season, they differ. Men are often warriors, raiding and fighting until they gain sufficient wealth and fame to woo and win a wife. Women are often healers and defenders of tradition, jealously guarding clan bloodlines and exhorting their male kin to avenge some slight or ancient wrong. Strangers are viewed with suspicion and often treated as spies or enemies. Hospitality is grudging. Farming in the wild hills and valleys is hard, making hunting, fishing, and herding important. Since the coming of the Trader Princes, many Wanelians have given up their ancient ways to live among these foreigner's settlements.

Family means security, and most families stay close together, with bloodline relatives sharing fields, herds, hunting grounds, and shelter. Other groups may wander over a range of territory, gathering seasonally to worship, trade, and marry.

Wanelian Homeland Keyword

Occupations Available: Boatman, Entertainer (Drummer, Piper, Skald), Farmer, Fisher, Healer, Herder, Hunter, Muleskinner, Petty Noble, Warrior.

Native Abilities: [Local] Geography, [Local] Customs, Recognize Enemy, Rural or Wilderness Survival, Speak [Local Dialect], Spear and Shield Combat.

Typical Personality: Fear Dragons, Hate [Enemy], Hate [Different Enemy], [Totem Traits], Traditionalist, Vengeful.

Typical Relationships: to Family; to Clan, to Temple.

Magic: Common magic, Storm Pantheon (theism), Wanelian Tradition (animism). In addition, most Wanelians also receive a feat, spell, or charm from their totem beast. See "Totem beasts and Clan Guardians" on page 27.

Common Names: Many names are similar to Heortling or Esrolian ones. Animal-related epithets like "Bear-hide" or "Wolf-tooth" are common.

Men—Bergolt, Darol, Dormast, Durev, Haran, Helan, Heler, Helmgath, Helnard, Hirrold, Ingart, Marrik, Pavelt, Renold, Vorkold, Worlevi.

Women—Arane, Cesthna, Heler, Hellara, Hestrina, Ileen, Kesari, Lentra, Natalia, Necoosk, Niarta, Urunda, Vindinaz, Zareen, Zerekaz.

Your Clan

Every Wanelian clan is sacred; tribes and kingdoms come and go, but your clan is your only home. Everyone else is an enemy, a potential enemy, or a fool. Most clans are named after a sacred beast or local terrain feature. Greenrock Otter and Thorny Spine Boar are both clans found in the Nimistor valley. It is rare that a Wanelian supports anyone outside his clan with any enthusiasm.

Common Magic and Mixed Religions Lords of Oak and Storm

The people of Wanelia draw strength from ancestral beasts, friendly spirits, and petty gods. No form of worship predominates, and each community has its own array of helpful magic. Symbols and holy places include animal skulls, woven baskets, rain-fed pools, sacred groves, and windy hilltops. The religion encompasses several specialized religions as well, providing deeper magical understanding to those who wish it. Such folk usually join the Storm Pantheon, Wanelian Tradition, or the Ashara Church.

Most of the farmers, herders, fishermen, and other common folk of Wanelia are members of this religion and do not follow a more specialized one.

Entry Requirements: Open to all in the local community.

Abilities: Know Mythology of Oak and Storm, [Local]

History, Worship Oak and Storm.

Virtues: Conservative, Practical.

Common Magic:

R Charms—Bash Spirit, Fight [Enemy], Hit Harder, Obscure Tracks, Stop Bleeding, Winning Smile, Understand [Animal].

R Feats—Banish Godling, Bless [Crop], Call Rain, Cure [Disease], Make Love Again, Plough Deeper, Run Up Hillside.

R Spells—Cure [Herd Animal] Disease, Ignore Seduction, Lie to Stranger, Resist Enemy Magic, Sear Darkman, Thwart Essence, Wither Plantman.

R Talents—Block Weapon, Bring in Harvest, Cook Delicious Meal, Far Sight, Find Trail, Notice Me, Talk to Ancestor.

Other Side: Between lives, some Wanelians travel to the Good Forest, where their spirits hunt and fish. Others find their souls working and feasting in Thunder Town. A few are absorbed by great Essences until they must return. Burial customs vary widely, but most bodies are burned, and the ashes scattered over fields. Markers to famous ancestors are carved from logs and set up near steads or holy places.

Disadvantages: People of the Oak and Storm practice a mixed religion. They cannot concentrate their magic without joining a specialized religion. Each clan has its own sacred magic and not the entire range of magic above.

Medicine Lodges

Many small magic societies exist among the Wanelians, and most people generally belong to one or more. Membership in a medicine lodge gives some guarantee of welcome in distant clans. There are literally scores of these societies, but the following are the most well known in the Wanelian League (see "Wanelian League" on page 34 for further details.).

Big Secret Brother

R Charms—Enhance Appearance, Stay Sober.

R Spells—Good Voice, Help "Brother," Protect Boss.

``Dwells In Forest Darkness``

R Charms—Eat Wood, Hide From Enemy, Smell Truffle.

R Feat—Big Healing, Rending Tusk.





Mother Loon

- R Feats—Dive and Swim, Find Fish.
- R Charms—Attractive Lure, Stay Underwater, Wuhohohoh!

Sacred Fire

- R Charms—Char Spirit, Warm Fire.
- R Feats—Bright Fire, Burn Godling.
- R Spells—Sear Essence, Start Fire.

Specialized Religions—Storm Pantheon and the Wenelian Tradition

Most Wenelians perform mixed worship with many deities, spirits, and essences held in common throughout the region. Many gods are from the Storm Pantheon, especially the many faces of Heler, though the mild weather precludes the worship of the coldest such as Valind. Several widely distributed spirit practices form the Wenelian Tradition. Despite this, anyone can support the rest of his community through community worship; many Wenelians and other Gloranthans are members of a pantheon and a tradition or even a Church!

Sample Deities, Saints, and Majestic Spirits

Each community worships its own array of spirits, gods, and essences. The examples provided are those worshipped in the Wenelian League near the city of Fay Jee. Specialized religions from Heortland, Esrolia, and Esvular may also be available with the Narrator's permission.

Boatman: Silverbark the Great Canoe

- Spirits—Canoes, Endurance, [River] Spirits.
- ⌘ Want to discover more? See “Silverbark” on page 33.

Entertainer: Drogaros the Wanderer

Drogaros learned many magical tricks as he wandered from clan to clan. His followers do likewise but are treated with suspicion and distrust even as they are welcomed for the news they bring.

Affinities—Skald, Wanderer

Common Magic—See “Donandar” in the Basic Magic chapter of *Heroquest*, page 111, and in *Masters of Luck and Death*, page 45.

Farmer (men): Helerhara

Mighty Heler is the tribal father of many clans, particularly among the Atelli. Helerhara brings the rains to keep the fields green and is worshipped by farmers.

Affinities—Clouds, Grain, Rain.

Farmer (women): Wenela Inica Mother

Affinities—Bless Domestic Animals, Bless Family, Inica.

Fisher: Pelaskos and Poverri, the Fisher Twins

Affinities—Boating, Fishing, Overcome Sea.

Fisher: [River Spirit]

Many clans ally with the local river spirit for food and protection.

Spirits—Fishing, [River], Water.

Healer: Oak Woman

Spirits—Forest, Gathering, Healing, Protection.

⌘ Want More? See “Oak Woman” on page 32.

Herder: Vori of The Shepherd

Affinities—Clouds, Herd Sheep, Rain.

Hunter: Dokal, the First Man

Each people has their own origin story. Many clans trace their descent from Dokal, the Hairyman.

Spirits—Ancestor, Hunting, [Totem Beast].

⌘ Want to Discover More? See “Dokal” on page 28.

Muleskinner: Saint Gilles the Humble

Formulary—*Hard Roads Lead to Solace, the Travels of the Humble Penitent.*

⌘ Want to discover more? See “Saint Gilles, Humble Penitent” on page 24.

Petty Noble: Urunda Helersdottir

When Brave Heler left the stead to follow her lord, her daughter was in charge of her lands, husbands, and herds.

Affinities—Chieftain, Clouds, Rain.

Petty Noble: Saint Caselain

Formulary—*Book of Ashara with commentary and marginalia by Sanuel Caselain.*

Scripture—*Caselain's Travelogue (Being an Account of My Perilous Journey to the East).*

⌘ Want to discover more? See “Saint Caselain the traveler” on page 21.

Warrior: Helamakt the Warrior

Affinities—Clouds, Combat, Rain.

Warrior: Loyal Son Venn

Venn is one of Wenelia's many fighting spirit practices.

Spirits—Bravery, Forest Cunning, Warband, [Weapon] Fighting.

Reasons to Have Left Home

Your clan or tribe was destroyed by stronger, fiercer rivals. You survived, and someday you may return to claim vengeance. Many youngsters find clan life stifling and leave home to wander and explore. Other, less fortunate Wenelians are exiled or outcast from their clans for petty crimes or impure blood and join the half-bloods living among the Trader Princes.

A Dark and Wounded Mythology

Wenelia's magical landscape suffered terribly during the Second Age. Slontos was one of the Middle Sea Empire's greatest centers. It was here that the Goddess Switch was performed, and it was at the Pythos University that so many heroquest paths were first pioneered and then exploited. For many Wenelians, the name “Heroquester” is synonymous with God Learner.

The most devastating act perpetrated by the God Learners was an experiment to switch two of the land goddesses, Inica and Einkorn, commonly thought to be Wenela and Slonta, for no other purpose than to see if they were identical. While at first there seemed to be no ill effect, some insignificant flowers failed to bloom in each land, and crops soon suffered. In one land, the divorce rate became almost one hundred percent, and in the other Slontos shuddered and sank. To this day, growing the goddesses' sacred crops in both lands is nearly impossible, and the Wenelians have suffered as a result.

The remaining heroquest paths are either relatively minor ones such as local Founder myths or are the mighty pathways essential to worship. Venturing far from these safe and secure stories is very dangerous, for the wreckage of the God War hems the pathways closely. Rumors persist of dark figures lurking at the edge of sight, sometimes guarding arcane travelers from terrible foes or attacking the impious with devastating force. Few dare to seek out new paths.





Pralori and Hsunchen

The Pralori are one of the Ten Great Nations of the Hsunchen and believe they are descended from an animal ancestor and are kin to beasts. Pralori people are born with only minor differences from other humans, but they know and feel their innate contact with their ancestral animal, the elk. Their shamans help them to reconnect with their heritage, to restore the lost parts of their souls, giving them the animal powers their ancestors once lost.

Hsunchen all share a deep distrust of any technology beyond that needed by hunter-gatherers. They refuse to plow the soil or bind animals as slaves. They consider civilization to be an abomination upon the earth and its people to be miserable weaklings. They regard theism and sorcery as misguided efforts to survive used by desperate people who lost Korgatsu. As such, all true hsunchen shun such magic. In this, the Pralori are very traditional in their world view, though many young bucks are seduced into foreign ways and never return to the herd.

Becoming Complete

All hsunchen descend from their own Tradition, based on a different animal totem as the ruler of the universe, but the worship and practices are all remarkably similar. In the case of the Pralori, this is Pralor, Father of Elk. The shamanic practice is Desdoyal Antlerman, who is common to all antlered hsunchen. During initiation into adulthood, Pralori learn to recover the missing parts of their spirits and integrate elk spirits into their own until both become one—the predator within the prey and the prey encompassed by the hunter—through a mix of ceremony, meditation, and ritual purification.

There are awakened elk, and they can become more human through this same process. Neither elk nor human is perfect. Both are missing pieces of their spiritual nature.

Contest: Become Elk

Appropriate Ability: Mythology of Pralor, Practitioner of Pralor, [Pralori Virtue].

Typical Modifiers and Augments: The other two abilities.

Difficulty: 14W.

Complete or Major Victory: All Elk parts acquired at a cost of 1 HP each.

Minor or Marginal Victory: The hero learns to transform an additional part. He gains access to one or more Elk abilities (see Elk Abilities below) at the cost of 1 HP.

Tie, Marginal or Minor Defeat: The hero is not able to blend his two natures. However, he may try again in the future after study, purification, and ritual.

Major Defeat: The hero loses one of his elk abilities permanently. It can be regained in a future ceremony.

Complete Defeat: The hero offends Pralor greatly, and he is outcast from the Tradition.



Successful integration of elk and man spirits gives the practitioner access to one or more of the following abilities:

Elk Abilities:

Dodge Attack 15, Hide in Cover 5W, Kick 15, Large 18, Nervous 12, Strong 18, Wrestle with Antlers 18.

Human Abilities:

Brave 12, Clever 15, Climb 5W, Flexible 18, Make Tool 18, Spear Attack 18, Throw Javelin 18.

All abilities can be increased by spending hero points even before the transformation process is complete. Once all seven abilities have been acquired, the hsunchen can transform himself between an elk and human at will and gains the following additional advantages:

Transform to Elk: +4 Tough Hide, +4 Sharp Antlers, all Elk abilities increase by +2

Transform to Human: Can communicate with non-hsunchen humans, +2 to all Human abilities.





Pralor Tradition

Descendant of the Cosmic Dragon

All hsunchen peoples are descended from an ancient progenitor. In turn, these were begat by ever greater ancestors back to the beginning when Korgatsu the Cosmic Dragon dismembered itself to make the universe. When Death came, people found Korgatsu in the Spirit World. They learned how to help descendants who were still living, how to be reborn, and the ceremonies needed to preserve the world.

Only shamans can contact Korgatsu, who only provides those brave enough to do so with esoteric and cosmic insights.

Pralor, Father of Elk Tradition Keyword

Abilities: Open Spirit World, Pralor Tradition Knowledge, Speak to Elk, Worship Pralor.

Virtues: Lustful, Protective.

Magic: Tradition Spirits (Spiritists usually start with 5 charms):

♣ **Wilderness Spirits**—Attract Mate 17, Bound Through Undergrowth 11 to 19, Chip Stone Neatly 15, Cling to Mount 12 to 16, Find Edible Plants 13 to 6W, Forage Through Snow 18, Ignore Biting Insects 15, Make Fire 15, Make Safe for Drinking 18, Run Away! 4W, Sense Predator 3W.

Core Practices: Pralor is worshipped by men and women alike.

Great Secret: Dismember Self.

Other Side: Pralor leads his herd in the Wild Elk Forest. The attacks of Telmor and his wolves are but a part of the cycle of life.

Pralor Practice

Father of Elk

Daisor, the great cloven-hoofed spirit, gave birth to many children, each better than the last. The best of these was Desdoval the Antlerman. Pralor the elk was his eldest son. He established the herds to protect the People against Fralor's hungry children and their packs. He knew when it was best to stand and fight and when it was best to run away. After Telmor, Father of Wolves, devoured the sun, the Long Winter began. Without the sun, Pralor knew that everyone would eventually die of starvation, even him, so he gathered all his kin: Uncol the Reindeer, Damala the Fallow Deer, Moscha the Musk Deer, Alekk the Moose, Mralot the Pig, Carona the Goat, and many others. Together they assembled the remains of Desdoval and brought him back to life. Desdoval used his magic, backed by the power of the herd, to bring back the sun and end the Long Winter. However, Desdoval had spent time in the underworld, dead. To mark this, all his descendants shed their antlers during the winter, but each spring they re-grow them, each set more ornate than the last. The Pralor Practice is the Pralori Tradition core practice.

Entry Requirements: Everyone born a Pralori is both elk and part of the religion. A rite of adoption for outsiders exists, which changes the candidate's spirit into an elk, but most who attempt it die.

Abilities: Follower of Pralor, Open Spirit World, Pralor Tradition Knowledge, Speak To Elk, Spirit Face.

Virtues: Lustful, Protective, Scorn Civilization.

Practice Spirits: (a practitioner starts with Elk or Man spirits)

▽ **Elk or Prey spirits** (3 of these)—Bellow 14W, Elk Running 12 to 10W, Elk's Hide 12 to 7W, Find Sustenance 15 to 5W, Keen Hearing 19, Keen Smell 19, Knock Down Enemy 14 to 4W, Man Help 15, Sprout Antlers 1W.

▽ **Herd spirits** (two of these)—Comfort 14, Fight Together 14 to 4W, Find the Others 8 to 6W, Heal Wound 14 to 1W, Heal Injury 12 to 4W, Rally Herd 14 to 2W, Shield Calves 17 to 4W, Sustain Young 6W.

♣ **Man or Predator spirits** (three of these)—Brave Heart 17, Calm Prey 12 to 4W, Cunning Trap 17 to 3W, Elk Help 15, Hide Scent 19, Keen Blade 19, See Hidden Tracks 14 to 1W, Stalk Prey 1W, Sureshot 16 to 4W.





Homeland: Pralori

The Pralori are shape-changing Elk People. They preserve a traditional, very conservative hunter-gatherer lifestyle throughout the wilds of Wenelia. They use stone and wood for tools and wear hides and furs. The Pralori scorn towns and villages and wander throughout their territory, living in tents and the occasional natural shelter. Men and women hunt, make tools, and perform chores around the camp, but in council, the word of the stags carries most weight. Among the Pralori, the needs of the herd are paramount, outweighing any individual's wishes.

Each herd consists of a dominant male stag and his closest associates, their many women and children, and the elders. The Pralori human herd has a small herd of related elk that they protect and serve. They never eat elk except at specific sacred rites, but they do ride upon them and use them to carry gear. This distinguishes them from the Damali Deer-folk, with whom they are often confused but whose beast kin are much smaller, cowardly, and generally inferior.

Associated with each herd is another "bachelor" herd of young men trying to win acceptance into a herd or capture enough females to start one of their own. These bachelor bands retain friendship with their parents' herd, acting as warriors and outguards and trading game for the use of riding animals. But they are a danger to their neighbor herds when they poach in other's territories and raid for wives. Reckless bachelors often raid settled folk and can provoke reprisals, though the herd generally just fades into the wilderness. Wandering bachelors are also the source of the Pralori scouts and mercenaries hired by outsiders.

Herds maintain their own traditional territories, large in extent and with many types of wilderness to provide living resources in the different seasons. The herds move through this area seasonally. They pride themselves on being entirely self-sufficient. Pralori occasionally engage in cautious trade with the caravans crossing their land.

When external forces or disaster threaten, the herds gather into a tribe to confront it. They elect temporary leaders for the larger group. In the west, they dominate the region entirely, and the land is called Pralorela. There they have semi-permanent organizations to oversee their relationship with each other and outsiders.

Most farmers and city dwellers are unaware when Pralori are nearby, yet they wander through the wilderness between Wenelian villages and Trader Prince castles at will.

Many young Pralori bachelors seek employ with the Trader Princes and trade their unparalleled wilderness skills in exchange for the fancy goods such as jewelry to impress a wife. However, traditionalists consider this employment to be a danger, and many bachelors never return to their herds after being polluted by civilization.

Pralori Homeland Keyword

Occupations Available: Herder, Hunter, Warrior.

Native Abilities: Elk Care, Hide, Javelin Combat, Make Shelter, Pralorela Geography, Pralori Customs, Ride Elk, Speak Pralori, Stalk, Wilderness Survival, Work Stone and Wood.

Typical Personality Traits: Disdainful of Non-Pralori, Distrust of Dirt-grubbers, Fear Dragons, Skittish.

Typical Relationships: to Herd; to Ancestors; to Shaman.

Typical Followers: Many Pralori have an Elk-Brother, which can be treated as a sidekick or follower. An Elk-Brother may have any of the magical abilities of Elk-Spirits as an innate magical ability.

Flaws: Most Pralori are unfamiliar with the customs of more settled peoples. They receive a -10 modifier when using their abilities in an urban environment.

Magic: Common magic; Pralor, Father of Elk Tradition (animism).

Common Names:

Men—Agaasi, Debendji, Gitchi, Mahobala, Makizin, Myeegun, Tibiki.

Women—Anishina, Gadj, Kagiwigwan, Keesis, Wawatay.

Specialized Magic Pralori Shapechanging

Practitioners of Pralor begin to learn how to shapechange between elk and human. This ability is first gained upon initiation into adulthood and is increased each year and at special yearly ceremonies, where prey elk spirits offer themselves up to predator human spirits. Each spirit consumed allows the transformation of another body part. Similar rituals and ceremonies exist for elk to become human as well. A practitioner can use his shapechanged abilities at will, which manifest as an elk (or human) part.

In elk form, the character has the abilities of an elk as per page 61 of *Anaxial's Roster*, reprinted below for convenience. In both forms, he has the intellect of a man and the instincts of an elk. A Pralori may use human abilities to augment elk abilities, and vice versa. If he concentrates his magic into a non-animist form or joins a non-Pralor Tradition, he loses this ability permanently and can never regain it. Such fallen hsunchen are viewed with pity and horror by the rest and are disowned and driven from the herd.

Elk

Cervus pralorelsis

Distribution: Maniria, Ralios, Seshnela.

Typical Abilities: Dodge Attack 15, Hide in Cover 5**LD**, Kick 15, Large 18, Nervous 12, Strong 18, Wrestle with Antlers 18.

Weapons and Armor: Antlers +2, Tough Hide +1

Tactics: Males guard the herd, keeping themselves between any threats and the females and calves. They *Wrestle with Antlers* (18) augmented by *Tough Hide* (+1), *Dodge Attack* (+2), *Large* (+2), and *Strong* (+2 =5**LD**). If seriously threatened or frightened, they flee.

Supernatural Entities: Elk are the descendants of Pralori, and many spirit elk are found in both the Hero Plane and the Spirit World, as well as sometimes guarding their mortal kin.



BLOOD OVER GOLD



⌘ Elk or Man?

The Pralori know that there is no difference between two-legged and four-legged members of the herd. All share a common ancestor and treat their relatives accordingly. A Pralori addresses an elk as “brother,” “sister,” or even “husband” or “sister.” Many Pralori of both varieties share a strong bond as Elk-brothers, traveling together. One provides hands, the other legs, and both share magic, food, and danger.

Their mythology says that once everyone was an elk but that the other hsunchen split off first through various weaknesses (greed for the wolves, timidity for the deer). Later some of these hsunchen were corrupted by vices, and Korgatsu took away their animal natures as punishment.

Other Local Hsunchen

“Hsunchen” is a general term that describes several types of shape changers who inhabit Glorantha. They are similar to the Pralori but are kin to different animals.

The Pralori make up eighty to ninety percent of the hsunchen in Wenelia, but many other types exist, maintaining their own herds, packs, or other groups. They are rare, though their animal kin are widespread. Thus, a couple of Damali (or roe deer) families exist, even though roe deer are found through all the lowlands. Other known groups include badger, brown bear, coyote, mountain sheep, opossum, and mule deer. These are all very rare.

Predatory types of hsunchen, including wolf and lion, have been exterminated in Wenelia.

Specialized Religion Pralor, Father of Elk Tradition

Pralor is the father of all elk, and all Pralori join his worship. Without him, they would be mere dirt grubbers. There is little gender differentiation between men and women or between humans and elk. Spiritists of this tradition gain access to minor charms, but to become an adult, a Pralori must become a practitioner of Pralor as well.

Every member of the herd has basic needs: food, warmth, shelter, and a mate. Each Pralori has his own magic to gain them, and youngsters are taught these things to help them survive before they learn greater magic. Such magic is just a memory of what they once were, before the wolves broke the People into two-legged and four-legged folks.

Sample Majestic Spirits of the Pralori Tradition

The Pralori need few practices or religious variation, as Pralor provides all they need to survive. Each herd also worships its own array of local spirits who are native to their range.

Men and Women: Pralor

*Spirits—*Elk, Herd, Human.

⌘ Want to discover more? See “Pralor Practice” on page 37.

Shamans: Desdoyal the Antlerman

*Spirits—*Ancestors.

⌘ Want to discover more? See “Desdoyal” on page 40.

Any: Hoof and Antler, Leaf and Stone.

Local spirits propitiated by the Pralori as they wander through their range.

*Spirits—*Forest, [Hero], Land, Stream.

⌘ Want to discover more? See “Hoof and Antler, Leaf and Stone” on page 40.

Reasons to Have Left Home

Young bucks have no herd and must wander until they gain enough prestige to challenge for a position within a herd or begin their own. Pralori often serve Trader Princes as savvy guides and hunters since Caselain brought the Iron Elk salt. These Many Pralori may choose to continue their travels after their service.

Pralori, Hsunchen and Deep Wilderness Encounters

The Pralori keep themselves far from the pollution of civilized folk. Their camps and herds travel the high hills and are found throughout the region. However, their lives are not ones of pastoral idleness, for the necessities of survival keep them busy.

Common:

- Young bucks trying to set up their own herd by stealing women. Stags prepare to fight.
- Strangers getting too close to camp. Everyone has to move.
- Elk herd restive. Predators must be close by.

Unusual:

- Strange spirits encountered. Shamans must determine if they mean harm.
- Ritual Trading Ground nearby. Opportunity to trade safely with Dirt Grubber merchants.

Rare:

- Rumors of Telmori in nearby hills. Warriors prepare to hunt their ancient foe.
- Spies found watching the camp. They must not escape!

*Grandfather,
Look at our brokenness.
We know that in all creation
Only the human family
Has strayed from the Sacred Way.
We know that we are the ones
Who are divided,
And we are the ones
Who must come back together
To walk in the Sacred Way.
Grandfather, Sacred One,
Teach us love, compassion, and honor
That we may heal the earth
And heal each other.*





Spirit Ally: A worshiper can only have an elk spirit as a spirit ally.

Secret (male): Predator and Prey (The Pralori is at once the wolf in the deer and gains 1/4 the secret's rating as an auto augment when hunting or fighting.)

Secret (female): Defender of the Herd (This secret provides an augment of 1/4 the secret's rating when defending or nurturing her herd. This includes child care, gathering food, or tending the elk. In addition, her herd is considered a single target for magical purposes.)

Practice Secret Requirements: Follower of Pralor 1W2, Speak To Elk 1W2, Spirit Face 1W2.

Charms and Fetishes: Pralori often tattoo charms and fetishes directly onto their skin so that they are available when shapechanging. Fetishes made from antlers, hooves, or teeth of elk also become part of the Pralori when he changes shape.

Other Side: Pralor leads his herd in the Wild Elk Forest. The attacks of Telmor and his wolves are but a part of the cycle of life.

Disadvantages: The practitioner cannot join another Tradition without losing his elk magic.

Desdoval (Shamanic Practice)

Antlerman

When Fralar and his children began to eat other animals, Desdoval Antlerman went to confront his brother. He went with all his power and all his magic, but Fralar gathered his sons into a pack. Alone, Desdoval was overcome by their numbers, his strength devoured and his bones scattered. Antlerman now dwells in the Spirit World, but shamans know how to contact him and bring back magic for the benefit of the herd.

Desdovalli, or "Antlermen," are the shamans of the Pralori. They deal with the spirits of the ancestors, and they alone know the herd's most holy places, where the bones of their ancestors lie. Only they may use the sacred paints that adorn the walls of these caves and bone-yards. It is through them that the animal ancestors are appeased and that animals consent to the hunt.

Entry Requirements: Be recognized as "cursed and blessed" by a Desdoval shaman; meet requirements to be a shaman.

Abilities: Cave Painting, Desdoval Practice Knowledge, Follower of Desdoval, Genealogy, Open Spirit World, Spirit Face.

Virtues: Independent, Respect Ancestors.

Practice Spirits:

☞ **Ancestors** (two of these)—Calm Prey 7W, Curse Trespasser 17 to 9W3, Draw Beast 10W to 9W2, Find Trail 11 to 3W, Know Names 10W to 6W2, Lash Out in Anger 17 to 9W, Make Children 15, Run Away 3W, Settle Argument 10 to 2W, Shut Them Up 12, Vision Dance 17 to 8W2.

Special Spirits: A follower of Desdoval may call upon any Pralori spirit (two-legged or four-legged) from which he can prove descent.

Secret: Antler Rite (The student confronts the herd during rut. He is gored, trampled, and crushed. His shaman gathers his remains, and if there are not too few, the

student is reborn as a shaman. The elk part of his soul awakens and acts as his fetch. When present, his fetch appears as a shadow crowned with antlers.)

Shamanic Abilities: Call the Herd, Shamanic Escape, Spirit World Travel.

Charms and Fetishes: Elk hide, bones and sinew, cave paintings, discarded antlers, tattoos.

Other Side: Antlerman lives in the deep caves hidden within the Wildest Forest, where he paints his sacred images.

Hoof and Antler, Leaf and Stone (Independent Practice)

Local Spirits

Constant migration by the Pralori herds has given them a wide knowledge of spiritual sites throughout Wenelia. While each herd has its own array of sacred spots, they collectively form an independent practice specific to the region. These places range from sacred groves and blessed caves to magical springs or even the burial sites of long dead heroes. The practice's sacred spots are widely scattered, but the migrating herds allow a clan of Pralori to visit them every few years. Less mobile peoples also worship those spirits local to them and gain some benefits of the practice. In fact, many of these spirits are a significant part of localized common religions and practices.

Entry Requirements: Be willing to worship the local spirits.

Each site that provides spirits must be visited in worship at least yearly.

Abilities: Follower of Hoof and Antler, Hoof and Antler Practice Knowledge, Local Area Geography, Open Spirit World, Spirit Face.

Virtues: Reverent.

Practice Spirits: Usually no more than one spirit of each type.

☞ **Forest Spirits**—Bear Fruit 4W, Conceal in Foliage 12W, Find Campsite 19, Lash Out Branches 14, Tree Leap Branches 3W.

☞ **Hero Spirits**—Deafening Drumming 12 to 17W, Draw Game Close 13 to 10W, Hurt from Afar 11 to 3W, Irresistible Stranger 17 to 9W, Peacemaker 10 to 2W, Snake Eater 14.

☐ **Land Spirits**—Climb Like Goat 5W, Find Safe Trail 13 to 5W, Lash Out in Anger 17 to 9W, Shelter from Wind 3W, Start Rock Fall 10 to 2W, Survive Fall 18 to 10W, Track 15.

~ **Stream Spirits**—Calm the Waters 2W, Carry Downstream 15 to 19W, Douse Flames 10W, Float 11 to 3W, Stop Drowning 18 to 2W, Swim 17 to 8W.

Spirit Ally: A practitioner can have only one of the above spirits as an ally.

Charms and Fetishes: Each spirit has its own home, and these vary widely. Most prefer medicine pouches filled with herbs, dirt, water, or bones from the original worship site.

Other Side: These spirits have a wide range of homes, only united by their association with the Pralori and other local shamans.

BLOOD OVER GOLD





Islanders and the New Coast

Several archipelagos, collectively called the Islands, harbor their own peoples. The lands and islands around the Mournsea are the remnants of Lost Slontos. A wealthy and important part of the long-dead Middle Sea Empire, it suffered terribly at the end the Second Age. First, the Closing, circa 930, cut them off from the rest of the Empire. Then in 1150, the goddess Slonta rolled over, and all Slontos, which included Wenelia, was rocked by the earthquake. Most of the land sank. Hundreds of cities and entire peoples were wiped out, leaving behind only wretched survivors on small islands and barren coasts.

Despite past history, life here is quite pleasant, if somewhat damp. The coast is often rocky and ragged with cliffs that mark the edge of ancient Slontos. Along this coast are groves of cedar and cypress, their branches festooned with moss and creepers, and vast tidal marshes.

Dormal sailed through the Mournsea in 1580, bypassing the Closing and giving rise to ship-borne trade between the

Holy Country, Handra, and beyond. Many small cities sprang up along the coast as trade revived. Fiercely independent, these cities failed to unify in the face of the Wolf Pirates, who raided them with impunity, pillaging several following the destruction of the Holy Country fleet in 1616.

Handra is the largest of these cities, and much of the former inland trade to and from Ralios now travels through it, going up the Noshain River instead of by cart along the Trade Road. Tiny Kaxtorplose has maintained its independence and the worship of its hero, Kaxtor, since the First Age. Fay Jee at the mouth of the Nimistor River was a major port until the Wolf Pirates sacked it.

The westernmost Manirian Islands lie along the coast of Ramalia and New Fens. These islands were once hilltops and highlands. The islanders living there are unfortunate indeed, first in thrall to the merfolk and then, after the Opening, beset with pirates and slavers. Even the natives of Meetinghall Island have fared poorly since their volcano god drowned, but that may change as they reconstruct the lost rituals of the Volcano Twins to re-awaken their fiery gods. To the west, the depraved inhabitants of Ramalia immediately sacrifice anyone unfortunate enough to be washed ashore.

The Wenelian Isles lie east of the Mournsea. Sea-girt hilltops are all that remain of once-prosperous lands. Most islander communities have pacts with local merfolk to fish the rich shallows in exchange for sacrifice and obedience. Merfolk forbid air-breathers access to some islands, many of which are covered with ancient ruins. Hanging somewhere over the island chain is Hofhadalos' Folly, a terrifying Temple to All Tricksters. Though the land sank, the temple did not. The wretched place remains intact, albeit invisible, and occasional swarms of tricksters tumble out to plague the nearby islands and coast.

Between these island chains lies the Mournsea. It first sank sometime before the Darkness and sank deeper at the end of the Second Age. Deep beneath the surface is the magical city of Erenplose, occasionally visible from the surface, encapsulated in a bubble of air.

The Maldros are the largest New Coast tribe, centered on the Pelushi volcano and the small city of Peelo. The soil is virile with Pelushi's blessings, and the inhabitants practice slash-and-burn agriculture rather than labor behind the plough. Crystals like drops of blood are found in the black and red lava flows, and these "Peelo Tears" are much sought. The oak and maple found elsewhere in Wenelia give way to cypress, teak, and more exotic woods, prime targets for trade and theft. When threatened, the Maldros call upon their god to devour invaders with fiery lava and choking clouds of ash. Unfortunately, he cannot protect them from sea-borne raiders, and Maldros became a protectorate of the Holy Country after the Opening. Since the defeat of the Holy Country navy, the Wolf Pirates demand a heavy tribute.





Occupational Keywords

Most of the professions and lifestyles in Wenelia are similar to those presented in *HeroQuest*. However, several new occupations are important enough to be discussed here.

Boatman

Boatmen ply the rivers of Maniria, carrying goods between scattered settlements and downstream to the burgeoning cities along the coast. Boatmen can be crew on large riverboats and barges or paddle their canoes alone. Boatmen often *portage* (carry) cargo around rapids and waterfalls. It's a hard life, and many boatmen are outcasts or fugitives, while others only want to support their families

Beginning Hero Suggestions: Boatmen often leave their profession to seek adventure and a more rewarding pastime than dragging a boat up and down the river.

Abilities: Balance, Boating, Brawling, Carry Heavy Load, Consume Alcohol, Endure Weather, Know [River], Sing, Stow Cargo, Swim, Tireless.

Relationships: to Crew; to Captain or Trader Prince.

Followers: None, in general. Perhaps a crew might follow a successful leader, or a young stowaway needs a mentor.

Personality Traits: Boisterous or Sullen, Patient, Superstitious.

Magic: River Spirit, Trader God, Travel Saint.

Living Standard: Poor.

Typical Equipment: Sheeting knife, his paddle, alcohol, cargo pack, small cache of semi-valuable items for trade. Possibly a boat or canoe and/or small cottage or place at a large stead.

Culture: While many boatmen are Wenelians, most are Malkioni/Wenelian half-breeds, or "Blues," living among the Trader Princes.

Fisherman

The waters of the New Coast and the Islands teem with fish. The rivers, coastal swamps, and shallows also provide bounteous harvests of clams, oysters, frogs, shellfish, and sea birds. Every year, salmon runs spawn in their millions. Fishermen know the secrets of catching the Sea Tribe's least members safely with nets and traps. Larger fish and frogs are hunted with tridents and barbed spears.

Beginning Hero Suggestions: Fishing is hard, dangerous work. Many fishermen seek better lives elsewhere, turning their river and sea skills to good use.

Abilities: Boating, Fishing, Know [Fishing Grounds], Make Nets and Fish Traps, Predict Weather, Spear Combat, Swim.

Relationships: to Crew; to Captain or Fishing Ground.

Followers: None, in general. Sometimes a fishing buddy might hang around a more successful friend.

Personality Traits: Patient, Taciturn.

Magic: Pelaskos the Fisher, local River or Island Sprit, Fisher Saint.

Narrator Notes: What is on those Islands?

The islands are a good place to put weird and wonderful things. Many of these islands have not been visited since the Second Age. Some ruins are even older, their cyclopean architecture resembling carvings found in Fay Jee. Bold and clever adventurers can find their way onto these islands, where brute force and piety fail. The riches of the Middle Sea Empire may lie for the taking in hilltop palaces, forgotten temples, and drowned townships. What strange remnant peoples have managed to survive in such isolation? Who knows what kind of God Learner devices remain to be discovered... or unleashed?

Living Standard: Poor.

Typical Equipment: Small boat or canoe with traps, fishing nets, and frog spears; small hut or cabin near river or shoreline.

Culture: Most fishermen come from the Islands where it is an essential part of life. Others live along the rivers and lakes of Wenelia.



2008

BLOOD OVER GOLD





Pirates, Merchants, and other Thieves

The waters of the New Coast teem with pirates of all shapes and sizes. Ranging from a few dug-out canoes or fishing boats owned by enterprising natives to ocean-going fleets like the Wolf Pirates, these scum are a threat to anyone attempting to wring a livelihood from the sea. Even simple fisher-folk are not immune to piratical depredations, as many pirates are quite happy to turn slaver and snatch up the crew of an unwary fishing boat to sell in some distant port.

While pirates are bad enough, they could not exist without the greed of others. Conniving merchants are often quick to buy plundered goods cheaply, enriching both parties. Isolated communities often pay highly for trade goods to which they would otherwise have no access. Even governors and princes are not immune to the lure of pirate loot, turning a blind eye to a ship or three beached on a lonely coast in exchange for a share of the plunder and a promise to leave their ships unmolested. A common practice among corrupt officials is to sell information on cargos, convoy strength, and destinations in exchange for a share of the proceeds. This is particularly devastating if the officials in question are those in charge of inspecting cargo.

It is rumored that even Trader Princes may become involved in these activities. With the slow death of the Trade Path, many desperate Houses eagerly support anyone or anything that might return them to wealth and power, regardless of the morality. Many Houses are hostile to the coastal towns and cities to start with, and supporting pirates is simply an extension of their undeclared Trade War with the seaborne merchant families. Even those Houses making their living from coastal trade are not above such practices, especially against those Houses and merchants who oppose them, and House Caroman is no different. It's a dirty, dirty world, isn't it?

Foot Soldier: Watch

Trader Princes believe in keeping their wealth and main-taining order in their cities. A Watch member is not a specialized police officer, nor a simple soldier. Instead, he combines a common-sense approach to solving crime with a willingness to use violence to deter or punish law-breakers. This is an additional specialization to the basic Foot Soldier keyword.

Abilities: Replace *Army Regulations*, [Unit-Style] *Mass Combat* and [Unit] *Traditions* with *Intimidate*, *Know Local Law* and *Know [Home City]*. Instead of a missile weapon, the hero may use a second melee weapon. *Scan for Danger* +5.

Typical Equipment: Melee weapons (typically sword or spear and club), missile weapon if appropriate, medium armor.

Herder

The wealth of most clans is herds—cattle, sheep, swine, or stranger beasts. Herdsmen guard against predators and raiders, care for the flocks, and track down straying animals. They move the flocks throughout the year as pastures and meadows become over-grazed. In Sea season, the herds move to higher pastures and remain there until Dark season, when they return to the lowlands and safety. Culling the herd occurs in late Earth Season, with the yearling bulls sold or sacrificed and the older

beasts slaughtered to provide for meat and hide. Cattle drives to nearby cities bring the clans much-needed income but are also opportunities for neighboring clans to raid.

Beginning Hero Suggestions: Herders often travel great distances when bringing animals to market. The possibilities of life outside their clan seduce many into seeking their fortunes elsewhere.

Abilities: *Animal First Aid*, *Archery Combat* or *Sling Combat*, *Butcher*, *Climb*, *Endure Weather*, *Know Herd Animals*, *Listen*, *Run Long Distance*, *Sing Campfire Song*, *Track*, *Train* [*Herd Dog* or *Herd Cat*].

Relationships: None additional.

Followers: A herder might have a favorite herd dog or alynx as a follower or even a sidekick.

Personality Traits: *Patient*, *Watchful*.

Magic: *Heler*, [*Herd Beast*] *Spirit*, *Shepherd Saint*, [*Tribal God*].

Living Standard: *Poor*.

Typical Equipment: *Sling* or *bow*, *staff*, *small herd of cows*, *swine*, or *sheep*; *small cabin* in the upper pastures, possibly a *small stead*.

Culture: Most Herders are Wenelians, though many of the hsunchen peoples also practice herding. Others tend the cattle belonging to the wealthy Trader Princes.



Muleskinner

Since the days of Saint Caselain, muleskinners have guided carts along the Trade Road and between cities and outposts. With their mule-hide “duster” coats and whips, they are a distinctive part of every caravan. The decline in traffic along the Trade Road has left many of them destitute.

Beginning Hero Suggestions: Many tire of seeing the south end of north-bound mules and go in search of more rewarding lives.





Homeland: Islanders

People of the New Coast as well as those on the Mournsea islands are collectively known as “Islanders.” Descendants of ancient Slontos or Orlanthi barbarians, particularly Helerings, most Islanders are simple fisher folk. Living along the coasts, marshes, and islands of drowned Slontos, they ply their boats and nets to reap the sea’s bounty.

Islander magic is a mixed catch of spirits, essences, and gods salvaged from the destruction of the Closing and the sinking of Slontos, forming numerous local magical traditions. Since she sank, the local land-goddess, Slonta, has become almost completely unreachable. Her sacred plant, Einkorn, is nearly impossible to grow in a wet climate, but the islanders still worship her, though more out of duty rather than love. Over centuries of isolation, each island developed its own collection of customs, magic, and myth. Common religions are the norm for most Islanders, though some gods of the Storm Pantheon, especially Pelaskos the Fisherman and Heler, are also popular. A few islands have adopted disquieting practices such as cannibalism or human sacrifice; wise travelers remain cautious while on strange islands. Since the Opening, missionaries of the Ship of Life Church have made many converts, and some islanders have even turned to No God Church or the Unknown God Church for answers.

Fishing is the most important activity aside from appeasing the merfolk, and a wide variety of gods, spirits, and heroes are worshipped, depending on local need. Mussels, snails, shellfish, seaweed, and exotic fish all have their guardians or rightful protector, and these must be appeased or overcome by the islanders. Even frogs and birds, so plentiful in the marshes, require special rites before they can be caught safely.

Men and women fish, gather wild rice, and hunt birds though the extensive marshes and tidal flats, while children are raised collectively by the elderly and infirm. Small boats travel between settlements, braving hostile sea-folk and rapacious pirates. Islanders value metalwork highly as it can only be acquired through salvage or trade. Many islands prize sea or river otters, keeping them as pets and hunting beasts. Gawking islanders with their otter sidekicks are a common sight in the coastal cities.

Many islands are inhabited by a single clan or extended family. Elders control trade and wealth, arranging marriages with other islands, overseeing ceremonies, and dealing with outsiders. Since the Opening, several islands have been depopulated by pirates or slavers, while other islands have turned (or returned) to piracy themselves whenever the opportunity arises.

Islander Homeland Keyword

Occupations Available: Entertainer (Dancer, Drummer, Storyteller), Farmer, Fisher, Healer, Hunter, Propitiator, Sailor, Warrior (Maldros only).

Native Abilities: Boating, [Island or Coast] Geography, [Local] Customs, Speak [Local Language], Swim, Wilderness or Island Survival.

Typical Personality: Conservative, Fear Pirates, Fear or Hate Sea Creatures, Reclusive.

Typical Relationships: to Family; to Clan, to Temple, Priest, or Shaman.

Magic: Common magic, My Island Home, Storm Pantheon, Welenian Tradition, or [Church].

Common Names:

Men—Antromaxos, Kythasros, Nikostratos, Pelaskos, Pijasiros, Proverros, Sostratos, Tripolemos, Votaxos, Xaridhmos.

Women—Ariadnh, Britomartis, Kitane, Korinsia, Potnia, Poulxeria, Theodora.

Common Religion

My Island Home

Each island and community has its own collection of useful magic overseen by wise elders. These make up a common religion joined together by shared worship and history collectively known as “My Island Home.” Each has considerable local variation based on local sacred rocks, merman taboos, and fishing grounds. Among the most important variations are the

propitiations required by the Sea Tribe. Some mermen require the better part of each catch to be thrown back into the sea. Others require special land-crops to be grown and offered. Sometimes islanders are compelled to worship strange Ocean entities, empowering waterspouts and rip-currents for the merfolk. Defying these is unthinkable, and those islands that protest suffer greatly. Most islands employ several propitiators who spend their lives ensuring that the island honors its obligations to the merfolk.

My Island is depicted simply in native art and symbolism, appearing as a large rock

roughly shaped into a pair of enfolding arms and supporting hands. Most islands and communities have some variation on this religion. Those seeking more powerful magical abilities often turn to specialized worship or magical societies. Despite this, My Island Home remains the core of their beliefs. It is the island. Without it, life there would be impossible.

This following example describes the natives of Satemos, an island near Meetinghall, and is typical of those found throughout the Mournsea.

*We did the Right Things to survive.
Only we have kept the Sea at bay. Only
we can keep peace with the Sea Tribe.
When the Closing drove us from the waters,
My Island Home fed us. When the Seas
devoured the other lands, My Island Home
supported us. When pirates and raiders
came, My Island Home hid us. We are My
Island Home, and My Island Home is Us.
Obey My Island’s taboos, and your life will
be sweet.*



BLOOD OVER GOLD



My Island Home Keyword

Entry Requirements: Open to any person dwelling on Satemos.

Abilities: My Island History, Mythology of My Island Home, Worship My Island Home.

Virtues: Conservative, Insular, [Respectful or Fearful] of Mermen.

Common Magic: Worshippers have access to the Eight Spellsticks and Four Magic chants. These provide common magic abilities that the islanders use to survive.

R Spellstick Spells—Appease Sea-beast, Knot Quickly, Oyster-open, Purge Soil, Purify Water, Stun Bird, Tide Warning, Understand Seafolk.

R Magic Chant Feats—Cook Without Fire, Marsh-skating, Paddle Harder, Weave Net.

Other Side: My Island Home mirrors its Middle World equivalent, which has homes, marshes, and hillocks for islanders and ancestors alike. Each of these islands is a part of ancient Slontos, which is still reachable from there. While My Island Home does not have a specific otherworld, the entities making up the array do.

Disadvantages: None in particular

Specialized Religion—Storm Pantheon, Wenelian Tradition, or Local Church

Most islanders do not have a form of specialized worship. Those few who need this turn to the Heler-loving Storm Pantheon, the Wenelian Tradition, or one of the local Churches. In recent years, the Ship of Life Church has become very popular in and amongst the islands.

Sample Deities, Orders, and Majestic Spirits of the Islands

Entertainer: Drogaros the Wanderer learned many magical tricks as he wandered from island to island. His followers are greeted joyfully, and many islanders are descended from traveling entertainers.

Spirits—Music, Traveling.

Common Magic—See “Donandar” in the Basic Magic chapter of *HeroQuest*, page 111, and in *Masters of Luck and Death*, page 45.

Farmer (men): Helerhara. Much of the New Coast is excellent farmland, though most of the Islands are not. Heler is the rain god, and without his help, many crops drown. Einkorn is notoriously delicate, requiring cool, damp summers.

Affinities—Clouds, Grain, Rain.

Farmer (women): Slontos Einkorn Mother. Einkorn is sacred to Slontos and requires much work to grow successfully. Her priestesses blame the Trickster Temple for impregnating her with a new grain long ago.

Affinities—Bless Domestic Animals, Bless Family, Einkorn.

Fisher: Doral the Boatman. Builder of dugout canoes, marsh-wader, and hunter, his followers hunt and fish the marshes and waterways along with their otter companions.

Spirits—Boats, Marsh, Otter.

Healer: Saint Xemela the Healer. Since the Opening many Western missionaries have come to the islands. The healers of Saint Xemela have converted many to their ways.
Formulary—*For Others*.

Scripture—*The Life of Saint Xemela*.

π Want to discover more? See “Saint Xemela” in the Wizardry chapter of *HeroQuest*, page 171

Propitiator: My Island Home. Propitiators lead the sacrificial ceremonies to appease the sea tribe. In Maldros and Breakwater, they worship their local volcano gods.

Sailor: Pelaskos The Fisherman. More aggressive islanders worship Pelaskos for his ability to defeat and enslave the Sea Tribe.

Affinities—Boats, Fishing, Overcome Sea.

Warrior (Maldros): Pelushi, God of the Blazing Spear. He is worshipped primarily among the Maldros. The worship of Colanti the Howler is similar—just replace the Virility affinity with Ambush.

Affinities—Blazing Spear, Virility, Volcano.

Reasons to Have Left Home

Since the Opening, many of Islanders have gone to sea in search of better lives. Many take service on ships, while some seek their fortunes in the new cities that have sprung up along the coast. Others have been driven from their homes, as pirates and other raiders lay waste to much of the coast.

Freeloading - A place for your stuff

To encourage the paddlers and drovers to have a “vested interest” in their brigades and caravans, the Trader Princes allow a small amount of unregulated, private trading. Some of the cargo space on each cart and canoe is set aside for personal goods, carried free of charge and tariff. Many take advantage of “freeloading,” carrying a small assortment of trade goods and curiosities picked up during their journey. Space is limited, and even the most generous allotments are only about twenty pounds. However, quite a few folk, less canny or more cautious than their companions, are willing to rent out their space to more ambitious companions.

Such arrangements are typical of the Trader Princes and encourage innovation and risk-taking. Often these “pocket traders” can parlay their humble beginnings to become powerful Trader Princes in their own right. Merchants and factors alike keep an eye out for such entrepreneur, both with an eye to recruiting them and to be aware of any future rivals that may be arising from the ranks.

Whatever the intent, when a caravan or brigade arrives, they often have the characteristic of a wandering market when the crews hawk the trinkets and trade goods carried as “freeload.”



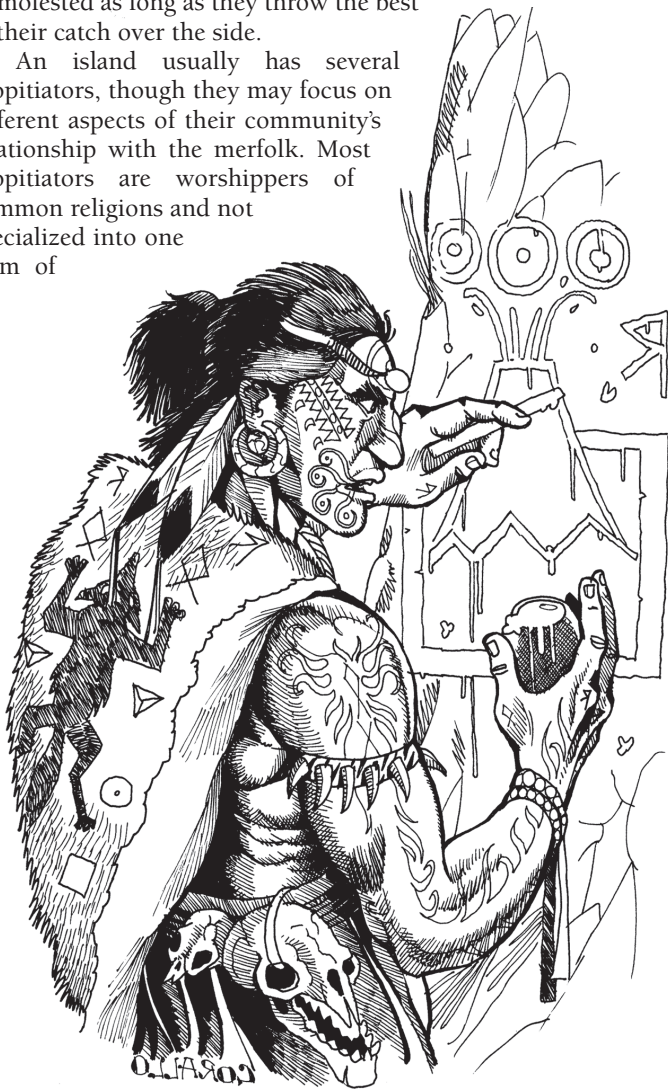


Abilities: [Draft Animal] Care, Drink, Drive Cart, Endure Weather, [Foreign Homeland] Customs, Know [Road], Load Cart, Repair Cart, Sense Ambush, Whip Combat.
Relationships: to Caravan; to Company or Trader Prince.
Followers: None, in general. A group might stick together as teamsters.
Personality Traits: Laconic, Stoic, Unexpectedly Violent.
Magic: Trader God, Travel Saint, Wagon Spirit.
Living Standard: Poor.
Typical Equipment: Leather duster coat, long whip, possibly their own wagon and/or small cottage or place at a larger farmstead.
Culture: Most muleskinners are Malkioni/Wenelian half-breeds, or “Blues,” living among the Trader Princes.

Propitiator

One of the most important positions among the Islanders is Propitiator. They form a mixture of holy-worker, community leader, and religious police. They lead the frequent public ceremonies and rituals held by the islanders to appease the Sea Folk. They work to keep their islands safe from the merfolk's wrath by enforcing taboos and offering tribute. In exchange for this, the merfolk allow the islanders to fish unmolested as long as they throw the best of their catch over the side.

An island usually has several propitiators, though they may focus on different aspects of their community's relationship with the merfolk. Most propitiators are worshippers of common religions and not specialized into one form of



magic, as the complex array of sea entities may be spirits, gods, essences, some of the above, or neither.

Propitiators are often selected at birth, their bloodlines destined to serve the Sea People and protect their island. Others are co-opted by having (un)auspicious birth-signs or markings that signify them as belonging to the water-folk. The training for this begins early and is a life-long obligation, and many of them become de-facto chiefs of their community. Some propitiators abuse their station, demanding favors or additional tribute in exchange for “sparing” a family from additional sacrifice.

Beginning Hero Suggestions: Some young propitiators do not wish to spend their lives in servitude to the Sea Folk.

Those lucky enough to survive running away find the sea is a hostile place and seek out lives in the interior.

Others may find themselves leaving their homelands on strange missions, seeking out new gifts for the sea-tribe.

Abilities: Charismatic Presence, Command Obedience, Dance or Chant for Hours, Evaluate Offering, Island Politics, Know [Local Sea-Tribe], Lead Propitiation Ritual, Speak to Merfolk.

Relationships: to Island, to Sea Tribe, to Temple or Worshipers.

Followers: A propitiator is not without a servant or two.

Most have bodyguards as well to help them enforce the Sea Tribe's whims upon their fellow islanders. Traveling or exiled propitiators have no followers.

Personality Traits: Determined, Greedy, Respect Sea Folk, Selfless or Self-indulgent, Subservient.

Magic: Most Propitiators are part of their island's common religion. Some choose to join various sea cults, depending on the needs of their community. Some have access to local “Big Man” or Chief magic as well.

Living Standard: Common or Prosperous, usually a step higher than the island's common standard of living.

Typical Equipment: Ritual costumes and accessories. Some might survive on an annual stipend or hold property, but the most powerful propitiators have an entire community at their beck and call.

Disadvantages: A propitiator serves at the whim of the local merfolk and must obey all their taboos and rituals. Should they become displeased, the propitiator is often the first to find out.

Sweetgrass Baskets

Despite her relative poverty, one of Inica's blessings is sweetgrass. Growing in the tidal marshes and dunes, this durable grass serves the Islanders in a myriad of ways. The chief use is in basketry, the long grass split and sewn into intricate patterns. Some baskets can be used to carry liquids, since they are so tightly sewn that they become watertight when their fibers have swollen. Other daily uses include roof and wall framework (as distinct from the wickerwork practiced by the Wenelians), fish and animal traps, beer strainers, flour sifters, clothing, and hats. Among some island clans, even their ceremonial headdresses and crowns are made from sweetgrass. Sweetgrass dance masks are almost universal among the peoples of the New Coast.



BLOOD OVER GOLD



Trader Prince Noble

Over the centuries, the once-enterprising Trader Princes have become the established nobility and less like their merchant-adventurer ancestors. Now born to privilege, many of them feel that sense, justice, and honor step aside for them when they pass. Trader Princes usually control the local economy and religious practices, and nearby clans and tribes give them a wary respect.

Beginning Hero Suggestions: Young nobles come from the ranks of Trader Prince Houses or from the rich merchant families that have sprung up along the coasts. These youngsters often seek out adventure and intrigue as a way to power and wealth.

Abilities: [House] Politics, Identify Social Status, Know Value, [Local] Politics, Order Inferiors About, Read [Safelstran], Ride Horse, Speak [Local language], Speak Trade Tongue, [Weapon] Dueling, Write [Safelstran], [Some refined activity such as Sing, Dance, or Seduction].

Relationships: to Family, to House; trade and courtly contacts.

Followers: A Trader Prince noble without a body servant and a bodyguard is almost unheard of.

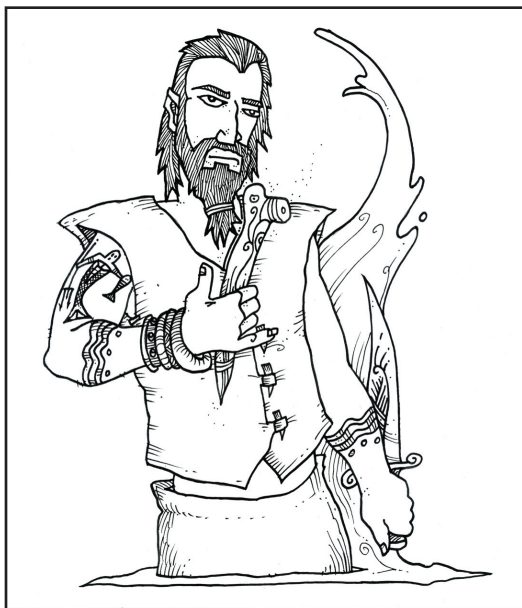
Personality Traits: Ambitious, Determined, Greedy, Innovative, Snobbish.

Magic: Most Trader Princes venerate Saint Caselain and are members of the Church of Ashara. However, all Houses have their own set of tutelary saints, gods, and spirits.

Living Standard: Rich or Very Rich. Younger siblings seeking their fortunes have less access to their family's wealth and are "merely" Prosperous.

Typical Equipment: A horse, weapons, fine clothes. A younger son might survive on an annual stipend or hold property, but the most powerful Trader Princes have an entire community at their beck and call.

Disadvantages: Many Houses have fallen upon hard times, and they scramble to regain lost wealth and power. Many have obligations to a specific place.



Island and New Coast Encounters

The Islands are beset with pirates, slavers, hostile merfolk, and the horrors of the God Learners. While most threats may just be rumors, many islands and coastal communities have been wiped out in recent years by sea-borne danger.

Common:

- Rumors of pirates and slavers nearby. Everyone hides or prepares to fight.
- Ludoch emissaries collecting their share of the catch from nearby settlement.
- Traders arrive in village seeking local specialties in exchange for exotic goods.
- Missionaries from the Quinpolc League or Esvular in the area.

Unusual:

- Aeolian refugees arrive seeking shelter.
- Pirates! Hide the women and fight!
- Strange portents under the sea. Villagers chant curses to ban the God Learners.
- Trickster being stoned to death.

Rare:

- Waterspout or Sea Monster in the vicinity. Special sacrifices made to appease them.
- Sea Folk impose new restrictions on travel or trade with no explanations given.
- Wolf Pirates cruising nearby. Rumors say Harrek leads them! Fight or die.





WELCOME TO FAY JEE

*The Tower's shadow covers the city. Its foundation is its bones. Its light holds back the Dark.
We alone are worthy to serve it.*

- Sacred Stone before his arrest

While **Blood Over Gold** is not a city supplement, it is likely that the heroes shall become very familiar with the city of Fay Jee and its ruined splendor.

First Impressions

Life Among The Ruins

Fay Jee is a study in contrasts. Ruined shrines and crumbling mansions stand next to humble shacks and new homes, its inhabitants a mixture of immigrants, refugees, and ancient families. People from all over Glorantha mingle in the streets and dockyards. Yellow-skinned Teshnans barter with Seshnegi merchants. Immigrants from inland tribes and refugees from Dragon Pass wander the streets. Even Umathelan pilgrims and Vormaini exiles find shelter in the city's hodgepodge mixture of buildings.

Much of the city is a ramshackle mish-mash, with shanties and hovels squatting in the ruins of ancient palaces. Signs of destruction are everywhere. No street seems complete without its scaffolding and workers or the scars of plunderers and past empire. When the Wolf Pirates sacked the city, they left it in ruins, and the city remains a shadow of its former self.

Before the arrival of the pirates on *That Day*, Fay Jee was one of several nascent cities along the New Coast. Blessed with natural defenses, an existing population, and easy access to the interior, it became a natural stopping place between Nolos and the Holy Country. The population soared until the city outgrew its original walls. When the Wolf Pirates came, the city had over ten thousand inhabitants. Afterwards, only a handful of survivors hid in the rubble. The rest were slain, enslaved, or managed to flee.

After *That Day*, the city plunged into anarchy, and numerous factions vie to control the city. They impose their own brand of law and order and, while resisting the Prince's rule through his Provosts, do their best to stem the worst excesses. Despite this, the city remains a series of armed camps and wretched shantytowns.



History

Tower of the False Sun

Long ago, an unknown people raised a mighty tower here. Its base was over a mile across and its spire reached to the sky. Built to wall out the Darkness, a hundred thousand slaves dragged vast slabs of pale granite here from the mountains and mortared them with sacrifice. Crowned with flame, it served as a replacement for the vanished Sun. Captured enemies, slaves, and demons fed the fire, their bodies and magic consumed by a power-hungry entity called Ehleilm, the False Sun. Even today, remnants of this power cling to the stones and occasionally flicker to life within the ruins. These flames repel anything of Darkness or the Underworld, and many families maintain one of these "First Stones" in their hearths against the return of Darkness.

For all its majesty, the Tower failed. The builders had laid waste to the surrounding lands in their efforts to feed the False Sun. Eventually, disaster struck. Cleaved as if by a mighty axe, a ravine split the fortress in two. Now the current inhabitants live within the colossal wreck, the current city built from the corpse of the old.

Dawn Age

Dawn rose upon an empty land. As life returned, a river woke, shifting its course to lie comfortably between two ruin-crowned hills on its way to the still-distant sea. New peoples moved to the region, first beast-folk and then the warlike Lukae and many others. Each claimed the fortress as their own, but the haunted ruins were as dangerous as any invader. The peaceful river crossing soon became a prosperous town. When Palangio the Iron Vrok came, he laid waste to the countryside, and the survivors fled to Kaxtorplose. After the passing of Arkat and his army, people returned to rebuild their town and built the first bridge across the Nimistor River here.

Imperial Age

The unity of Arkat's kingdom perished with him. Barbarian raiders, called generically "Wenelians," forced the Duke of Bostalos to rebuild the ruined walls of the pre-Dawn citadel. His wizards enslaved the ghosts, and the fortress became the bulwark of Slontos' northern frontier.

The Middle Sea Empire's troubles worsened, requiring greater towers and defenses. In 820, the Episiarch of Slontos, Kaagran Twice-Gazed Thrice-Minded, conjured two mighty demons and bound them into massive towers built on the city's twin hills. When the Closing came in 930, the city, now known as Fay Jee, remained prosperous, since what little trade remained traveled by land across the bridges here.





What's in a Name?

During the Silver Age, the wandering Pralori settled near the place that would become Fay Jee. Having no interest in the ancient ruins around them, they built a small fishing village where the river was usually shallow enough to cross on elk-back and called it Weahkoi, which means "river ford" in the Pralori tongue.

When the Lightbringer tribes drove the Pralori out of Wenelia and into the western mountains, they founded the short-lived Kingdom of Lukai. In addition, they re-occupied the old Pralori settlement. In the process of building their new village, the settlers constructed a ferry and crude fortifications on the nearby hills. As was custom, they adopted the old name, calling it Weahkoi Ford. Over the years, this name became Weahkoifurd. Centuries later, when King Hereol built a bridge over the Merbuli River, as the Nimistor River was known in those days, at the site of the now burgeoning town, it took a new name: Weahkoifurd Bridge.

At the end of the First Age, after Arkat established the Dark Empire, the population grew by leaps and bounds, as immigrants journeyed upriver from Slontos to build farms and villages in rich lands surrounding the town. Gradually the name altered again through common usage to Wekoifurdbridgeton. By the time of the Middle Sea Empire, the river-side town had grown into a true city. The extensive fortifications required to keep the inland savages at bay, especially the massive wall and towers erected by the Border Counts, caused the city's name to be changed once more; this time to Wekoifurd-Bridgetonburgh. After Duke Bostalos ordered the summoning of two immense demonic guardians in 820, the citizens changed the city's name to Fay Jee in honor of these entities...

...presumably because the name was short.

Disaster struck in 1050 when Slontos sank. The surrounding plains became fens, marshes, and shallow seas. The western hill collapsed utterly, and its towers and palaces toppled into the waters. Even the Nimistor River betrayed the city, changing course to empty into the expanding Mournsea miles to the west.

Third Age

Those who survived the plagues, curses, and invasions tried to rebuild their lives on the remaining hill, but the city never recovered. Even the rise of the Trader Princes meant little in this backwater, and slowly the city faded into ruin, as marsh and sea encroached until the city's lower reaches were underwater or became wharves for fishermen. Even the Light, so carefully tended on the Tower, faded, allowing ghosts and other things to prowl the ruins.

Despite this, some inhabitants refused to abandon their home. The ruins provided a wealth of quarried stone and worked metals, both rare commodities in Wenelia. The survivors' perseverance was rewarded in 1580 when Dormal sailed into the decrepit harbor to be greeted by the city's demon with words of power and welcome.

Once again, the city was reborn.

Recent History

The Revival

Dormal's journey brought renewed life to the moribund coastal communities. Many Wenelians left their warring clans, seeking a better life in the coastal towns as ocean-trade began to flourish. Merchant families from Nolos and Pasos established themselves in Fay Jee, as did settlers from the Holy Country. They built shops, markets, and all the things required of a modern city amidst the cyclopean rubble of the past. Shipyards and warehouses burgeoned along the shore, each guarded by its own cartel of merchants and ship-captains.

The original inhabitants, or "Pure Citizens," clashed with the newcomers, or "Stone-thieves," over every change to the city. The only thing both factions could agree on was their contempt for the half-breed "Blues" and Islanders. Only when local warlords threatened, did they unite into a Guild Council.

House Jhoraz

Under this pall of suspicion and unrest, House Jhoraz began its bid for power. Prince Barhtol, alarmed by the loss of trade along the Old Wenelian Road, sent his nephew Caroman to the city in 1590 with orders to seize control. Seen as a neutral outsider by the inhabitants, he consolidated his hold on the city through mercenaries, lavish bribes, and the promise of renewed order until he became head of the Guild Council.

In 1594, Caroman re-lit the Beacon of Fay Jee and declared himself Lord of Fay Jee.

The Coming of Harrek

The future turned to ash in 1618. Earlier, Lord Caroman had united the local clans into the Wenelian League to protect against the growing pirate threat. With imported Holy Country shipwrights, the city began to build a fleet of biremes to aggressively patrol the Mournsea. Until then, the Wolf Pirates had pillaged the region at will since the destruction of the Pharaoh's fleet in 1616. Only the Quinpolic League to the west had the power to oppose them on the water. When Fay Jee began to form a similar alliance with the Mournsea cities, the pirates attacked. Fay Jee would serve as an example to the rest of the price of resistance.

On Wild Day, Illusion Week, Fire Season, 1618 ST the snarling figureheads of the Wolf Pirates were spotted sailing for Fay Jee. Outnumbered and out-sailed, the city's squadron was no match for a hundred of Harrek's longships. The battle was short and brutal. Men thought all was not yet lost—Fay Jee had never failed to protect the city. Empowering it with sacrifice, the priests unleashed the demon, but it proved helpless against the invaders, who sacked the city in a weeklong orgy of looting.

Enter House Caroman

Once again, the city was in anarchy. However, two years ago, the Prince's brother-in-law, Yorge, murdered Caroman Jhoraz in a coup. Never happy with his uncle's authority, Yorge declared independence from House Jhoraz and claimed the city in the name of House Caroman. Despite several assassination attempts, one of which cost him his favorite rug, and repeated magical attacks by his uncle, Prince "Farkiller" Barhtol, most Houses acknowledge him as the legitimate proprietor of Fay Jee.





Yorge rules over a half-shattered city, its factions still struggling for control. However, a constant trickle of Wenelians comes down the Nimistor River seeking “the good life,” and each day ships bring refugees fleeing wars in the West or in Dragon Pass. New walls and towers rise on Towerburg, but the House must revive the city’s fortunes—soon.

Citizens and Ruffians: People of the City

Fay Jee’s citizenry is divided into several groups. Wealth and power are as important as birthright in the city’s rough-and-tumble politics. An otherwise outcast citizen can rise to high status if he has sufficient backing. Just as common as these rags-to-riches stories is the plunge into obscurity of the once powerful, especially those who opposed House Caroman.

Pure Citizens

Every member of this group claims descent from pre-Closing inhabitants. Many can proudly trace their ancestry to Old Slontos or even the ancient Lukae. While some are very wealthy, money is less important than their illustrious ancestry. Most Pure Citizens practice wizardry but worship local gods and spirits out of practical necessity. Each family maintains the rituals and superstitions that allowed them to survive in the ghost-haunted city. A few emphasize past glories by wearing the tunics and chitons of the Middle Sea Empire rather than the more practical trews and trousers of modern Wenelian.

Adventure Hooks: Caselain’s Sainted Knee

Before *That Day*, Lord Caroman was entrusted by his uncle with a reliquary containing Saint Caselain’s shin. The Wolf Pirates carried off much of the city’s wealth, but Curate Anton has divined that the reliquary is still near the city. Perhaps it lies, unnoticed, in some local shop or graces some barbarian’s hall. Others may learn of the reliquary and try to get to it first. If it could be recovered and reinstated in House Caroman’s chapel to the Saint, the House would benefit greatly.

While You Were Out

The city was devastated on *That Day*. However, a few of the city’s former residents have managed to return after escaping from slavery only to find their homes are now occupied. They petition the Prince for justice. What if the current occupants are close allies of the Prince, allies and supporters? What if the new residents are the player-characters? Will the Pure Citizens tolerate such blatant theft by more Stone Thieves? Even if they do not riot, the Fossils are sure to begin a campaign of disobedience, vandalism, and sullen resistance to their suddenly unwelcome neighbors if they are not mollified.

Narrator’s Note: When was *That Day* Anyway?

The precise timeframe of *Trader Princes: Blood over Gold* is left deliberately vague. Prince Caroman disappeared at least one year before the start of the campaign and Prince Yorge has spent the last year consolidating his power. The Wolf Pirates sacked the city sometime after they destroyed the Holy Country fleet in 1616, so the campaign could be set anytime between 1618 and 1624. The campaign could be set even later if the narrator wishes to assume that the city was either unmolested by the Wolf Pirates or continued in a state of semi-anarchy after being sacked. This allows campaigns to be less reliant on a lock-step timeline and gives narrators more freedom in their campaigns. If one must insist on an “official” year, 1621 is a reasonable place to start.

Newcomers (the Stone Thieves)

You’re a newcomer if your great-grandfather was not born on “The Hill.” The largest group of inhabitants is called “Stone Thieves” by the Pure Citizens because they often take over abandoned buildings or seize those belonging to poorer Pure Citizens. Most Newcomers are merchant and crafter families from the West, primarily Pasos, and farmers from Esrolia and Esvular. These groups often are at loggerheads, but they unite against selfish and introverted “Fossils” or “Old-timers” and uppity “Blues” alike. Currently, Newcomers dominate city life.

Most Newcomers maintain the faiths of their homeland, filling the city with a host of oddball shrines, bizarre Church sects, and mendicant spiritualists. Incidentally, Wenelians and half-bloods who gain noticeable wealth or status are considered “Newcomers” rather than “Blues.” Money and power are more important than birth in Fay Jee.

Fay Jee Population

Total population:
approximately 4,800 humans,
400 non-humans,
plus about 700 transients



Humans:

Pure Citizens	1100
Newcomers	1600
Blues	900
Islanders	500
Seafolk	700
Transients (seafarers, boatmen, and caravans)	700

Non-Humans:

Ducks	100
Newtlings	150
Dwarfs	50
Other	100





City Ghosts and Ashroeth Bowls

The custom of the Ashroeth Bowl is ubiquitous among long-established families. Unquiet ghosts roam the city ever since the builders of the original city entombed hapless slaves in the masonry so they would support and sustain the Tower forever. As buildings collapsed, the ghosts were freed to haunt the city they hated. They have been joined by more recent ghosts, products of *That Day* when Hjolla the Flayer, the Wolf Pirates' High Priest of Ygg, cursed the city's dead to walk as punishment for their futile resistance.

Rebuilding the city during the Imperial Age resulted in a plague of these ghosts. To protect the citizens, Fay Jee and its twin were summoned. During the Closing, Fay Jee's powers waned, and the remaining citizens revived several ancient methods of propitiating the ghosts. The most common is the Ashroeth Bowl. Carved from the white granite of the Tower of the False Sun, the interior of these bowls is inlaid with a long, spiraling protective invocation and is created for a specific family. While properly scented oil burns in this bowl, the restless dead, things of the underworld, and evil magic are kept at bay.

Ability: Drive Away Ghost 11 to 17 (Bowls made from stone of the Tower are more effective than modern imitations.)

Sea-folk

"Sea-folk" is the generic term for seafarers or those who make their living through them—as distinct from mermen or fishermen. Most live in the Docks district, where the brothels, taverns, chandlers, cargo-brokers, and shipwrights vie for sailor's coin. City politics holds little interest for them except when it interferes with their livelihoods. Usually the Powers-That-Be among the Old-timers and Stone Thieves are wise enough not to jeopardize the city's main source of wealth. Most Sea-folk are recent immigrants, often from distant lands. The most successful usually move to Towerburg, where they are considered the newest of Newcomers.

The cults of Dormal and various sea-beings such as Magasta, Riptide, and Pelaskos are of paramount importance to this community.

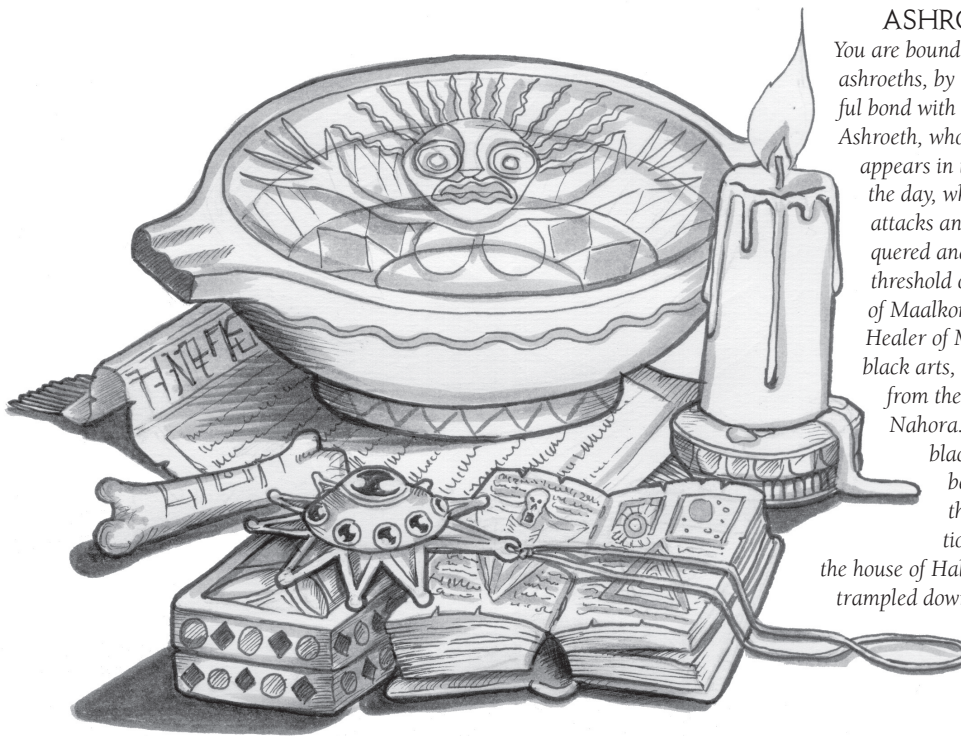
Blues or Half-bloods

The origin of the name is unknown. While many "Blues" are permanently stained from work in the murex refineries and indigo plantations, most are not. These Wenelian half-breeds and poor immigrants dwell on the edges of the city, doing whatever tasks others are too proud to do. Laboring in the warehouses, factories, and plantations, they live little better than slaves. Worshipping a variety of common religions, their petty magic focuses on providing support and succor.

The fisher folk of Pelaskos and Pelican Islands are also considered "Blues" and are looked down upon by citizen and sailor alike, though they gain more respect than unfortunate dye-workers.

ASHROETH BOWL INVOCATION

You are bound and sealed, all you demons and devils and ashroeths, by that hard and strong, mighty and powerful bond with which are tied Sison and Sisin. The evil Ashroeth, who causes the hearts of men to go astray and appears in the dream of the night and in the vision of the day, who burns and casts down with nightmare, attacks and kills children, boys and girls, she is conquered and sealed away from the house and from the threshold of Haloral, son of Nahora, by the talisman of Maalkon, the great prince who is called the Great Healer of Mercy, who vanquishes demons and devils, black arts, and mighty spells and keeps them away from the house and threshold of Haloral, the son of Nahora. Amen, Amen, Selah. Vanquished are the black arts and mighty spells, vanquished the bewitching women, they, their witchery, and their spells, their curses and their invocations, and kept away from the four walls of the house of Haloral, the son of Nahora. Vanquished and trampled down are the bewitching women, vanquished on earth and vanquished in heaven. Vanquished are the constellations and stars. Bound are the works of their hands. Amen, Amen, Selah.



WELCOME TO FAY JEE





Prince's Aerie: The Tower of Fay Jee

The focal point of the city is the Tower, which houses the city's guardian, the Trader Prince, his household, and much of his wealth. Standing over two hundred feet tall, its beacon burns constantly. Sailors have reported seeing it from as far away as Handra. Its white granite was salvaged from earlier structures and is covered with barely visible tracteries. Those foolish enough to venture out on nights of the Ghost Tower claim the carvings are sharp, clear, and deep.

A great beacon crowns the tower. Its brass and iron framework surround an immense brazier. The city's guardian makes its home here, continually renewed with flame and blood. Soldiers and magicians guard against spies and saboteurs, though few interlopers are willing to brave the demon's wrath.

The tower consists of twelve levels surrounding a hollow core. Heavy loads move between levels on cleverly arranged pulleys and platforms. There are no staircases. In ancient times, the magicians who built the tower had magic that allowed people to levitate from floor to floor, but this has been lost. Graceful stone arches and interior buttresses stand in mute testimony to the skill of the mage-engineers who built it. Ceilings are a uniform fifteen feet high except in those areas modified by later construction. The stonework is white granite, with darker stone used for decoration, though many walls are covered with plaster frescoes, and floors are overlaid with tile, wood, and mosaics. Centuries of use have resulted in a maze of rebuilt and subdivided rooms. Rumors of long sealed chambers arise every time some official decides to remodel his quarters.

The three uppermost levels have housed the Order of Light In Darkness since the Second Age. Chambers for wizards, dusty libraries, and ritual areas for training and meditation are crammed together along with quarters for servants, guards, and sacrifices. The many storerooms bulge with ritual items and bizarre substances.

The levels below this are devoted to storage, for few wish to live this close to the Order. The Prince keeps a well-guarded strong room and treasury here as well as a small prison for those deemed too dangerous to hold elsewhere.

The six lowest levels are home to House Caroman and serve the needs of the ruling family. Each member of the duDerysi Family has rooms to suit their tastes. Here too are the quarters and offices of such notables as Sir Brian Not-From-Here. In happier days, the Prince received emissaries in the audience chamber with its crimson tapestries and silver-black marble. Now his seneschal holds court while the Prince remains "indisposed." The Prince's personal chapel demonstrates the Family's wealth and piety. For those worthies requiring hospitality and privacy are several suites of rooms, though most visitors stay elsewhere.

The Tower's foundations burrow deep into the rubble until they blend with those of the Tower of the False Sun; the existing tower lies on the northern corner of the original. Several levels of storage rooms, workshops, prisons, siege-provisions, and prisons lie beneath the surface. The number of guards patrolling the supposedly secure under-belly of the

Citizens of the City, Dwellers in the City

Only those worshipping Fay Jee may rightfully claim to be citizens. Citizens gain certain protections through their commitments—protection from ghosts and unwelcome spirits being the most obvious—and they are exempt from certain marketplace taxes and levies. In addition, the city courts are obliged to uphold their interests over those of non-citizens. In return, citizens offer sacrifice and worship at the Festival of the Epiarch, ensuring that a long parade of sacrifices spirals through Towerburg once a season on Wild Day of Disorder Week. Each household provides a sheep, pig, or ox to ensure that the Flame continues burning.

Many cannot afford the price citizenship entails, especially the destitute "Blues." Merchants, sailors, and other transients seldom join in the worship of Fay Jee either. Others, like the sanctimonious Rokari, refuse to support such a "blasphemous" guardian. Such people are considered "in the city" but are not "of the city."

Tower lends credence to drunken tales of immortal ghouls, blasphemous temples, and a forgotten undercity.

Throughout the Tower are rooms with no discernable purpose. They pre-date the House and are considered haunted or cursed. Within them are strange devices, arcane stonework, or malice discarnate. Whatever their true purpose, they are off-limits, and the House keeps Ashroeth Bowls outside them "just in case."

The City: Piece by Place

The surviving pre-Opening settlement of Fay Jee was concentrated on what is now called Towerburg. After the Opening, the rapidly expanding population began to build on the marshy lands to the east. These shanty towns and warehouses eventually became the New City. Surrounding this were stone walls built to keep the Wenelian barbarians at bay, but the city swiftly outgrew these. Since *That Day*, much of the city still lies in ruins, but large parts of the harbor and New City have been rebuilt on the bones of the past.

High City or Towerburg District

Towerburg Hill is a massive pre-Dawn ruin where huge stone blocks lie haphazardly about, often incorporated into the humbler buildings that lean against the massive slabs for support. Also known as High City, Towerburg suffered the worst attentions of the Wolf Pirates.

Most of the district's buildings line the single road spiraling clockwise up the hill known as Karuu's Walk, named after a long-dead Seshnegi hero. Townhouses line the road, and most wealthy merchants maintain a residence here as well as a compound in New City or Tumbledown. Embassies and other Houses are here too. Only House Jhoraz is prominent in its absence, though its agents make themselves felt through the city. A two- or even three-story height separates one curve of

△
++
△
BLOOD OVER GOLD
△
△
++
△



Fay Jee

Key

-  PILLAR
-  BIG PIECE OF OLD TOMER
-  WELL
-  OLD WALLS
-  STAIRCASE
-  PALLISADE and MATCHTOWER
-  RUBBLE
-  MARSH

1. New Shipyard
2. Ship Sheds
3. Rose Market
4. Dormal Rock
5. The Exchange
6. The Broken Cup Tavern
7. Cawthra's Stores
8. Church of the Ship
9. Half-Moon Expeditions
10. Citadel of the Army of Tomorrow
11. Marshall Outfitters
12. The Feather Market
13. Provost House
14. Mechant Compounds
15. Zadnikel's Fine Weapons
16. Wyyern's Rest
17. Lodge of the Black Ashara
18. Necropolis
19. Basilica of Theoblank
20. House of the White Spring
21. Duke Commander's Residence
22. House of the Red Lotus
23. Church of St. Castelaine
24. Shrine of the First Ones
25. Industry
26. Katala's House
27. Sign of the Raven
28. Temple to Pelaskos and his wife
29. Murex Lady
30. Deep Eye Spar





Adventure Hook: Papertrails

Several merchants claim to have been swindled by a gang of clever forgers and con men. Contracts presented at warehouses and the goods (supposedly paid for) removed, but the contracts are clever forgeries. Neither the goods nor the “buyers” are seen again. Is the staff in cahoots to defraud their employers, or is this evidence of a more extensive criminal gang? The heisted goods are usually portable and valuable such as spices, precious metals, and dyes. If this continues, the House reputation will suffer. And who will pay for all this?

- **Merchant Compounds** – High walls and hard-eyed mercenaries guard the wealthy from the lawless and competitor alike. In addition to the Trader Princes, these families include the Descana, Eodwars, Barger-Cadval, and Galsaxo families. All are prominent sea-traders. A recent arrival is Inanna Falabdur from distant Corflu, seeking to parlay her family’s exclusive trading rights there into wealth.
- **The Feather Market** is filled with Wenelians and Islanders selling feathers, animals, and sweet-grass baskets to foreign traders. Even here, the Prince receives his due. Manyeye Hummingbird is the market’s guardian.

Places of Interest:

- **Provost House** – This half-sunken building houses the provosts and the criminal court. The water level in basement is subject to tides and is used for particularly cruel interrogations and the occasional execution.
- **Wyvern’s Rest** is typical of the city’s taverns. It serves adequate beer, indifferent food, and no questions asked. Most taverns also operate as brothels, with wenches and boys available upstairs in a further effort to separate sailors from their wages.
- **Citadel of the Army of Tomorrow** – Annike Caroman has encouraged the Futurists to establish a small chapterhouse here to offset the growing Rokari presence.
- **Zadnikel’s Fine Weapons** is staffed exclusively by Teshnans. The proprietor Ganeshi Vendamanhaya sells almost every weapon under the Sun, even exotic ones such as throwing stars, chain-swords, and spring-darts. Few know he spies for the mysterious Jalamrajya-Vardhana, lord of distant Kanchipur.
- **Marshall Outfitters** – Claiming a pre-Closing origin, the number of caravans and convoys benefiting from the Tokazzi family’s experience is legendary, as are their prices.
- **Half-Moon Expeditions** is a recent competitor, founded by an émigré from Dara Happa. Irskigali Sevandrosii has an uncanny knack for having *almost* the right thing in stock.

Traditionally, “New City” lies within the walls built during the city’s heyday in the 1590s, when a double palisade and ditch guarded the growing city from raiders. Entrance to the city was through the Oxgate and the Rivergate. Mercenary dwarfs constructed them from Towerburg rubble, but they provided no defense against the Wolf Pirates. A new palisade divides New City from the slums of Bluetown, but it does little more than protect the merchants from their inferiors.

The Docks (Dockyards)

The city depends on the sea. Ships from as far away as Teshnos and Jrustela berth here, jostling against the canoes, boats, and barges of the river trade. Cranes and stevedores labor endlessly to move cargoes between them or to the warehouses lining the shore. Here can be found goods from everywhere in the world, bought and sold under the watchful eyes of the Prince’s men.

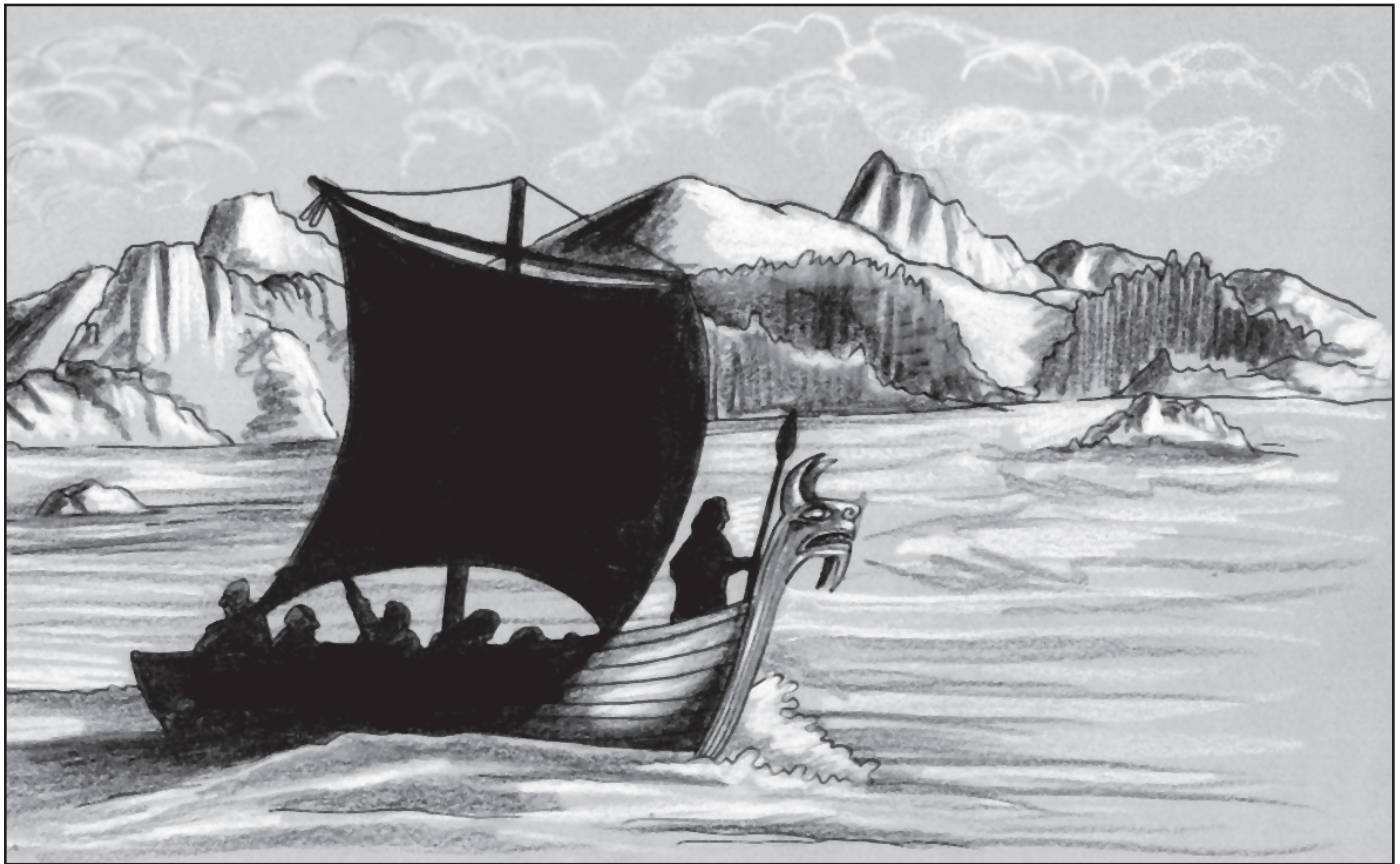
The wharves and slips can accommodate several dozen ships at once. Smaller boats and canoes are drawn up on the gravel beach and small-boat docks. Lining the shore are warehouses, sturdily built of stone and timber, the better to guard the wealth inside. Roads made from rubble and logs keep goods above the mire. Dockside taverns and brothels do a roaring trade as sea-farers spend their wages after a long voyage. Numerous flophouses accommodate those who’ve already spent their money on booze, gambling, and companionship.





Points of Interest:

- **The Exchange** – The long colonnades of this building sweep up from the Docks. Any merchant worth the name maintains a booth here. Most of the transactions here are scribed upon birch-bark to be stamped and chopped by officials.
- **Cawthra's Stores** – A typical outfitter providing supplies and services to ships, caravans, and riverboats. Caycee Lutraidottir has traded her blue-dyed past for a merchant's wealth.
- **Church of the Ship** – The church's stone spire and mast are visible far out to sea. Sponsored by the Duke of Pasos, it the largest building in the district. Steersman Montrainii guides it and several other Navigationalist congregations.
- **Dormal Rock** – This famous shrine marks the place where Saint Dormal stepped ashore. All-important to sailors, the offshore temple's blessing is sought by each ship before setting sail.
- **Ship-sheds** – During the winter months, ships stay in long barns for protection from the elements. The city's fleet is stored here when not in use, so their timbers remain dry and lightweight. When pirates threaten, the biremes can be in the water in minutes, hauled down greased rails by their crews.
- **New Shipyard** – The services of the carpenters and ship fitters are in high demand, especially by the Prince. The keels and ribs of new ships rise anew after pirates burned the original shipyard to ash.



Ships at the Wharf

Throughout the sailing season, at least one ship arrives every day in Fay Jee's busy harbor. Up to a dozen arrivals occur daily during the Earth season. Most visitors are cogs engaged in the coastal trade or are barges and boats of the river and island folk.

Most ships stay only a few days, taking on fresh supplies and engaging in trade before continuing east along the coast to the Mirrorsea or west to the Quinpolic League.

New Arrivals:

- Common**—Cogs from Pasos or Nolos, Esrolian trireme or akatos, barges and boats from Islands or river
- Unusual**—Seshnelan galleon, barge, or bireme from Kaxtorplose, Peelo or Handra, Teshnan Junk
- Rare**—Kralorelan Tribute Junk, Mali Dorman, Troll Galley, Eastern Isles Tallship, Xebec from Fonrit

BLOOD OVER GOLD





Adventure Hook: Birds of a Different Feather

A strange ship approaches Fay Jee. No one has seen the like of this twin-hulled vessel, nor has anyone seen anything so fast! The crew, who are several species of flightless waterfowl, claim they are searching for their lost island homeland of Gandaawna. However, unlike their quarrelsome Dragon Pass kin, the ducks, these *keets*, are both friendly and honest. In exchange for help and information, they offer exotic goods from the Eastern Isles, pearls, and strange lore. Some may choose to stay in the city if persuaded, hoping to find clues to their quest in the ruins of Slontos.

Bluetown (The Tumbledown)

Surrounding New City is the Tumbledown, home to most of the city's halfblooded and poor. The residents live in rubble-built shacks and shanties; most are more interested in getting out of here than rebuilding it. No walls enclose the district; Fay Jee's frenetic growth after the Opening sprawled far past its original walls. Only the compounds of important merchants and their holdings are fortified.

The shops and brothels of Bluetown are the worst dives in the city. Despite the seedy reputation, much of the city's commerce happens here, including two of the city's major markets. The Oxgate Market is the largest fish and farmers market in the city. Most of the city's less pleasant industries are found here, such the factories processing murex shellfish and indigo into dye or the tanneries and slaughter yards. Fortunately, the stench is safely downwind from the noses of Towerburg.

Points of Interest:

- **Shadow Markets** – Need something special? Hazia? God Learner relics? Someone who does “work?” This is the place. It takes someone “in the know” to find one of these outlaw markets, but as long as his taxes are paid, the Prince asks few questions.
- **Lodge of the Black Ashara** – One of many magical societies that make their home in Bluetown. Heroral Darkdeal trades with visiting trolls, though rumors persist about his other unsavory practices. However, the Joleki trolls from the Haunted Fields can be contacted here.
- **Wenel's Mound** – Since most of the city's food is imported from Esrolia, the local shrine to Wenel Inica Mother is neglected, and most of the rice paddies have reverted back into salt marshes.
- **Necropolis** – Pre-Sinking grave mounds and tombs have been overwhelmed by the swamps surrounding the city. Most of these have been looted, but some remain inviolate, guarded by fierce magic. The humbler urn-fields, pyres, tombs, and exposure platforms of the modern inhabitants are the haunt of crows and carrion beasts. Few go here after dark.

Pelaskos and Pelican Islands

These marshy hillocks are home to local Islander population. Semi-nomadic, they ply their reed and bark canoes through the coastal marshes or travel along the Nimistor River. Most eke out a precarious living hunting waterfowl, gathering wild inica, and fishing with net and spear. The more adventurous travel the waters around the Wenelian and Manirian Islands, braving curses, pirates, and merfolk to fish in the rich shallows found there. While Pelaskos Sea-fisher, the Hysop-Mother, and Diros the Boat-builder are favored among them, they also honor a wide array of petty gods, spirits, and essences. Some are helpful to the fisher-folk, but others must be propitiated.

Points of Interest:

- **Temple to Pelaskos and his wife, Stately Blue Heron** – Lavishly adorned with shells, bones, and products of the sea and marsh. Tishkos and Sidrosi officiate here while their sacred marriage lasts. Their union has blessed the marsh folk with enormous harvests of frogs and shellfish. Everyone hopes their happiness lasts!
- **Murex Lady** – This red-stained shrine helps the islanders harvest shellfish for their rich crimson dye. The Prince brought the young priestess Himmii Dyebelt from Esrolia, but so far the Murex have remained rare.
- **Deep Eye Spar** – This huge driftwood stump washed ashore at the Dawn. Even shipyard carpenters come here, seeking the spirit's blessing for each new boat or ship. Every fishing boat bears his green-eyed sigil, letting them cleave wave and tide.

Trade in Fay Jee

In the Exchange:

Trade Beyond the Mournsea

Fay Jee has recovered much of its former strength as a trading port. From Dragon Pass come fine Dara Happan gold-work and exotic wines, silk from Kralorela, and cunningly fashioned devices or equally rare spices from sleepy Teshnos. Raw metals from the mines and ruins are a common cargo, often serving as ballast for the ships. Pigs (ingots) of gold, bronze, and copper—even some wrought iron from the West—are found in the Exchange. Esrolian barley fills hungry bellies in the city and along the Nimistor River. Amphorae and casks filled with olive oil feed lamps and gourmets along the coast, though oil extracted from the Praxian oilbush is becoming more common, thanks to Lunar entrepreneurs in the River of Cradles. Even goods from the Elder Races make their way here, especially the fine Essence Diamonds from the Dwarfs of Gemborg.

However, without local products, ships would have little reason to visit. Fay Jee is prized for its fine quality naval stores: pitch and tar, woven rope, oakum, spars and masts, cloth or hides for sails, timber for hulls. With the Nimistor River providing access deep into the interior, Fay Jee is an excellent site for this, better, in fact, than any city on the Mournsea except for its rival Handra. Fishermen and islanders bring salt or pickled fish, a few varieties of which are delicacies in distant lands, the amberjack and scaled greep especially. Oysters,





harvested from the shallows and sandbanks, are another delicacy. Packed live into barrels of brine, the House ships these to Seshnela and Esrolia. More mundane goods coming downstream are timber, hides (particularly deerskins), salted and dried meat, flints, locally produced metals, honey, and even timber. In exchange for food, worked goods, especially worked metals, cloth, and salt move upstream by canoe, barge, or Joral boat. Gems and jewelry, being light and portable, are another common trade-item. Fay Jee has access to three rather exotic varieties. From the interior come warm Sunstones found in the river near Zuthstra, and along the coast the natives harvest amber washed ashore in storms or gather Peelo's Tears from the volcano's slopes.

Recent projects by House Caroman have encouraged local industries. Two of the more recent are attempts to grow indigo and papyrus for export. Unfortunately, attempts to create crimson dyes from murex shellfish have been less successful. For now, the House relies on more humble goods for export. All find places at the Exchange and fill the bellies of docked ships and barges.

Indigo and the Trader Princes

A rich blue dye called "indigo" has been used since pre-Time by the Wenelians, Orlanthi and "Entruli" alike. It is highly prized for its deep color as a dye, both in tattoos and fabric. The traditional source is the woad plant, but during the Second Age, indigo was introduced from the East by the Jrusteli. Several cities around the Mournsea became very wealthy through exporting this dye, particularly the now-drowned city of Erfurwal. Since the Opening, several Trader Prince Houses, including House Caroman, are currently attempting to reestablish indigo plantations along the New Coast.

Indigo grows as a slender plant with long clusters of pink flowers, resembling sweet-peas. Fully grown, the stems can reach up to five feet tall. The cut plant is tied into bundles, which are then packed into the fermenting vats and covered with fresh water. The indigo plant is allowed to steep until fermented, usually only a day or so. The resultant yellowish-liquor is then beaten either by men standing in the vats with oars or by treadmill-powered machinery. As the process continues, the liquid changes hue, first to a green and then a deepening blue, until finally, the indigo separates out as flakes that precipitate to the bottom of the vat. After all the indigo is allowed to settle, the resulting pulpy mass is then boiled with water for some hours, filtered through wool, then pressed to remove as much of the moisture as possible, after which it is cut into cubes and finally air-dried.

Several plantations, most notably those of Bogani and the recently established Blue Heron clan, exist in the lands surrounding Fay Jee. Unfortunately, working in the indigo vats is hazardous, and many of the "Blues" who labor in them become infected with Lung Rot and find their skin permanently dyed a rich indigo.

To the consternation of the Trader Princes, Wenelians refuse to use indigo dye, clinging to their ancient woad as is tradition. Fortunately, the fullers and dyers of Esrolia, Heortland, and Seshnela are eager to purchase the rich blue dye, when ships carrying it manage to evade the pirates. On the docks, bales of dried indigo are worth several silver pennies to the pound.

Murex or Solkathic Purple

Known as Royal Purple, Solkathic Purple, and Purple of the Sea, this dyestuff has been cherished by wealthy and imperial alike since the Golden Age. Even Antirius the Emperor prized a set of robes entirely dyed in it. Produced from the glands of marine mollusks, particularly the murex, this dye has been cultivated along the coasts of Genertela since ancient times. According to the great scribe Bryon the Elder in his work *Histories*:

"The murex are caught with a sort of small wicker basket cast into the deep and containing as bait bivalves, which snap their shells together, as mussels are known to do. These bivalves, though half-dead, revive on returning to the sea and gape open greedily. The purples seek them out and attack them with protruding tongue, but the mussels shut as soon as they feel the sting and hold their assailants fast. Thus suspended, the purples are taken up, caught by their own greed.

The best time to catch the murex is after the Sacred Time but before the first of the Blue Tides, for after that their juice is too thin. Yet this fact, although of the utmost importance, is not recognized in the dye factories. The raw dye is contained in a great vein, which is extracted and then mixed with other ingredients known only to the murexii. After soaking, the flesh of the murex is boiled away in a leaden vessel, mixed with fresh water. Next, the resultant dye-stuff, diluted once more, is subjected to an even and moderate heat. Upon the tenth day, a test is made by steeping a well-washed fleece in the liquefied contents of one of the vessels. The liquid is then heated until the color answers to expectations. A frankly red color is inferior to one tinged with black. The wool drinks in the dye for five hours and after carding is dipped again and again until all the color is absorbed. The small pots of resulting dye then are sealed with beeswax."

Prince Caroman constructed a shrine to Murex Lady on Pelican Island several years ago, offering her great gifts and sacrifices. Despite this, the priestesses of the temple have been unable to bless the city with her rich bounty of crimson and purple. Islanders familiar with the industry grumble to themselves that the local waters are too fresh and silt-laden for the murex to prosper. Despite this, even the poor grade material produced by House Caroman is worth many times its weight in silver.

Law and the City

The Prince's tenuous political control of the city has weakened both law enforcement and social order. The overworked Provosts maintain order in the markets and collect the Prince's tariffs and taxes. While they vigorously pursue crimes against traders or the House, other crimes are often ignored, forcing merchants and citizens to employ their own bravoos, thugs, and even the occasional honest watchman to track and apprehend criminals. Captured thieves or criminals are handed over to the Prince's Justices, though many citizens prefer mob justice.

Powerful factions within the city resist the Prince's authority, and some are a law unto themselves. They judge criminals accordingly. Crimes committed against enemies may even result in the perpetrator being rewarded! Recently, the House has begun seizing such criminals whenever possible in an attempt to reassert dominance.



BLOOD OVER GOLD



Adventure Hook:
Wanted: Dead or Alive

Bounty hunting for Fun and Profit: Many of the city's criminal underground hide out in the Tumbledown or serve various city factions, most of whom are no friends to the Prince or the Ochre Tiles. Some of these desperadoes are even involved in the vicious Trade War between Prince Berthol and Prince Yorge. The Provosts pay well for the capture of these criminals, and sometimes you just need the head.

Like many Trader Prince practices, the sentencing of criminals is a pragmatic affair—the House will profit from crime. Punishments range from fines, confiscation of property, or forced labor to permanent slavery. Only foreigners or those with powerful allies can expect exile. Executions are rare except as an example to others—especially for treason. Prince Yorge takes a dim view of traitors.

Narrator Notes:
The Other Side of the Street

Disreputable heroes may decide they would rather prey on the Trader Princes than serve them. Narrators can accommodate this by incorporating them as a gang serving one of the crime lords, or they can carve out their own niche in the city.

The many shacks of Bluetown and the teeming Docks provide numerous havens for those uninterested in assisting House Caroman. Bandits raid caravans, pirates cruise the waters, thieves steal merchandise, spies buy and sell information, and bodyguards and assassins are always in demand. Enjoy a hard, fast life tweaking the noses of Princes, merchants, and warlords—while it lasts.



WELCOME TO FAY JEE





Local Events

Cities are busy places, and Fay Jee is no exception. A variety of local events can upset any hero's plans. Even Trader Princes find themselves at the mercy of outside events. Interesting happenings can provide local color for an episode or form an adventure in their own right.

Common Events:

- Ships arrive with strange foreign goods. The most distant ones are from Teshnos or Jrustela. Clever heroes may discover exotic bargains.
- Racketeering and protection by gangs uncovered by Provost. Bounties offered, and new openings available in criminal organizations.
- Ambush of merchants by rivals. Hit and run thugs hired by one faction or another.
- Sabotage or treason instigated by Prince Barhtol's agents, not that the heroes know this at first. Supplies spoiled, or small secrets betrayed.
- Inland chieftain threatens raid. Militia called out.
- Caravan arrives from the interior or coast or prepares to leave the city, carrying furs, slaves, and bronze along the Old Weneian Road or down the Nimistor River. Opportunities exist for both guards and guides on the outbound caravans, and sharp eyed heroes can get the first crack at any newly arrived goods.

Unusual Events:

- Embassy from another Trader Prince or Western principality. They will require guards and spies.
- Greymane's barbarians menace distant town or settlement. Refugees expected to arrive soon.
- Inland natives raid. Prince plans retaliation or embassy.
- Rokari missionary preaching against the idolatrous and heathen. Riot may ensue.
- Ship captured by pirates before patrols can arrive. Incidentally, foreign goods for sale in Bluetown—cheap!

Rare Events:

- Troll caravan arrives with their goods on giant beetles or lashed to huge water-strider bugs. They meet with dark ships in the harbor, their secrecy guaranteed by the Prince.
- Other Elder Race visiting city. Elves with strange goods to trade; incomprehensible dragonewts; dwarfs in need of surface guides.
- Wolf Pirates fleet in the area! Prices soar, and citizens prepare to fight or flee.
- Jhoraz spy caught! Public beheading in Towerburg Plaza.

Organized Crime in Fay Jee

Fay Jee's constant flow of transients and disorder attracts thieves, racketeers, and full-time miscreants. Most of them prey on merchants, hiding in the masses of Bluetown, where the poor and disenfranchised treat them as heroes. Others are less discriminate, taking advantage of the weak and helpless. Three groups strive for dominance in Fay Jee's underworld.

"Redfish," a recent immigrant from the Isle of Thieves, is the most powerful and controls a few small gangs and at least one shadow market in New City, the Docks, and Bluetown. His

Fay Jee

Demon Guardian of the City

Summoned at the behest of the Duke of Bostalos, Fay Jee guarded the city against raids by savages from the interior. It defended the city against Weneian and *krjalki* alike long after the Archduchy fell. Another power of the demon is its ability to protect citizens from ghosts and otherworldly beings, suppressing such creatures within the city. Unfortunately, the demon's weak-spot was unknown until the Wolf Pirates came—it has no power over those on the sea.

Many citizens resent the burdens imposed by the demon, feeling that something less demanding and more able to deal with seaborne threats is required, but then the ghosts would be free to roam. What of Fay Jee itself? Would it just fade away quietly if dismissed?

Method: Manifestation

Form: A bright shadow within the blaze of the Tower's sacred *epros* (altar). Its three eyes glow brighter than the surrounding fires. Few dare look upon it with magical vision lest its sheer power strike them blind, mad, or dead.

Communication: All citizens feel a slight burning sensation between their eyes. Those experiencing direct communication hear a voice in the roaring of their blood.

Requirement: Must be surrounded by burning blood.

Vulnerability: The demon's long-lost twin was responsible for protecting the other side of the river, now the harbor, and the demon has no power in that quadrant.

Functions:

- ☉ Awareness—Sense Raiders 16W3.
- ☿ Blessing—Devour Blood, Ghost Protection 18W4.
- ☐ Defense—Harm Underworld Being, Light In Darkness 12W3.

men prefer shakedowns, protection rackets, or usury. His more daring exploits include emptying poorly-guarded warehouses, kidnapping family members of rich merchants for ransom, and hiring a phony mercenary company to the Prince. For this, he will hang. He despises Urikel as a mindless thug but feels a certain professional camaraderie with "Prince Caroman."

Burned Urikel is a scion of one of the oldest families "of the city." His small gang engages in the more violent crimes such as robbery, murder, and assault, and many of his men now serve on the plantation slave gangs. He hates Redfish and the "True Prince" passionately, as they refuse to give him the respect he deserves. He has plans to make them and the Prince pay.

Operating from somewhere in Towerburg is a shadowy figure known as "the True Prince Caroman." His uncanny rapport with the city's ghosts and wraiths gives him a real advantage. He epitomizes Estevan the Slippery Customer and claims to be working to overthrow his usurping brother-in-law. He operates from a part of Towerburg known as Kennington, the lair of a wraith of mind-shattering power. More than a few thief-takers have died trying to collect the bounty on the so-called "Prince." Some wonder if this pretender really is the missing Prince (or his ghost!) or some ploy by Prince Yorge. "Prince Caroman" considers Redfish a foreign interloper and Urikel as an unlettered buffoon.



BLOOD OVER GOLD



City of Fay Jee

Size: Medium 4W2

Type: Harbor (+5 vs. storms, +2 to docking).

Cultural Context: Fay Jee is an ancient ruin settled and re-settled by the surrounding peoples. It lies at the mouth of the Nimistor River and is the Seat of House Caroman, one of the Trader Princes. The inhabitants are a mixture of Wenelian traders, Seshnegi merchants, and Esvulari entrepreneurs living in an uneasy coexistence.

Look and Feel: Mont St. Michele with cyclopean ruins.

Significant Abilities: Lighthouse 11W3, Trade Hub 16W.

Significant Features: River Channel (-5 to piloting), Docks (+5 to docking), House Trade Hall, Naval Yard, Numerous Shallow Anchorages, Shipyard (+10 to construction or repair).

Principal Cults/Religions: Ashara Church, many others.

Reactions to Foreigners: Foreigners are welcomed, particularly among the Dockyards, though they may fall prey to some of the city's stranger customs at night.

Resources

Trade Modifiers: +5 Earth Season.

Recruitment Modifiers: +5 sailors; +10 warriors, paddlers, or drovers; +3 officers.

Renowned Inhabitants:

Prince Yorge duDerysi—Trader Prince Noble 15W, Orderly of Saint Caselain 18W2, Tired of Life 10W, Wealthy 8W3.

Sir Brian Not-From-Here—Cavalry Officer (Shock) 5W2, Orderly of Saint Gerlant 17W, Commanding Voice 3W2, Military Tactics 11W2.

Admiral Aral duMilis—Quinpolic League Ship's Officer 11W, Orderly of Saint Deliam 6W, Inspire Underlings 9W2, Insubordinate 12W, Know Mournsea 11W, Naval Tactics 14W.

Renowned Facilities:

House of the White Spring—Calming Atmosphere 18W, Healing 15W2.

The Exchange—Bargains Galore 13W2, Obtain Exotic Goods 11W2, Traveler's Tales 8W2.

Marshall Outfitter—Excellent Equipment 16W2,

Experienced Advice 9W.

The House of the Red Lotus—Corrupt Clientele 17W, Satiated Urges 18W2.

Sign of the Raven—Good Times 5W2, Imported Wines and Spirits 19W2.

Zadnikel's Fine Weapons—Den of Spies 5W, Exotic Weaponry 10W2.

Lesser Facilities:

Lodge of Black Ashara—Troll Contacts 19, Troll Goods 14W.

Katai's House of Things—Obscure 18W, Obtain Magical Trinket 9W2.

Industry—Dwarf Goods 12W2, Strange Prices 7W2.

Oran the Chandler—Obtain Chandlery 5W2, Rope Making 15W2, Sail Making 19W2.

Wyvern's Rest—Cheap Booze 7W2, Cheap Whores 9W.

Half-moon Expeditions—Almost What You Want 17W2, Obtain What You Need 7W.

Ordestes The Esrolian—Carpentry 12W2, Supervise Galley Construction 9W2.

Security and Defenses: Ballistae, Harbor Wall, Large Fortress, Palisades, Watch Towers.

Stygian Lance—150 elite heavy cavalry. Seshnegi Heavy Cavalry Soldier 15W, various cavalry cults 7W, heavy scale armor and shield +6, lance +5, hand-and-a-half sword +4.

Ochre Tiles—100 watchmen—Esrolian Foot Soldier 2W; leather armor +2, sword +3, truncheon +2.

Inshore Squadron Patrol Galleys—(6). Agile 10, Large 9W5, Row Fast 20, Sail Fast 4W, Stable 15W, Sturdy 4W2; Ram +12.

Temples and Shrines:

Deep Eye Spar—Blessing Boats 12W3.

House Caroman's Church of Ashara—Ashara Church 2W2, Trade Blessing 17W2.

Basilica of Theoblanc—Rokari Church 19, Rokari Missionaries 17W.

Order of Light & Darkness—Underworld Lore 13W2.

Underworld Contacts: Redfish, Burned Urikel, The True Prince (Trader Prince Thief 10W2, Estevan talents 17W2, False Sun Precepts 13W2).

Politics and Powers That Be

Many factions vie for control the city, but the duDerysi family is in charge for the moment. Prince Yorge and Sir Brian are adept at playing rivals against each other. However, many threats lurk in the shadows or watch the city from afar. A few of the more powerful players are:

New Mortar and Old Stone – Several merchant families also have a strong presence in the city. Collectively, they are more powerful than the duDerysi, but they seldom unite. Their new leader, “Sacred Stone,” hopes to rally the citizens behind him with his battle cry of “New Coast for the New Coasters.”

Wenelian League – The alliance of local clans is nearly moribund, and many chieftains feel the city is too weak to defend itself. The most prominent of these, Marrak Thrice-

ready, leads the powerful Swamp Fox clan and seeks to unite the league against the city.

The Rokari Church recently dispatched Bishop Jestocos the Stern to Fay Jee. He supervises the difficult task of converting of the populace and the purging of heretics. He has found Stephan duDerysi very willing to listen to his words. If Stephan were the next Prince, the Church would surely benefit.

House Jhoraz – Far up the Nimistor River, Prince Barthol plots vengeance on House Caroman. His magic has crippled Prince Yorge, and his spies lurk everywhere. For the moment, his efforts focus on controlling the settlements further up the Nimistor River. After that, he will attempt to destroy House Caroman utterly.





Local Features

In addition to the villages of the Wenelian League, several other features lie within a day or two ride of Fay Jee.

Blue Tusk – Originally a campsite located halfway to Fort Digger, this small settlement now boasts a trading post and a small inn. The place is named for the giant boar tusks framing the inn, and it brings in much wealth. The Prince has hopes of starting another local tribe among the clans here someday.

Fleshman Hills – Low rolling hills covered with towering oak forests. The Fleshman once slept here during the Storm Age, and many of the stones remember his magic. Scattered throughout the region are small settlements where the natives scratch a living from the harsh soil. Most rely on herding, hunting, or fishing rather than farming for their livelihoods.

Gallows Brook forms the southern boundary of Fay Jee. Several sad spirits inhabit it, one of whom claims to be Doctor Raccoon of Mister Rock, though none in living memory have heard of such a place.

Hen's Teeth are a moderate set of rapids near the mouth of the Darkel River. Each year a canoe race runs through the sharp rocks and churning water. The Darkel River spirits here are friendlier than most, and only occasionally do any of the racers drown.

Papyrus

Papyrus paper is made from the papyrus reed that grows in freshwater marshes. Mature reeds grow to a height of over ten feet. After harvesting, the outer fibers are peeled away, and the core of the stalk is sliced into very thin strips. The best of these strips comes from the center and the quality of the papyrus strips decline the further they are taken from the center of the yellowish-white pith.

A typical roll of papyrus uses papyrus sheets of varying quality. The ends, with their increased wear and tear, required the best sheets, with the inner sheets being of poorer grade. To prevent the scroll from unraveling, a strip of papyrus is glued at each end of the roll. Often these would be wound around a stick to provide stability and to help keep the roll from unraveling.

Since earliest times, Esrolian Queens made papyrus production a state monopoly and guarded the secrets of its culture and manufacture jealously. The death of the Pharaoh and the subsequent upheavals in the Holy Country has allowed several entrepreneurs to attempt cultivation elsewhere.



BLOOD OVER GOLD





What's in a Name: Part II

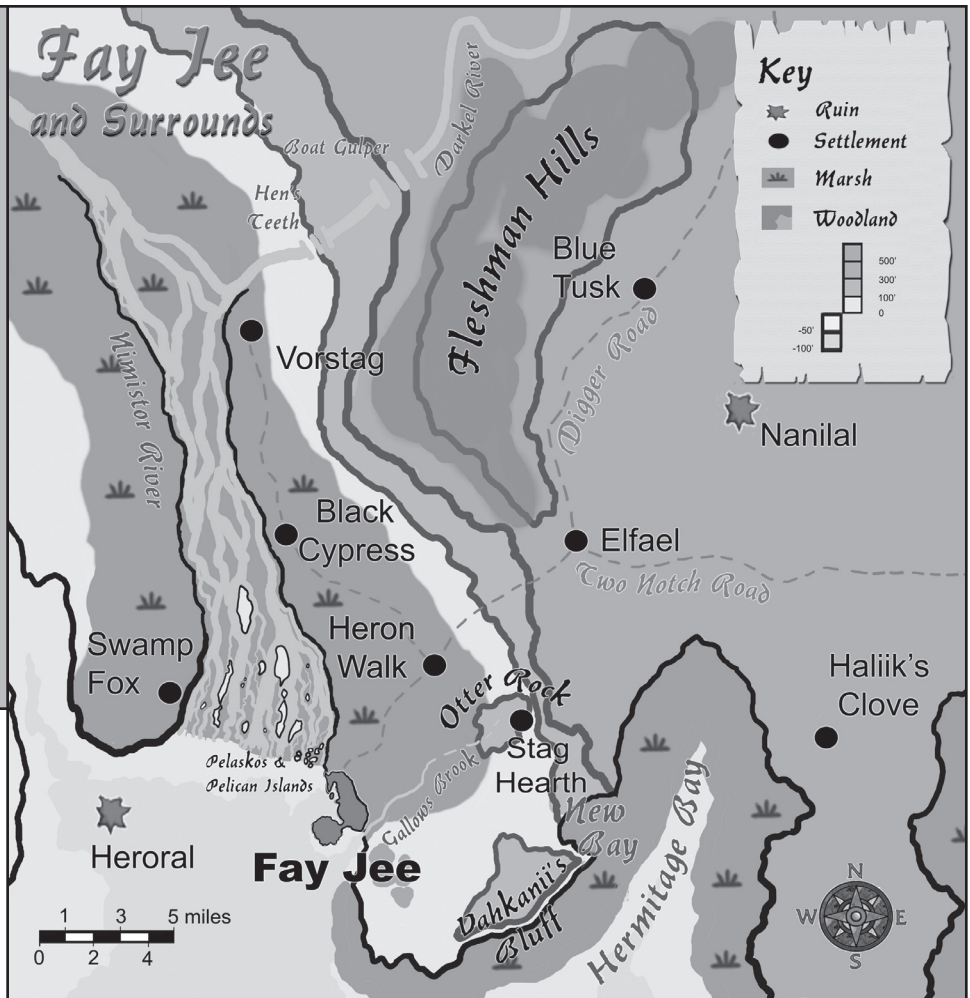
Two Notch Road – Located in Bluetown, this quiet lane leads off into the swamp, where it eventually joins with the Fort Digger Road. Despite its name, its length is not graced by anything “notch-worthy.” There are no passes, no notched trees, no nicked swords imbedded in stone, not even significant dips in the roadbed. The secret is rather more mundane; in happier days, it was the main road east and was called the Old Nochet Road, but this has since become corrupted to “Two Notch Road.” Often young apprentices and newcomers to Fay Jee are sent on wild goose-chases to locations on this road, searching for smoke-benders and left-handed tankards for their betters.

New Bay - An unknown city lies at the bottom of this shallow bay, but the local merfolk keep everyone away from it with a waterspout that appears each time explorers approach. The city appears on no maps from the Second Age!

Nimistor River Mouths – Tired from its journey down from the highlands, the Nimistor lingers, hesitant to enter the Mournsea and its drowned cities. Once it flowed through Fay Jee, but now its channels are choked with weeds and change frequently. Ships require a local guide if they wish to travel further upstream than Fay Jee safely. Many of the islands are home to marshfolk, ducks, and newtling bands, while others have become plantations for papyrus and inica.

Stag Hearth – At least one Pralori herd uses this campsite during their endless migration. Once a year, House Caroman conducts a ritualized trade with them, exchanging bronze pots for spirit-catchers.

Vahkani's Bluff – These obsidian cliffs rise nearly a hundred feet over the black sand beaches. Here one of Vestkarthen's children challenged the Sea Tribe and was extinguished. Her corpse provides the village of Hallik's Clove with its obsidian.



Myths of St. Caselain

SAINT CASELAIN AND THE WOLF

Spake the Thunder Wolf, “Your mules are tasty. Leave them with me, and I won’t eat you.”
Replied Caselain, “This I cannot do. But one mule for you and one mule from each party passing here without fighting for generations unknown.” The Thunder Wolf looked at the welts Gilles’ whip had left and replied, “This would be a good thing, but men are fractious. They will not give me mules just because you told them.” Caselain smiled then, knowing the bargain would be made, and the journey truly started.

SAINT CASELAIN AND THE GHOST MARKET

When the bargain was nearly made, the ghost made his final request. “You will leave this trading ground here that the living may come and deal with me.” Caselain agreed to this happiest of conditions, and so Ghost Market was founded.

For those who can find it, the Ghost Market is a place of wonder and fear.

THE FIRST TALLY OF POWER

Saint Caselain took charcoal from the burned carts and harvested simple birch bark, as was his right obtained from the elves. With a switch of Ash, he showed the Boar how to make the Signs of Power and Memory. From this first beginning, more followed, and Caselain re-built his expedition and carried on, showing that the humblest trades are not to be overlooked.



WELCOME TO FAY JEE





HOUSE CAROMAN

Reward those under your care appropriately. They will crave your favor and fear your displeasure.
- Saint Caselain, in the sacred marginalia

Secure within their mighty tower dwell the lords of Fay Jee, House Caroman. A mixture of guile, bribes, and threats keeps enemies and rivals intriguing against each other, while the Prince and his family tightens their hold on the city. For the moment, the House is vulnerable, but with the heroes' assistance, this may change.

New House, Old Troubles

House Caroman was born from the ruins of *That Day*. However, before Yorge duDerysi declared himself Prince, he was part of House Jhoraz. While his brother-in-law Caroman was content to serve his distant uncle Prince Barhtol, Yorge was more ambitious. Together with Sir Brian Not-From-Here, a disinherited knight of Safelster, and a powerful sorcerer only known as "Master of the Blue Glove," he seized control of the almost-lawless city. Overnight, Caroman's loyalists were overwhelmed—suborned, assassinated, or away on important missions. Taming the city took longer, but eventually Fay Jee had a new master: Prince Yorge of House Caroman.

Despite their successes, the House is troubled. The Prince is visibly failing, but neither of his sons is ready to succeed. The eldest is a magic-struck dreamer, and the other is a shortsighted fool. His only truly capable child is an accursed daughter, Annike, who is barred from succession because of her gender. Worse, someone close to him is a traitor—far too many things have gone wrong of late, and his enemies know too many of his secrets.

Storms Brewing

Several problems plague the House; the most dangerous is Prince Barhtol of House Jhoraz. He views Fay Jee as rightfully his, and he takes their very existence as a personal affront. His agents are everywhere, diverting resources, undermining alliances, and assassinating key personnel. As long as this covert war continues, the House cannot consolidate.

The surrounding clans greedily watch the city's weakness, and the gifts sent to appease the chieftains grow larger each year. Marrak Thrice-Ready is the most ambitious of these jackals, and he gathers clans under his banner with Fay Jee's own silver.

Pirates are a constant threat. While the largest single group is the Wolf Pirates, many islands and bays harbor a ship or three lying in wait to seize an unwary ship. These homegrown pirates are difficult to suppress—they can easily flee to another nameless island—if they are found at all! The city's modest fleet, along with visits by ships from the Quinpolc League and the Holy Country, barely keep these parasites in check.

House Intrigue and Covert Events

Fay Jee and House Caroman are at the heart of a covert war of spies, saboteurs, and traitors. The major players are Prince Barhtol, Greymane, and the Wolf Pirates, but other factions are also involved. The great city of Handra always seeks to undermine its upstart rival, and many Trader Prince Houses maintain their own spies and agents in the city. In addition, many of the city's wealthier merchant families seek to aggrandize themselves at the expense of the ruling House.

Common

- Non-House merchant attempts to bypass House tariffs.
- Cargo or supplies diverted, sabotaged, or somehow contaminated.
- Rumors of war. Greymane's troops besiege another House Seat, or Wolf Pirates make raid.
- New shadow market established. Find it and bring it to heel.
- Rival factions scuffle in street. Find instigators and punish them.

Unusual

- Mysterious death or murder of traveler, House employee, or merchant.
- Pirate informant found on Docks. Hanging tomorrow.
- Greymane's "diplomats" intimidating local clans. Show them House strength!
- Plans or crucial magic item gone missing. Find it before it gets into the wrong hands.

Rare

- Minor House Official implicated in treason. Trial to be held in secret.
- Agents of Prince Barhtol approach heroes seeking to employ or implicate them in some scheme.

Scenario Seed:

Prince Caroman's Fate

The fate of Caroman Jhoraz is unknown. Most believe Yorge murdered him during the coup. Yorge always claimed that he sent his brother to Joral, and Barhtol executed him. Others say he still lives, fighting for the city's freedom. The truth, if proven, could be a devastating weapon. What really happened? That, dear narrator, is up to you.





Inland, the warriors of Greymane are stirring. Under him, the Solanathi have seized control of much of the old Trade Road. Now the aging Lion King looks to the coast, licking his chops.

House Chambers

Several distinct groups, or “Chambers,” make up any House, each having its own membership, organization, guardians, and so forth. However, the *Relationship [House]* ability functions normally between them. Each Chamber and its guardian are subservient to the House’s guardian, Unclebane, but some chambers are more independent than others, and there may be improvisation penalties when dealing with these semi-autonomous groups.

The Chambers are listed roughly in order of current importance to the House.

Player Hero Opportunity: Provides guidelines showing how player-character heroes might originate with the group.

Hero Band Opportunity: Ideas on how the group might employ a player-character hero band.

Resources: The kinds of unique support heroes might gain from this group.

Connection: The relationship between this group, the House, and how they serve its goals.

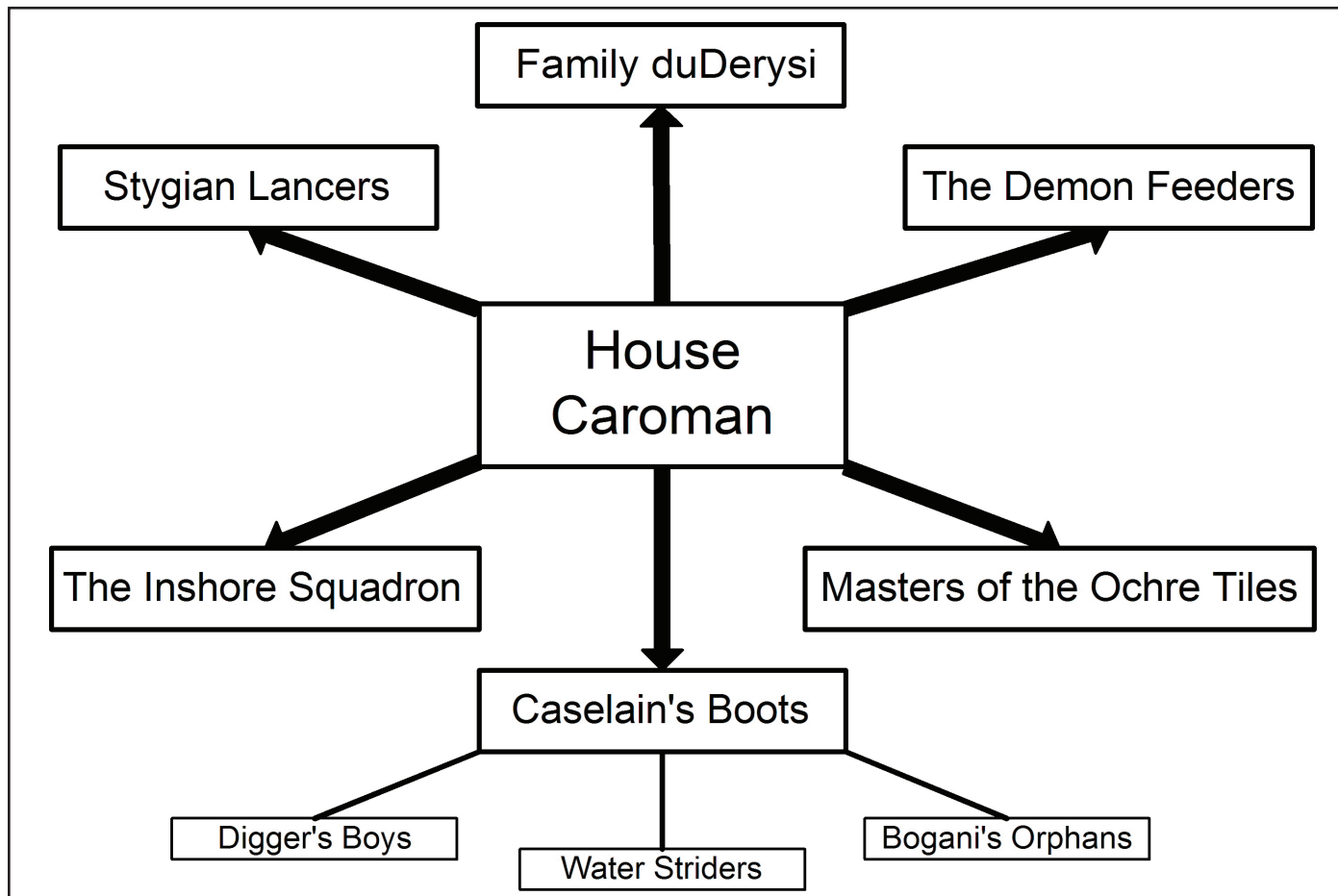
Adventure Hooks: Suggested tasks this group might require of heroes and hero bands.

House Caroman

House Caroman	Membership
Family duDerysi	90
Demon Feeders	60
Masters of the Ochre Tiles	100
“Inshore Squadron”	280 (20-90 per ship)
Stygian Lancers	140
Caselain’s Boots	340 (total)
Waterstriders	30
Digger’s Boys	80
Bogani’s Orphans	70 + “probationers”
Other groups	140
Approximate Total	980

Family duDerysi

Nobles and servants of the duDerysi make up the Family. Led by the Prince and his immediate family, they oversee the most critical missions. Blood carries less weight than success, so clever youngsters or adoptees can exceed older but less effective kin. Infighting is intense. The duDerysi include several families of servants, bodyguards, and slaves as well as many of the House’s specialist magicians. Incidentally, the House has been looking for a court wizard or sorcerer since the Master of the Blue Glove’s unfortunate death.





Player Hero Opportunity: One rarely joins the Family except through birth, adoption, or marriage. The family also employs an entourage of entertainers, scribes, lawyers, household guards, body servants, groundskeepers, clergy, and artisans.

Player Hero Band Opportunity: The Prince seldom employs hero bands directly. Adopting a group of exiled Trader Princes as a “cadet branch” of the House is possible.

Resources: The House exists to serve the duDerysi. Any available House resource, be it mercenaries, ships, political leverage, or rare artifacts, is at their disposal.

Connections: The Family rules the House and through them the city and beyond. The duDerysi share the same relationships of trade, blood, and alliance with other Houses, without which the Trader Princes could not exist.

Adventure Hooks:

- Emissaries – Ambassadors maintain House prestige in numerous other Houses, barbarian clans, and distant cities through sharp wits, impeccable manners, and false smiles. Bribes, magic, and assassination are equally important.
- Grand Tour – Young Princes often walk the Trade Path, visiting other Houses. Heroes must keep the Prince’s bumbling nephew out of trouble. As they stumble from one crisis to the next, they realize he is *much* smarter than he appears.

Demon Feeders (The Order of Light in Darkness)

The Order of Light in Darkness traces its heritage back to the heyday of the Middle Sea Empire. Spiritual descendants of the long-damned sorcerers that summoned Fay Jee, they alone retain the lore to control and direct the demon.

They maintain the rituals that propitiate the demon, ensuring the *epros* (altar) on the Tower remains alight with the blood of sacrifice. Most people are wary of the Order, and unscrupulous Demon Feeders play upon this, gathering wealth and favors from terrified non-citizens in exchange for protection from Fay Jee. Dralkos the Exhumaani leads the Order, while Irskagill the Silent oversees day-to-day operations. Both are reputed to be potent sorcerers.

Player Hero Opportunity: The Demon Feeders number about a dozen magicians plus several score servants, guards, and scribes as well as sacrificers, skimmers, bleeders, butchers, and offal carriers.

Player Hero Band Opportunity: Anyone in the House might labor for the Order if they have some skill deemed essential. What Fay Jee wants, Fay Jee gets! They also hire outsiders to obtain rare items or perform obscure tasks required by the demon.

Fraternal Society: Reward of Service

While the Trader Princes develop their own magic and specialists revel in the power of strange Otherworlds, commoners and servants have developed humble magic to better serve their overlords.

- R Spells—A Little Help Here, Keep Own Counsel.
- R Talents—Anticipate Superior, Look Busy, Sense Trader Prince.

Unclebane - The duDerysi Family Guardian

When he prepared his coup, Prince Yorge knew that the House would come under magical assault by House Jhoraz. At his behest, the Master of the Blue Glove invoked an entity which promised to guard them against the Farkiller’s magic. Unclebane also unifies and commands the Chamber guardians.

The creature claims no knowledge of its past, but Tored suspects it is some long-lost lunar entity.

Method: Emanation.

Communication: Unclebane communicates with family members (by blood, adoption, or marriage) as a throbbing reddish light.

Functions:

- ☉ Awareness—Sense Hostile Intent 14 \mathbb{L} 2.
- ☞ Blessing—Compel Subordinate, Sense Opportunity 9 \mathbb{L} 2.
- ☒ Defense—Shield Against Distant Magic 11 \mathbb{L} 3.

Resources: Maintaining the Demon Feeders is costly. Fay Jee demands strange rituals and obscure sacrifices, ranging from blood and incense to captive souls, spirits, and essences. However, the Order maintains some very competent magicians, and the demon is a powerful resource in its own right.

Connection: The Demon embodies the city, and all citizens support it. Ruling the city is impossible without the Order’s tacit approval.

Adventure Hooks:

- Obligations – Heroes may find themselves fulfilling strange, dangerous, or downright weird tasks for the Order. Delivering a bronze urn to the Splendid Sandalwood Palace would be much easier if it was not somewhere under the Mournsea.
- Audit – Someone is stealing from the Order. Expensive sacrifices have gone missing. Uncover the embezzler and recover any missing goods before the Prince begins asking questions.

Masters of the Ochre Tiles (Provosts)

The Provosts oversee the city’s markets to ensure the Prince receives his due. Once they operated out of the Plaza of Ochre Tiles in Nochet, Esrolia, as freelance thief-takers, watchmen, and street justices, but they relocated here when Prince Caroman offered them official status. They wear distinctive crimson-dyed cloaks when on official business but just as often don ragged tunics to go “undercover.” Their original duty of hunting thieves has broadened and now includes collecting fees, witnessing transactions, and providing translators. They uphold Saint Caselain’s principles as they see them. Trade is work. Work merits reward.

Provost Senior Kestogrus leads them, spending most of his time overseeing the courts, but whenever he can, he slips away unnoticed, donning his red cloak to patrol the streets. Provost Junior Petri the White commands the street patrols and oversees the small jail.

BLOOD OVER GOLD





Player Hero Opportunity: Merchants, scribes, thief-takers, and warriors suitable for a mercantile environment might originate from here.

Player Hero Band Opportunity: The Provosts often hire specialists for “out of town” projects like suppressing bandits or long-term investigations. Opportunities exist for bounty hunters too; the Provosts pay those bringing criminals to their door.

Resources: Those who protect the merchants find tips, discounts, and gossip coming their way. Contacts, particularly exotic or criminal ones, are commonplace.

Connection: The Provosts ensure that the House collects its rightful dues.

Adventure Hooks:

- **Tide of Crime** – An organized campaign of theft and harassment aimed at Esrolian merchants has started. Many are on the verge of leaving the city. Discover the culprits and stop them quietly.
- **Broken Tiles** – Some Provosts have begun taking bribes in exchange for turning a blind eye to unlicensed businesses and traders. Find them and make sure they get what they deserve.

The Inshore Squadron (affectionately known as ‘The Fleet’)

The Wolf Pirates pose the greatest overt danger to the House. Fortunately, other pirates cannot operate in their numbers. While the Prince’s emissaries try to forge alliances with other sea-faring groups, the city relies on its small fleet to suppress local pirates. The Inshore Squadron is a motley collection of a dozen biremes of various designs, a few Jhoraz boats for river work, and a pair of swift-sailing cutters based on old Waertagi designs. The majority of these ships are kept in storage sheds along the Dockyards ready for immediate use.

Most of Fay Jee’s ships have private owners. In exchange for this assistance, the Prince graciously provides the owners with generous subsidies, waiving fees on merchant ships, caravans, and plantations. These “leased” ships must be available on a four hour’s notice. Hunting pirates, escorting merchant ships, and conveying expeditions through the Islands keep those ships on “active duty” busy.

Player Hero Opportunity: Sailors and marines are widely traveled and make for eclectic and eccentric characters.

Player Hero Band Opportunity: The squadron is more of a collection of independent commands than a “real” fleet.

Order of Light in Darkness

Founded in the Imperial Age, this small order of wizards has survived despite the destruction of their original Church, city, and homeland. For centuries, they have maintained and supported the Demon Fay Jee. They also preserve the knowledge of many underworld-related spells, including several unique summoning rituals, which were practiced by Slontos’ War-Wizards. If their true nature were more widely known, they would be more feared than they already are and marked for destruction by the Rokari Church as a den of unclean heretics, especially as some members of the Order of Light in Darkness worship Fay Jee in its own right.

The portal of power created by members of the School is a Triangle of Abjuration.

Entry Requirements: Be male citizen of Fay Jee.

Churches: Church of Ashara or the Slontos Church.

Abilities: Create Portal of Power, Know Light in Darkness, Member of the School of Light in Darkness, Recognize Underworld Entity, Rule of Light in Darkness, Symbolic Sight, Underworld Lore, Use [Grimoire], Whip Combat, Write Old Slontan.

Relationships: Member of School of Light in Darkness.

Virtues: Loyal to the Demon Fay Jee, Secretive, Strong Stomach.

Grimoires:

The Abiding Book (see *HeroQuest*, page 165.)

Truths and Oblivions (sample Spells: Abjure Fay Jee, Compel [Demon], Conflagration of Vital Fluids, Consecrate Epros ritual, Exsanguinate, Ignore Underworld Magic, Light in Darkness, Generic Warding Against Underworld Intruder, various specialized underworld wardings, numerous summoning and binding rituals)

Talismans: Spells are linked to rods of iron and crystal.

Other Side: The Flaming Blood Epros marks the Order’s node in the Founder plane, a place of stern power and obedience, where captured demons are broken to service. Some question this, as the Underworld is surprisingly accessible from here.

Disadvantages: Viewed as a necessary evil by citizen and Prince alike. Were their services no longer required, the Order would not survive long.





Fraternal Society: Leather Sandals

The Provosts have some rough and ready magic for apprehending criminals. The society is housed in the grandiosely named Palace of Ochre Tiles, a guardhouse, and provides its members with magical support.

- R Charms—Sense Hidden Watcher.
- R Feats—Run Down Thief, See Through Lie.
- R Talents—Boots Like Iron, Know Proper Weight.

Heroes might be the officers and crew of a new ship or a privateer hired by the House. Local knowledge is prized. Navigating through the shifting channels and mud-banks requires skilled pilots.

Resources: Captains and crews come to Fay Jee from everywhere with equally diverse friends and contacts. Some are even pirates “gone legit.” Some captains know secrets about the Mournsea that the others would kill for!

Connections: The fleet is essential to the House’s survival. Without sea-trade the city will die and the House with it. Excess resources are invested in rebuilding the navy. The citizens love the brave men of the Inshore Squadron!

Adventure Hooks:

- Ghost Ship – Smugglers evade patrols carrying goods to parts unknown. The ship travels under several names and captains, ritually changing its identity to elude pursuit. Heroes engage in a hide-and-seek pursuit through ports, bayous, and island reaches.
- Diplomatic Mission – The Prince sends emissaries to petition the Quinpolc League for an alliance. Pirates will stop at nothing to prevent it from reaching Pasos. Besides, the Duke’s probably forgotten about Aral by now.

Stygian Lancers, Fire Company

Once a down-on-their-luck mercenary troop, the Stygian Lancers claim to be the last remnants of an army raised by Arkat. Prince Yorge won their loyalty when he arranged their release from a contract in Safelster that held them in virtual slavery. Their full-tilt charge up the spiral road during the coup is the stuff of legend.

Armed with lances and clad in scale-mail, the company excels in close-order work, especially the charge. True soldiers, their discipline give them an advantage over unruly barbarian fyrds. While their horses are at a disadvantage in forest and swamps, there are sufficient fields, meadows, and pastures around most settlements for them to be effective.

Nominally commanded by Sir Brian Not-From-Here, his Lieutenant Rikard Bearskin runs the company on a day-to-day basis. The Prince has been considering giving command to Bearskin on several occasions, but so far Sir Brian retains control of “his” people.

Player Hero Opportunity: Military families and their offspring are great sources for warrior characters.

Player Hero Band Opportunity: As a military unit, the Lancers find themselves dealing with trouble spots directly, but they employ specialists when they need a covert touch. Such “irregulars” might join the Chamber on a semi-permanent basis.

Resources: Friends of the Lancers can gain access to weapons, gossip, and heavy military backup.

Connections: As a rule, Trader Princes eschew military force, but many of their neighbors are more bloody-minded. When quiet diplomacy or economic leverage fails, the Stygian Lancers ride out to enforce the Prince’s will.

Adventure Hooks:

- Drums in the Forest – The Nimistor clans grow restless. Volunteers must infiltrate them to discover the source of the trouble. If their leaders cannot be suborned, bribed, or “neutralized,” military action is necessary.
- Bounty Hunting – Banditry has grown intolerable. Hunt them down and make an example of them. Finding out if someone is behind these activities is just as important.

Caselain’s Boots

The “Emissaries” regard themselves as closest to Saint Caselain in thought, word, and deed. Most new commodities or contacts originate with their explorers and traders. More settled Chambers call them “Caselain’s Boots” publicly and “Woodrunners” or worse behind their backs.

Warriors guard caravans and trade missions, scholars examine the latest finds, and negotiators appease local sensibilities while profiting the House. Specialists and rogues find steady employ, for “The Boots” often need to get into the strangest places and back out safely before others get there first. The most glamorous work focuses on exploring the ruins of Old Slontos and Fay Jee. Less glamorous but even more important is the network of trading posts, roads, and portages around Fay Jee that they maintain.

This Chamber is composed of numerous smaller groups. Ranging from a single cart-team to a few dozen paddlers, these are too small to be considered significant hero bands on their own. Some work as guides, guards, rowers, or bearers, while others travel in search of opportunity. Other groups include road repair crews, innkeepers, road-wardens, and toll-collectors.

Sir Brian Not-From-Here runs “The Boots” with a mixture of compassion and hard-nosed practicality. The plot of “Trader Princes” assumes the heroes work for Sir Brian directly as Trouble Consultants.

Player Hero Opportunity: The innovative “Boots” make a suitable home for adventurous mercantile characters, as it employs a wide range of specialists to take advantage of new opportunities.

Player Hero Band Opportunity: “Boots” travel to strange and dangerous places seeking new opportunities. Outsiders can “join” this Chamber through purchasing a patent (see below). If the heroes have a good idea, they can exploit it themselves or sell it to someone who can.

Resources: The House reinvests any profits into new ventures and opportunities. These side-deals and “private arrangements” enrich many members. Knowledge, favors, and exotic goods are available through “The Boots” for the right price.

Connections: The Emissaries are expected to grease palms, encourage cooperation, and eliminate potential threats. In turn, they can expect considerable support as the House expands its holdings.



BLOOD OVER GOLD



Stygian Lance

The “regimental” guardian resides in an ancient spear inlaid with iron made from the thighbone of a now-forgotten saint. The guardian’s power is surprising for such a small group, indicating that the company was much larger than it is now. The company venerates the guardian as the Saint of the Ebony Lance, who otherwise is unknown.

Method: Archetype.

Communication: A moment of clarity and insight.

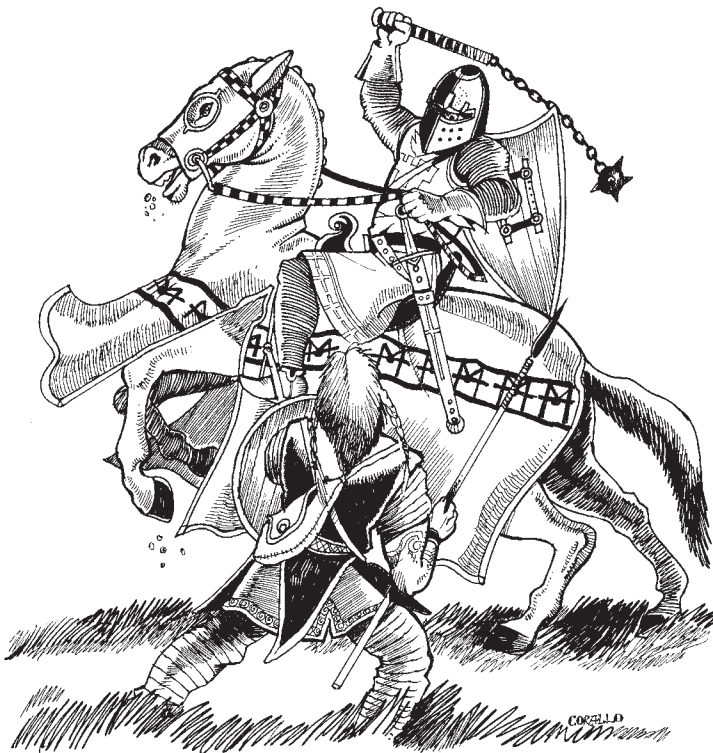
Requirement: Swear brotherhood with the rest of the Company; never leave a Brother behind.

Functions:

- ☉ Awareness—Who Goes There? 12LW2.
- ☞ Blessing—Lance through Otherworld Being 13LW2, Thunderous Charge 13LW2.
- ☒ Defense—Company Is Family 17LW2.

Adventure Hooks: Much of *Blood Over Gold* deals with the adventure possibilities as “Trouble Consultants,” but some groups may choose to keep themselves at arm’s length from the House.

- Our Gang – Heroes may decide to run their own caravan or convoy—with or without protection. The profit and danger is theirs alone.
- Slontos, Dead but Dreaming – A part of Old Slontos has resurfaced, covered with unknown ruins. Can the heroes get there first? Once there, can they survive angry merfolk, God Learner curses, and vengeful ghosts?



Story Seed: Ritual Trading

Many peoples are unable to deal peacefully with outsiders. Pralori keep to their hills, and numerous Wenelian clans cling to their sacred valleys. Despite this, trade occurs because need often drives the most reclusive clans into trading with outsiders. The Trader Princes are masters at dealing with such reluctant partners and offer them such trade items as salt, spices, cloth, and bronze work, especially weapons, in exchange for exotic goods. The most likely participants in this form of trade are Pralori, who often have a ritual distain of civilized peoples, and the Elder Races, who have good reason to avoid humanity in general.

During his trek, Caselain established a now ritualized method of exchange. On the appointed day, the traders make their way to the traditional trading site. Often along a river bank or sacred clearing, it allows both parties to watch the other yet not interact directly. Once there, the traders pile their goods and then retreat. Natives then emerge from hiding, bringing their own goods to trade. They deposit these next to the merchant’s piles, then retreat as well.

The merchants return to the trading ground and inspect what the locals have offered. If the traders are happy with the offer, they take the native goods and leave their own behind. If not, they reduce the size of their own offering, perhaps splitting it into several piles of goods, though usually both sides have a more-or-less agreed upon rate of exchange based on many, many previous meetings. It is only when new goods are added that such trades become complex and time consuming, as each set of exchanges can, in the case of particularly reclusive groups, take a day or more.

Complications:

- The Trading Ground has been profaned by strangers. The traders must reestablish their relationship with natives, who refuse to meet openly with them. Heroes may find themselves reenacting some of Saint Caselain’s stories.
- Scoundrels posing as traders take the native’s goods but leave none of their own behind. They must be hunted down and punished before they destroy the trust built up over decades.
- Interlopers steal the goods or attack the trading ground. Perhaps raiders lie in wait to interrupt the proceedings. The heroes must fight to keep both sets of goods intact. But such bravery might lead to closer ties with those that share the trade ground.
- The Next Big Thing – A well-known merchant-adventurer convinces a reclusive clan to trade their “worthless” glowing crystals for bronze. Unfortunately, the Crow-folk demand the return of a sacred fetish stolen by strangers a century ago. Who stole it? Who has it? And why are the heroes being followed?





Other Boots

Several hero bands associated with the House own “patents” (see below) and pay an annual royalty in exchange for some independence and protection but still remain part of “The Boots.”

Water Striders explore the New Coast for lost wealth and Slontan secrets. Their canoes are a familiar sight around Fay Jee. Their leader, Worlevi Four-Fish, has parlayed his native knowledge of the Islands into a small fortune, one he hopes to make larger. More than a few pirates have cursed their name when the Prince’s men raid their well-hidden lair.

Digger’s Boys hold a patent granting exclusive mining and trade rights with the Haunted Fields trolls. Many “Diggers” originated from Tarsh, and they brought their own mine gods to help wrest lead, quartz, and ice from the mountain. After his bizarre death at the hands of a mine-boggle, their leader, “Digger,” became their guardian, and his son Jackrun is Mine Boss. Many are skilled warriors, as not all the trolls recognize their right to mine, and not all the raiders are trolls.

Bogani’s Orphans specialize in taking “undesirables” and turning them into skilled workers. The resettlement of former slaves, “blues,” and outcasts on newly cleared indigo plantations is the latest project of their leader, Bogani the Faceless. Rumors of harsh conditions and frequent deaths on these plantations have made the Prince consider investigation. For the moment, this patent is highly lucrative for the House, and he is reluctant to endanger the revenue.

Family duDerysi

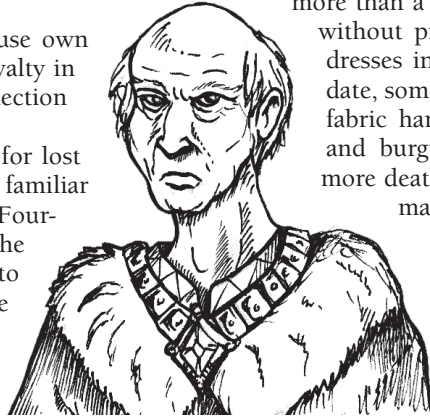
Guiding and ruling over House Caroman is the duDerysi Family, and each member of the family has a role in its governance. Initially, they are distant figures to the heroes, but with time the heroes may come to know them very well indeed. Who knows? In the end, one of the heroes may lead the House to glory or oblivion. Presented for narrator use are some of House Caroman’s most prominent members, though others exist. Cousins and half-brothers oversee trading posts or take charge of caravans and maintain diplomatic ties with the other Houses.

Yorge duDerysi, Ailing Father

I’m not a greedy man, just a practical one.

Traitor, fratricide, visionary—Yorge has been called all of these in his day, but now he is only tired. Establishing House Caroman took much of his strength, and chaining the demon Fay Jee has drained the rest. He knows that many whisper behind his back, saying he murdered his brother-in-law Caroman or that he is cursed. Such things matter little to him. He focuses his remaining energies on protecting what he has won for his children. In his prime, the Prince ranged energetically up and down the New Coast, building up a vast array of contacts, informants, and business partners, relationships, which served him well when he staged his coup.

Yorge is old before his time, his yellowed skin pulled tight over a once-powerful frame until he resembles little



more than a walking skeleton. Lighting Fay Jee’s beacon without proper support almost cost him his life. He dresses in Western finery some two centuries out of date, something typical of the Trader Princes. The rich fabric hangs loosely on his gaunt frame, the purple and burgundy making his sallow complexion even more deathly than it is, a fact that gives him a certain macabre pleasure.

Age: 53 years old (looks a hag-ridden seventy-five)

Keywords: Trader Prince Noble 15 \blacklozenge , Member of Church of Ashara 7 \blacklozenge , Orderly of Saint Caselain 18 \blacklozenge 2.

Significant Abilities: Business Contacts 16 \blacklozenge 2, Defense Against Magic 11 \blacklozenge 2,

Dissemble 2 \blacklozenge 2, Exploit Opportunity 15 \blacklozenge , Eyes and Ears in the City 17 \blacklozenge , House Politics 5 \blacklozenge 2, Impeccable Manners 10 \blacklozenge 2, Love Family 17 \blacklozenge , Master of House Caroman 5 \blacklozenge 3, Nimistor Valley Contacts 10 \blacklozenge 2, Physically Drained 10 \blacklozenge (and growing), Ritual of Fay Jee 6, Wealthy as a Prince 8 \blacklozenge 3.

Personality: Ambitious 5 \blacklozenge 2, Generous to Underlings 5 \blacklozenge , Stubborn 5 \blacklozenge , Tired of Life 15 \blacklozenge .

Equipment: Chain of Office housing an Essential Emerald 18 \blacklozenge , Exquisite finery +5, *The Book of Ashara* (with marginalia written by Saint Caselain himself!) 10 \blacklozenge , Iron Dagger +6 12 \blacklozenge , plus anything owned by or owed to House Caroman.

Anna duDerysi, Devoted Wife and Mother

You shame your House with this behavior. You need time to contemplate repentance, child.

Most see Anna as “merely” a dutiful wife or loving mother, but in recent years she has devoted more time and money to charitable works; the House of the White Spring and several shelters benefit from her patronage. Anna loves her family deeply, seeing their virtues and forgiving their faults. Each night she prays for her husband’s health and that her brother’s blood does not stain his hands.

Patent Pending

Customary among the Houses is the granting of patents to independent merchants and adventurers. In exchange for an agreed upon sum, the House grants them exclusive rights to some resource. As well, the House provides protection against local threats and guarantees the patent-holder’s monopoly. Patents include mines, trading posts, local markets, plantations, and caravans. One innovative patent established a “marine railway” at Pieter’s Borough. Horse-drawn carts haul boats around the waterfall on wooden rails, reducing the previous three-day portage to a few hours. Profits from this enrich both the Trent family, who hold the patent, and House Caroman.

+

△

+

BLOOD OVER GOLD

+

△

+





Once a famous beauty, age has treated Anna kindly. Grey now streaks the auburn hair drawn into an austere bun, but her body remains willowy and graceful. She could readily pass as for thirty, not fifty, except for her eyes.

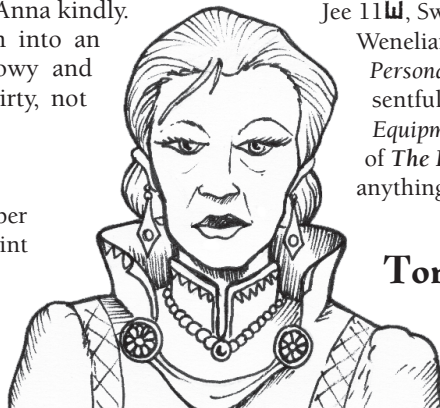
Age: 49 years old (aging gracefully)

Keywords: Trader Prince Noble 12 \mathbb{L} , Member of Church of Ashara 11 \mathbb{L} , Orderly of Saint Xemela 5 \mathbb{L} 2.

Significant Abilities: Aging Gracefully 12 \mathbb{L} , Gracious Hostess 5 \mathbb{L} 2, Healer Contacts 14 \mathbb{L} , House Politics 5 \mathbb{L} 2, Listen Quietly 15 \mathbb{L} , Loyal to House Caroman 16 \mathbb{L} , Mistress of the House Caroman 15 \mathbb{L} 2, Sympathetic Ear 9 \mathbb{L} , Wealthy as a Princess 1 \mathbb{L} 3.

Personality: Do-gooder 8 \mathbb{L} , Love Family 5 \mathbb{L} 2, Pacifist 17 \mathbb{L} .

Equipment: Exquisite finery +5, Formulary of Saint Xemela For Others, plus anything owned or owed to House Caroman.



Jee 11 \mathbb{L} , Sword Dueling 3 \mathbb{L} 2, Wealthy with Style 2 \mathbb{L} 2, Wanelian Contacts 11 \mathbb{L} .

Personality: Ambitious 8 \mathbb{L} , Love Family 19, Resentful 6 \mathbb{L} .

Equipment: Exquisite finery +5, Autographed copy of *The Rule of Theoblanc*, Iron Rapier +6 19, plus anything he can convince his father to "loan" him.

Toread duDerysi, Disowned Elder Son and Sorcerer

The Trader Princes are mere shopkeepers. In sorcery, there is power!

Corrupted into a love of magic by the now-dead Master of the Blue Gauntlet, Toread lives and breathes sorcery. Disinherited as "utterly unsuitable," he is vaguely aware of his failings and readily acknowledges his disinterest in House affairs. Since the death of Toread's mentor, Yorge has come to rely on his son in magical matters. Secretly pleased with his son's progress, Yorge has encouraged him to delve into the darker aspects of magic, seeking a way to control or transform the demon Fay Jee into something more tractable. The Rokari despise Toread as a heretic, but the other magicians treat him with great respect and are mindful of his powers.

Toread is a lean, saturnine man in his thirties, wearing dusty or stained robes unless his servants or mother have taken the time to dress him properly.

Age: 32 (distant and otherworldly)

Keywords: Trader Prince Sorcerer 7 \mathbb{L} , Member of Cerulean Gauntlet 12 \mathbb{L} , Church of Ashara 16.

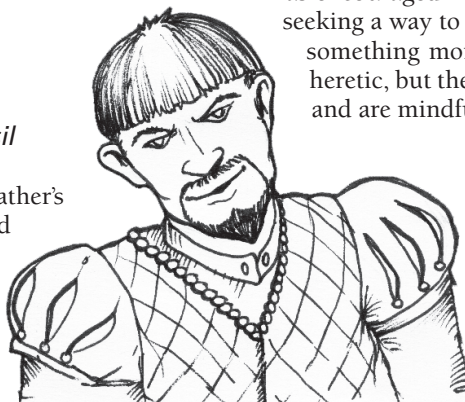
Significant Abilities: Contacts in Otherworlds 11 \mathbb{L} , Create Portal of Power 3 \mathbb{L} 2, Exploit Weakness 12 \mathbb{L} , Focused Will 4 \mathbb{L} 2, House Politics 18, Ignore Mundane Concerns 8 \mathbb{L} , Influence House Caroman 16 \mathbb{L} , Know Otherworlds 7 \mathbb{L} 2, Knowledge of Old Slontos 18 \mathbb{L} , Negotiate with Magical Being 8 \mathbb{L} 2, Ritual of Fay Jee 2 \mathbb{L} , Scrying and Divination 9 \mathbb{L} , Sorcerer and Wizard Contacts 18 \mathbb{L} , Use *Book of Cerulean Iron* 3 \mathbb{L} 2, Use *Warmagic of Lost Slontos (Abridged)* 11 \mathbb{L} 2, Wealth 18 \mathbb{L} .

Personality: Disciplined 6 \mathbb{L} 2, Inquisitive 11 \mathbb{L} , Love Family 3 \mathbb{L} , Otherworldly 15 \mathbb{L} .

Equipment: Pouch of Falangian Diamond Essence 11 \mathbb{L} 2, threadbare black and silver robe, Cerulean Gauntlet (serves as talisman) 18 \mathbb{L} , Iron Dagger +6 9 \mathbb{L} ,

Vast Magical Reference Library 11 \mathbb{L} , various magical servants, grimoires, plus almost any magical resources at the command his father, House Caroman, or the Order of the Cerulean Gauntlet.

Note: Toread knows numerous spells not yet gathered into grimoires.



Stephan duDerysi, Slimy Second Son

What does Father see in that old fossil Brian anyway? I'm the heir here!

Stephan never lived up to his father's expectations, remaining selfish and shortsighted even after spending a year on his Grand Tour. Still convinced of his own superiority and Ashara-given right to rule, he has come home to find his father a near cripple and an outsider controlling his House.

Since Yorge disowned his older brother, Stephan is now heir, at least by Rokari custom, but Yorge refused to confirm this. Stephan has spent much time with the Rokari bishop, Jestocos. The bishop encourages Stephan to seek his "just due" and hints that the Ecclesiarch would look favorably on him if he were to convert. Resentful and bitter, he has begun to ponder ways of seizing what is rightfully his.

Stephan is not unskilled, especially with a dueling sword, but his reach often exceeds his grasp. He is slimy handsome, having his mother's looks, and dresses in the latest Seshnegi fashions, a rarity among the Trader Princes.

Age: 23 (acts a weasley16)

Keywords: Trader Prince Noble 18, Orderly of Saint Caselain 3 \mathbb{L} .

Significant Abilities: Dissemble 15 \mathbb{L} , Exploit Opportunity 5 \mathbb{L} , Harangue 8 \mathbb{L} , I Have Spies Too! 7 \mathbb{L} , Impeccable Manners 8 \mathbb{L} , Influence House Caroman 19 \mathbb{L} , Ritual of Fay



#

△

#

HOUSE CAROMAN

#

△

#





Annike duDerysi

Competent daughter

We must work together, or throw away everything our father built!

Annike is the son Yorge always wanted. She, more than any of her siblings, is the true child of her father: clever, capable, and more than a little ruthless. Somewhat embittered by the status her gender accords her, for even among the Trader Princes, it is seldom that a woman acquires any measure of true power. She has supported her ailing father wholeheartedly. While much of her life has been spent with books and tutors, she has not allowed herself to become isolated and has taken over many of her father's duties as his health fails.

She knows of Sir Brian's interest in marrying her and is very aware that this is a classic way for a usurper to claim legitimacy. Until a more appropriate suitor arrives, she tries to keep thoughts of marriage far from her father's worried brow, but when the time comes, she will rule *her* House through her husband.

Archotypically attractive, she is the "Beautiful Princess" with long blond hair, willowy build, and piercing green eyes.

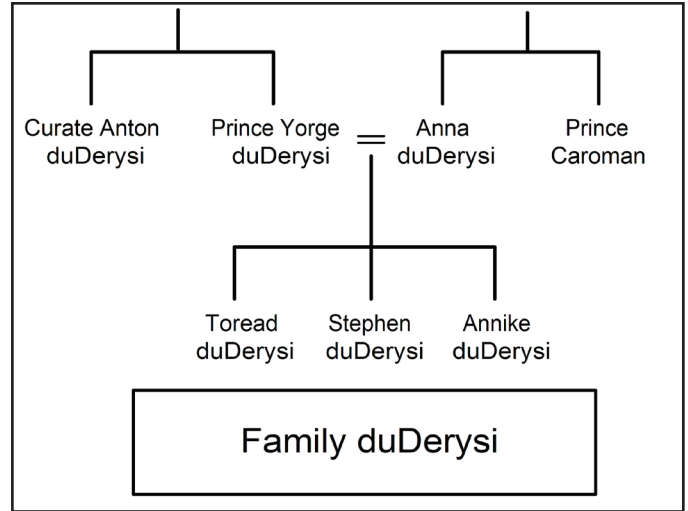
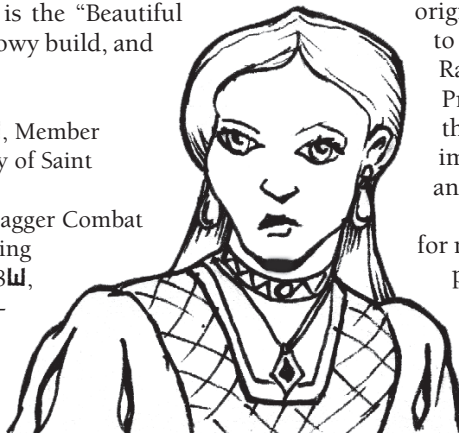
Age: 25

Keywords: Trader Prince Noble 4LW, Member of Church of Ashara 18, Orderly of Saint Caselain 2LW.

Significant Abilities: Cajole 11LW, Dagger Combat 3LW, Discern Truth 9LW, Distracting Eyes 5LW, Exploit Opportunity 8LW, Famous Beauty 3LW, House Politics 17LW, Impeccable Manners 6LW2, Influence House Caroman 3LW2, Ritual of Fay Jee 9LW, Trader Prince Contacts 7LW, Wealthy as a Princess 7LW2, Wrap Daddy Around Finger 13LW.

Personality: Determined 11LW, Love Family 8LW, Ruthless 17.

Equipment: Exquisite finery +5, Iron Dagger +6 17, plus anything her loving father gives her.



Brian is a stalwart supporter of the Prince and one of the original conspirators. He has used his mercenary troop to bring him a long way from his squalid youth in the Ralian city of Tiskos. He is now second only to the Prince in authority, holds much property, commands the loyalty of hundreds of fighting men, and has many important personal contacts as well as dozens of spies and informers—and the ear of the Prince.

But he hungers for more. He led the Stygian Lance for nearly twenty years and now wants more wealth and power. He keeps this secret, for Prince would kill Sir Brian for the treachery. Recently, agents of Prince Barhtol and the Wolf Pirates have approached him. He does not seriously contemplate betraying his lord but has been listening all the same.

Currently he is in charge of both the Stygian Lance and Caselain's Boots and has considerable influence throughout the House and city.

Age: 45 (grizzled and tough)

Works for: Prince

Primary Loyalty: Himself

Keywords: Cavalry Officer (Shock) 5LW2, Member of Church of Ashara 2LW, Orderly of Saint Gerlant 17LW.

Significant Abilities: Commanding Voice 3LW2, Exploit Enemy's Weakness 3LW2, House Resources 14LW2, Keep Own Counsel 10LW2, Know Trader Prince Houses 5LW2,

Lance Attack 12LW2, Military Friends and Contacts 9LW, Military Tactics 11LW2, Notice Ambush 5LW2, Robust 11LW, Sword and Shield Combat 16LW2.

Personality: Ambitious 19LW, Brave 5LW2, Friendly 8LW, Practical 8LW, Strong Will 18LW.

Equipment: Dragon Scale Armor and Shield +10 7LW, Sword of Hungry Flame +6 13LW, plus much of the House's resources.

Adventure Hooks:

- Sir Brian is the highest-ranking individual with whom the newly hired player characters will have contact. They will meet him many times and get to know him well.

House Caroman Notables

Some of the House's most important personages are presented here. Also presented are some scenario hooks to allow narrators to bring these narrator characters into the game more readily.

Sir Brian Not-From-Here

I am sure we can reach some arrangement here that will not... irritate... me.

Sir Brian is powerfully built, and his glittering blue armor enhances his militant appearance. He looks brutal, but he is also sharp-minded. Out of armor, he is very well dressed and groomed. At least one bodyguard and one squire always accompany him.

+

△

+

BLOOD OVER GOLD

+

△

+





“Admiral” Aral duMilis

Men, it's going to be just like we practiced. The merchant ships lure the pirates out of hiding. When they pass across our inlet, we charge, ram, and board. Good luck and good hunting.

“The Admiral” is heavyset but fit. He plays and dresses the part of the admiral to the hilt whenever possible. His grey eyes twinkle with humor whenever he is away from “the pestilential shore.”

Aral has an enviable reputation for cunning and subterfuge. He is an excellent tactician, but it is his ability to inspire fanatical loyalty and an almost unholy knack for seeing into the minds of his opponents that sets him apart. His ships have cleared the waters around Fay Jee of any immediate pirate threat, but the Islands still teem with smugglers, pirates, and slavers.

When Prince Yorge approached him to train and lead his new navy, Aral was overjoyed. His tendency to ignore or belittle his superiors had ended his career in Pasos, and he was considering trying his hand at piracy. Now he commands the Inshore Squadron from his flagship, *Princely Reward*, and local pirates have come to rue Aral's decision, just as the Prince has come to enjoy the wealth of looted pirate lairs. As long as Aral stays at sea and out of the city, the Prince has no problem with his insubordinate attitude.

Aral knows that Prince Yorge is not long for this world but is confident that he can think rings around any of his heirs.

Age: 36 (sea roughened)

Works for: Prince Yorge

Primary Loyalty: His ships

Keywords: Quinpolc League

Ship's Officer 11LW, Orderly of Saint Deliam (see *Men of the Sea*, page 23) 6LW.

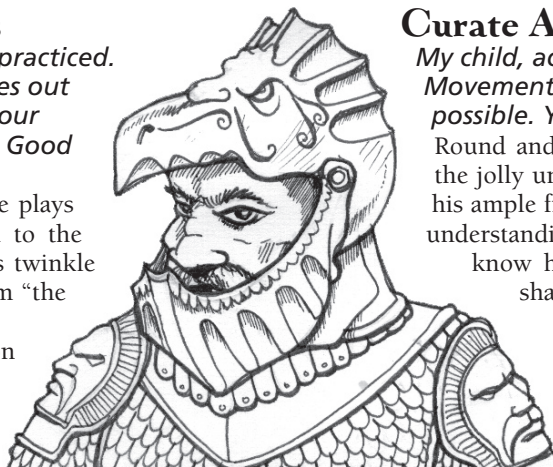
Significant Abilities: Authoritative Bellow 18LW, Beefy 3LW, Climb Like a Monkey 18LW, Deceptive Maneuvers 8LW, Inspire Underlings 9LW2, Know Mournsea 11LW, Naval Tactics 14LW, Rapier Combat 3LW2, Read and Write Seshnegi 16, Sail Bireme 12LW2, Think Like Opponent 4LW2.

Personality: Blustery 18, Insubordinate 12LW, Self-Assured 3LW2.

Equipment: Quicksilver rapier +5 11LW, Armor Amulet 9LW, impressive uniform, fanatically loyal crew.

Adventure Hooks:

- Aral commands the House's naval assets. Anyone traveling on House business or investigating the Islands or the New Coast will come to him for transport, advice, or help.



Curate Anton duDerysi

My child, accept Ashara's Transformative Movement and realize that Change is possible. You can initiate it.

Round and jolly, Anton looks like the epitome of the jolly uncle. Simple robes of fine material cover his ample frame, and his brown eyes are warm and understanding. Anton's ecclesiastical opponents know his demeanor hides an acerbic wit and sharp tongue.

Anton is the highest ecclesiastical authority in House Caroman and has led the duDerysi's congregation since 1606 when it was established. Originally loyal to Prince Caroman, he transferred his affections to Prince Yorge readily, seeing that a

Prince who was “of the city” best served the city and House. Very aware of the failings of humanity, he strives to bring his fellows to solace like a good caravan master, which he was in his long ago youth.

The Curate despises the Rokari who have begun to “infest” the city with their intolerance. Stephan duDerysi's flirting with Bishop Jestocos has him very concerned.

Age: 61 (dignified but caring)

Works for: Prince Yorge

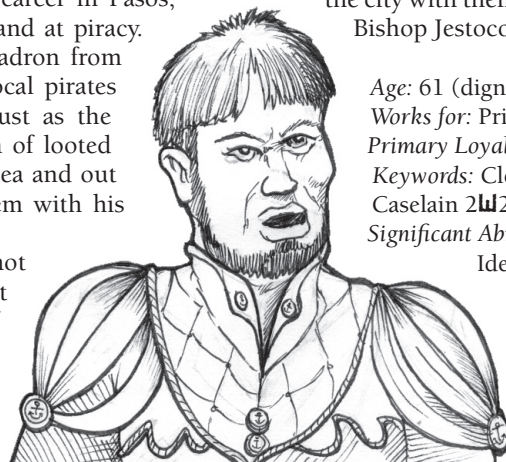
Primary Loyalty: Family duDerysi

Keywords: Cleric 11LW, Orderly and Liturgist of Saint Caselain 2LW2.

Significant Abilities: Cherubic Gaze 3LW, Drive Cart 19, Identify Heresy 18LW, Inspiring Sermon 11LW2, Know Congregation 4LW2, Political Infighting 14LW, Read and Write Safelstran 16LW, Understand Human Foibles 13LW, Wise Counsel 8LW.

Personality: Dignified 13LW, Dislike Rokari 17, Sympathetic 3LW.

Equipment: Ruby Ring of Ashara 12LW, Saint Caselain's Thurible 2LW.



The Traitor Unmasked?

Hints that one of the duDerysi is a traitor sprinkle *Trader Princes*, but who is it? Is it Anna? Does she seek power after a life spent in the shadows? Perhaps she seeks revenge for her brother's murder. Stephan is the obvious choice. Resentful, overconfident, and out of favor, he could easily talk himself into anything to get his “just due.” Yorge disinherited Toread, the eldest son, for practicing forbidden sorcery. He might happily turn over the House to its foes in exchange for magical power. Annike, the competent and loving daughter, has the soul of a Trader Prince. She may want to get back at those who deny her the power she alone is qualified to wield.

Perhaps there is no betrayal after all, and the “traitor” exists only in Prince Yorge's growing insanity.





Adventure Hooks:

- Anyone interested in the Ashara Church will come to him eventually.
- Anton is devoted to recovering and rebuilding the House's chapel. He often sends out adventurers to retrieve relics stolen during *That Day*.

Dralkos the Exhumaani

There's nothing beyond Fay Jee, only desire and control.

Meeting Dralkos for the first time is shocking; he barely looks human, his face and hands withered and leathery like spiders. Black eyes filled with unholy zeal glow over a fleshless nose and toothless mouth. Mercifully, heavy robes cover the rest of his body.

Some whisper that he is but an extension of Fay Jee, and Dralkos' first loyalty is to his monstrous charge, the city a distant second. Dralkos revived the fading glories of the Order of Light and Darkness. He views those claiming to rule the city with an amused contempt, for he knows they need the Order's blessing. Despite his reputation, he remains a nominal member of the Church of Ashara and was once a bishop in the Church of Slontos long ago.

He views Toread as a possible successor, but the young sorcerer must first prove his loyalty to Fay Jee beyond any doubt, and that tumultuous time is nearly at hand.

Age: 105 (looks older—and dead!)

Works for: Prince

Primary Loyalty: Demon Fay Jee

Keywords: Slontan Wizard 8L2, Member of Order of Light in Darkness 11L2, Church of Ashara 16.

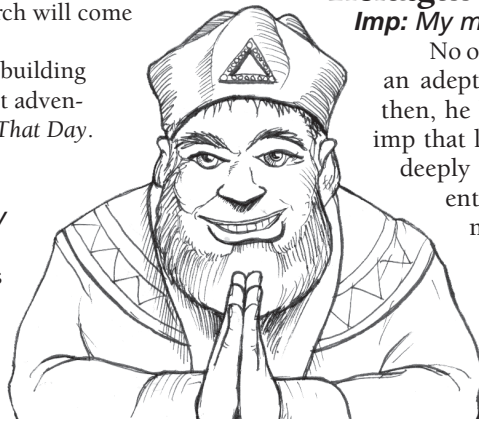
Significant Abilities: Bargain 8L2, Make Sacrifice 18L3, Recognize Underworld Entity 6L3, Ritual of Fay Jee 6L3, Seen Things Man Was Not Meant To Know 13L2, Sorcerer and Wizardly Contacts 15L, Understand Fay Jee's Needs 16L2, Use *Abiding Book* 13L, Use *Truths and Oblivions* 12L3, Wealth 9L2, Withered With Sin 4L2.

Personality: Cynical 13L, Selfish 10L, Xenophobic 4L.

Equipment: Deep Red Robes of Power 19L, Crystal Rod (serves as talisman) +4 9L2, magical servants, grimoires, several volumes of the *Book of Drastic Resolutions*, plus almost any magical resources of the Order of Light in Darkness.

Adventure Hooks:

- Dralkos has his own agenda and seeks to exalt the demon Fay Jee over all other forces in the city.
- No one knows more about wizardry in the city than him.



Irskagill the Silent

Imp: My master wishes to know your thoughts.

No one has ever heard him speak since he became an adept of the Order of Light in Darkness. Since then, he has spoken through his familiar, a wizened imp that lurks inside his hooded robe. Despite being deeply suspicious of spies and infiltrators, he is entrusted with “outside” contacts, conducting most of the Order of Light in Darkness' business with House and city.

He serves Dralkos and Fay Jee faithfully, knowing that there is little hope of his ever advancing further in the Order. Dralkos is far too canny a wizard to die, and Irskagill has given up trying to arrange this anymore.

Age: 43 (porcelain-like skin)

Works for: Dralkos

Primary Loyalty: The Order of Light in Darkness

Keywords: Wizard 14L, Member of Order of Light in Darkness 17L, Church of Ashara 17

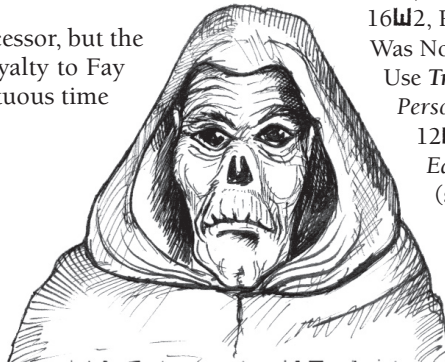
Significant Abilities: Curse of Silence 2L2, Imp Familiar 19L, Make Sacrifice 1L2, Recognize Underworld Entity 16L2, Ritual of Fay Jee 15L2, Understand Things Man Was Not Meant To Know 13L, Use *Abiding Book* 2L2, Use *Truths and Oblivions*, 7L2, Wealth 6L2.

Personality: Diplomatic 9L, Ghoulish 7L, Suspicious 12L

Equipment: Deep Red Robes 9L, Crystal Rod (serves as talisman) 9L2, magical servants, grimoires, plus almost any magical resources of the Order of Light in Darkness.

Adventure Hooks:

- He seeks help procuring strange substances and volunteers for arcane rituals.
- Irskagill may want help being “promoted,” but he will test the heroes first.



Lieutenant Rikard Bearskin

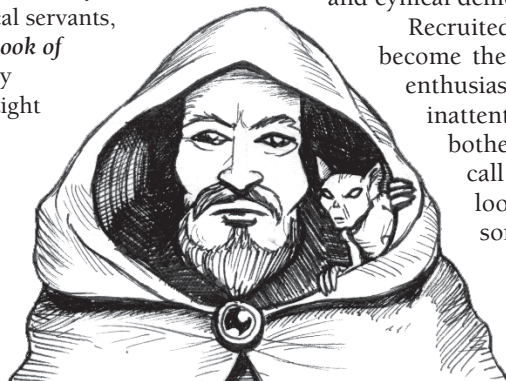
Stalwart Cavalry Trooper

In the name of the Lance! Charge!

Rikard looks old for his age and wears a Bear-Man pelt for a cloak over his well cared for armor. He commands men far senior to himself in the Company, a tribute to his cold professionalism and cynical demeanor.

Recruited from the backwoods of Ralios, Rikard has become the de facto leader of the Stygian Lance. His enthusiasm and skill more than make up for Sir Brian's inattention. Brian's current activities are starting to bother many Lancers, and the Company may soon call for new leadership. He fears they will not look any further than him, and the runaway son of a peasant should not look so high.

Loyal to the Company first, last, and always, Rikard knows that while employers and contracts may come and go, the Lance must go on.



BLOOD OVER GOLD





Age: 28 (fit, competent, careworn)
 Works for: Sir Brian Not-From-Here
 Primary Loyalty: Stygian Lance
 Keywords: Cavalry Soldier (Shock) 15^W, Orderly and Liturgist of Saint Atrox 15^W.

Significant Abilities: Commanding Presence 13^W, Disciplined 9^W2, Heavy Cavalry Tactics 2^W2, Know Fay Jee Area 18^W, Lance Attack 14^W2, Notice 17^W, Plan Deception 15^W, Read and Write Safelstran 17, Ride Horse 7^W2, Sword and Shield Combat 9^W2.

Personality: Brave 5^W2, Loyal to Company 8^W2, Prudent 5^W.

Equipment: Bear-Man Cloak 13^W, Lance "Pierces Foe" +4 12^W, Heavy Scale and Shield +6, Iago (strong horse sidekick), Lady's Favor silk scarf 14^W.

Adventure Hooks:

- Anyone seeking military advice will be directed here.
- He often requires covert assistance as his unit is not a subtle tool.



7^W, Read and Write Esrolian 3^W, Search 6^W2, Spot Deception 4^W2, Truncheon 3^W2.

Personality: Brave 7^W, Scrupulous 17^W, Violent 11^W.

Equipment: Iron-bound truncheon +5, leather armor +2, writing tablet and stylus, ochre sash and The Leather Sandals +2 16^W, magical magnifying monacle +3 19.

Adventure Hooks:

- Far too many criminals escape his men and take refuge with other forces in the city.
- He often judges and sentences criminals. That includes law-breaking heroes.

Provost Junior Petri the White

Pleasantly Venal Jailer and Entrepreneur

Sure, I could move you to another cell. Is the tide starting to bother you?

Petri's round, trustworthy face conceals a cunning, venal mind. He wears a leather breastplate and dresses in well-made uniforms that emphasize his powerful build. Since Petri emigrated from Nochet, he has begun to run to fat as he enjoys the good life.

Full command of the Provost's street patrols is in the capable hands of the handsome but venal Petri; the epithet "the White" indicates a man far more cunning than brave. He also oversees the Provosts' small jail, where he greatly supplements his income by letting the incarcerated purchase luxuries such as good food and drink and the occasional discreet visitor.

He has no deep agenda, only wanting to retire rich and comfortably.

Age: 27 (pleasant faced and portly)

Works for: Prince

Primary Loyalty: Himself

Keywords: Soldier 15^W, Orderly of Saint Steube 3^W, Leather Sandal magic 16^W.

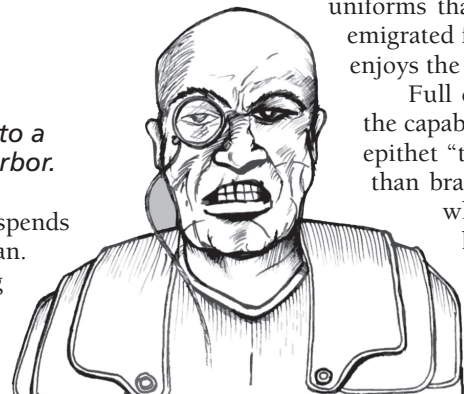
Significant Abilities: Bargain 13^W, Crossbow 8^W2, Hand-some 19, Heavysset 14, Know Fay Jee Criminal Underworld 3^W2, Know Fay Jee Streets 17^W, Pursue Thief 12^W, Read and Write Esrolian 13, Search 15^W, Speak Various Pidgin Tongues 13, Spot Deception 16^W, Truncheon Combat 4^W2, Trustworthy Face 9^W.

Personality: Cheerful 18, Pragmatic 13^W, Venal 6^W.

Equipment: Heavy truncheon +4, leather armor +2, writing tablet and stylus, ochre sash, magnifying monacle +2.

Adventure Hooks:

- Anyone trying to talk to an incarcerated felon must make a deal with Petri.
- He is always on the lookout for new angles and can invest surprising amounts of money.



Provost Senior Kestogrus

Watchmaster-General

and Hanging Judge

I hereby sentence you to be sewn into a leather sack and thrown into the harbor.

Next case!

Kestogrus is very fit for his age since he spends as much time on the streets as he can.

Criminals fear the sight of his glinting monacle and balding head as he follows them in leisurely, inexorable pursuit. The "Watchmaster-General" wears little armor on his lean frame but carries his truncheon "just in case".

The leader of the Ochre Tiles is fairly sure he was born in the crowded slums of Nochet over fifty years ago. He left his homeland behind when he realized his gender barred him from being anything more than a simple thief-taker. Now he oversees Fay Jee's courts and longs for any opportunity to get back onto the street.

The Prince trusts him implicitly (and rightly so), and he works for the day when the city is firmly under the Prince's control.

Age: 52 (his scarred demeanor seems somehow timeless)

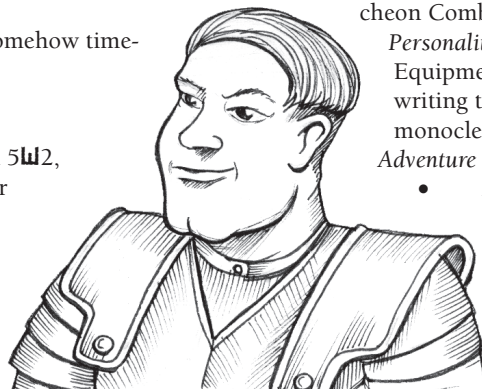
Works for: Prince

Primary Loyalty: Upholding the Law

Keywords: Esrolian Foot Soldier: Watch 5^W2,

Orderly of Saint Steube 16^W, Leather Sandal magic 7^W.

Significant Abilities: Grim Visage 20^W, Judge and Pass Sentence 12^W2, Know Fay Jee Criminal Underworld 7^W2, Pursue Thief





Other Rogues & Miscreants

Every game needs spear-carriers, messengers, barkeepers, and the fellows who fall in droves when the heroes attack. The city is filled with prominent traders, ship captains, tribal chiefs, gangsters, and refugees. Provided below are some of the typical people that heroes might meet in Fay Jee, Wenelia, and beyond. *Note:* The magic of each narrator character is dependent on their homelands, and narrators should choose appropriate keywords based on this information.

See the “People of Wenelia” chapter for suggestions on appropriate magic for native Wenelians.

Caravan Master

The caravan master is always alert for raiding bandits or unexpected opportunity. Many retire wealthy, while others are swept away by disaster. Most come from Esrolia, the Trader Princes, or the surrounding civilized lands, though a few are native Wenelians who have done very well for themselves.

Keywords: Merchant or Muleskinner 6 \square , Issaries Initiate or Orderly of Saint Gilles 4 \square .

Significant Abilities: Bargain 17 \square , Drive Cart 4 \square , Friends Along the Way 12 \square , Guards! Guards! 12 \square , Know [Caravan Route] 15 \square , Oversee Caravan 15 \square , Staff Combat 5 \square , Wealthy 10 \square .

Adventure Hooks:

- Anyone wanting to travel overland talks to these folks.
- Best source of rumors and news from the interior.

Canny Chieftain

Able to lead his clan in battle or moot, he always remembers the glorious history of his clan. Many Wenelian chieftains have turned to Saint Caselain, especially those near House Seats, though others retain their native faiths.

Keywords: Wenelian or Islander Chieftain 5 \square 2, Local Chieftain god, saint, or spirit 15 \square .

Significant Abilities: Brave 10 \square , Clan Politics 15 \square 2, Clan Weapon and Shield Combat 3 \square 2, Remember Grudge 10 \square , Stare Down 15 \square 2, Think Ahead 5 \square , Vengeful 6 \square .

Adventure Hooks:

- Strangers are brought to him first.
- Any negotiations must be with him.

Cheap Ruffians

The city abounds with thugs, bullies, and other scum. Some are down on their luck warriors, while others are young punks from the slums. They fight unless clearly outclassed, at which point they flee. Most only have common magic, trusting their strength to see them through, though a few are members of warrior cults or practice Estevan’s magic.

Keywords: Thief (Mugger) 17 or Warrior 17, Bonebreaker Brotherhood (Common Magic) 17.

Significant Abilities: Cudgel Fighting 2 \square , Hide 2 \square , Smash Kneecap talent 3 \square , Unrecognizable Face 7 \square .

Equipment: Clubs +2, leather jerkins +1.

Adventure Hooks:

- Cheap muscle to be hired by anyone.
- Petty crimes and minor sabotage.

Expensive Bodyguards:

Everyone who is anyone needs bodyguards. The bodyguard devotes his life to protecting his charge. Loyalty, their paramount virtue, is highly rewarded. Most of them find Saint Steube’s blessings useful, but many of them are members of warrior cults and practices. The most highly prized bodyguards are those who serve the god of Death and Honor, Humakt.

Keywords: Soldier or Warrior 6 \square , Orderly of Saint Steube 6 \square .

Significant Abilities: Interpose Body 10 \square , Loyal 12 \square , Notice Danger 12 \square , Sword and Dagger Fighting 12 \square .

Equipment: Sword +3, dagger +1, chain shirt +2.

Adventure Hooks:

- Expensive muscle hired by the big boys.

Merchants and Shopkeepers

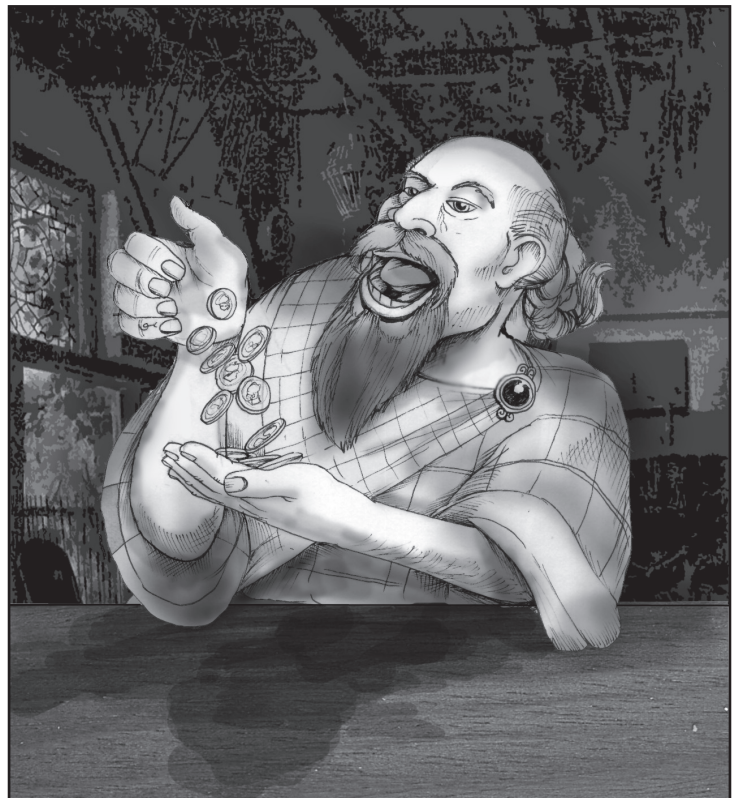
The backbone of the city’s wealth, merchants and shopkeepers may retire wealthy, while others are wiped out by unexpected disaster. While most Wenelian merchants worship Saint Caselain, Issaries, or some local trade spirit, foreign merchants traveling through the region can worship almost any trade, travel, or communication entity possible.

Keywords: Trader Prince Merchant or Crafter 2 \square , Issaries Initiate (Communication, Merchant, Travel) or Orderly of Saint Caselain 4 \square .

Significant Abilities: Bargain 8 \square , [Craft] 10 \square , Know Value 7 \square , Staff or Cudgel Combat 17, Wealthy 2 \square .

Adventure Hooks:

- Everyone has to buy and sell things.
- Strange merchants with exotic goods.



BLOOD OVER GOLD





Provost

These values are for typical, competent watchmen. Experienced officers and thief-takers would have much higher abilities. Saint Steube is popular, but many Provosts join knowledge cults or wizardry orders. Most belong to the Leather Sandals Fraternity.

Keywords: Foot Soldier or Warrior 2**W**, Orderly, Practitioner, or Initiate of appropriate entity 17, Leather Sandal magic 19.

Significant Abilities: Chase Thief 7**W**, Honest or Corrupt 3**W**, Intimidating Presence 9**W**, Knowledge of City Streets 8**W**, Search 5**W**, Spot Deception 8**W**, [Weapon] Combat 7**W**.

Equipment: Spear or sword +3, truncheon +2, leather armor +2, writing tablet and stylus, ochre sash and sandals, magnifying monocle +2.

Adventure Hooks:

- You were robbed. Official help is nearby.
- You were stealing and got caught. The cops are nearby.
- If you ever bet on the dog fights, you might meet him.

Rugged Canoeist

The sinews of trade are the shoulders and paddles of these men. Crude and tough as the dried meat they live on, they can paddle from dawn to dusk at a ferocious pace.

Keywords: Boatman 3**W**, Orderly of Saint Tienne or Practitioner of Silverbark the Great Canoe 1**W**.

Significant Abilities: Boating 9**W**, Boisterous 6**W**, Consume Alcohol 4**W**, Superstitious 6**W**, Tireless 12**W**.

Adventure Hooks:

- No one knows the waterways better.
- Great rumor sources or obscure trinkets carried as “freeload.”

Sailor or Marine

Most sailors worship Dormal or some other sea entity, while marines worship something more warlike. Each ship has its own guardian, and the crew is usually more loyal to it than to the distant House that employs them. Others worship a variety of sea beings, sailor saints, boat gods, and water spirits (see the homelands in *Men of the Sea* for suggestions).

Keywords: Sailor or Marine (Foot Solider) 19; Cult of Dormal 5**W** (Common Magic) or some specialized sea cult from their homeland (see above).

Important Abilities: Knowledge of [Sea] 5**W**, Superstitious 17, Swim 6 or 3**W**, [Weapon] Combat 20, Well-Traveled 3**W**.

Marines: Boarding Mass Combat 9**W**, Disciplined 4**W**, Operate [Naval Weapon] 19, [Weapon] Combat 4**W**.

Sailors: Boating or Shiphandling 4**W**, Carouse 7**W**, Endure Weather 5**W**.

Equipment:

Sailor: Cudgel or knife +2, lightweight clothing, fishhooks, tattoos, sea-bag,

Marine: spear or sword +3, leather armor +2, “lucky” charm against drowning, sea-bag, tattoos.

Adventure Hooks:

- Ships and dockside bars are full of them.
- Any expeditions to the islands will hire some.

Ship Captain

Master of his ship at sea, the captain must know a little about every land his ship might visit. Often a harsh disciplinarian, the captain must be obeyed at sea, or the ship might be lost.

Keywords: Ship Captain 10**W**, Dormal Cult (common magic) 13**W**.

Significant Abilities: Bargain 14**W**, Careful of Ship 7**W**, Command Crew 18**W**, Know [Sea] 18**W**, Navigate 12**W**, Shiphandling 19**W**.

Adventure Hooks:

- You need a ship? He’s your man.

Stygian Lancer:

Lancers are elite cavalry, and most are members of military orders such as Saint Gerlant, but many worship pagan wargods or warrior spirit-practices such as Elmal or Venn.

Keywords: Cavalry (Shock) 10**W**, Orderly or Initiate or Practitioner of [Cavalry or War entity] 7**W**.

Significant Abilities: Brave 15**W**, Disciplined 13**W**, Lance Attack 20**W**, Loyal To Company 15**W**, Ride Horse 15**W**, Sword and Shield or Mace and Shield Combat 10**W**.

Equipment: Heavy scale armor and shield +6, long lance +5, strong horse 12**W**, bastard sword or heavy mace +4.

Adventure Hooks:

- The House’s toughest and nastiest military muscle.

Taciturn Muleskinner

Driving the caravans and pack trains over Wenedia’s hills and forests are the hard-bitten muleskinners. Wearing their signature muleskin coats, they are a common sight on the roads. The vast majority of them are orderlies of Saint Gilles, but those in the pay of House Goldgotti are often Issaries cultists.

Keywords: Muleskinner 2**W**, Initiate of Issaries (Travel, Trade, Communication) or Orderly of Saint Gilles 18.

Significant Abilities: Drive Cart 8**W**, Endure Weather 7**W**, Know Road 5**W**, Sense Ambush 7**W**.

Equipment: Leather coat +2, whip +2, own cart and mules.

Adventure Hooks:

- The lifeblood of the caravans.

Tribal Warrior

The forests and hills swarm with fierce warriors. These are typical full time warriors who spend most of their time feuding and raiding neighbors. Occasionally, they might escort a caravan in exchange for a “gift.” Metal weapons and armor make excellent bribes. The variety of warrior cults, practices, and orders in Wenedia is staggering. Dozens upon dozens of them commonly exist, and a few of these can be found in the “People of Wenedia” chapter.

Keywords: Warrior 5**W**, Initiate of Helamakt (Clouds, Combat, Rain) or Practitioner of Venn (Spirits: Brave, Forest Cunning, [Weapon] Combat) 18.

Significant Abilities: Ambush 11**W**, Brave 10**W**, Hate [Enemy Clan] 4**W**, Ride Horse 10**W**, Spear and Shield or Sword and Shield Combat 15**W**.

Equipment: Leather and metal armor and shield +4, javelin +3, fast horse 5**W**, sword or spear +3.





Tactics: Skirmish with foes, ambushing them if possible. Clan enemies are attacked with an almost religious fervor by these braves.

Adventure Hooks:

- Raiding caravans or hired by the House as guards.
- Fierce war bands roam the hills, looking for glory and plunder.

House Attributes

Each Trader Prince House has four main attributes: Information, Reputation, Resources, and Security. These represent large-scale capability for such operations as spy rings, building fortifications, cargo purchases, or influencing entire regions. Only the Prince and his immediate associates can utilize the entirety of the House's capabilities.

Information: It's not just what you know but who knows it. From knowing what will be the next fad in Esrolia to learning rivals' plots, knowledge is power. This attribute includes such diverse sources as informants, divinations, scholars, and, of course, spies.

Reputation: A good reputation deflects scandal and can influence clans and Houses alike. Even a "bad" reputation can be useful if it is powerful. Few are willing to provoke an "Unpredictable" House.

Resources: The fuel maintaining and empowering the House, resources are not just wealth or money, but also revenues such as mines, treaties, or taxes, sources of equipment, and the lifestyle to which the Prince is accustomed.

Security: Shields the House from outside interference and helps resist spies and infiltrators, keeps thieves at bay, and determines the availability of military forces on short notice. Various assets are associated with this trait such as magical wards, military groups, or religious fanatics.

House attributes range from about 5 \mathbb{L} in weak, nascent, or dissolute Houses to 5 \mathbb{L} 3 or more in the most powerful; 5 \mathbb{L} 2 is a good rule of thumb. The weakest Houses are often in thrall to the greater and depend on their goodwill. Often a House's special resources are linked to a particular Chamber, and destroying or crippling that group deprives the entire House of that capability.

House Caroman

Information: 7 \mathbb{L} 2 (Hear of Opportunity, Wenelian League)

Resources: 8 \mathbb{L} (Port Facilities)

Reputation: 12 \mathbb{L} (Innovative, New House)

Security: 4 \mathbb{L} 2 (Fast Ships, Heavy Cavalry, Mighty Tower)

As can be seen, House Caroman is fairly weak, still recovering from the sack of Fay Jee.



House Jhoraz

Information: 3 \mathbb{L} 3 (Networks of Spies, Yalonda League)

Resources: 12 \mathbb{L} 2 (Tradepath Hub)

Reputation: 1 \mathbb{L} 3 (Powerful House)

Security: 17 \mathbb{L} 2 (Fortified Cities, Network of Alliances, Hordes of Warriors)

House Jhoraz is one of the most powerful houses, but the death of the Trade Path has drained their wealth greatly.

Use of Attributes in Play

House attributes are available to heroes as either augments for their own abilities or as a generalized resistance used in contests. For example, resources could be used to determine the availability of special items such as simple weapons and armor or borrowing a local trireme "for just a few days."

Each mastery in an attribute allows the House to engage in one long-term project related to that attribute. These can range from constructing several new trading posts (Resources) to setting up a network of spies (Information). Complex tasks might use several attributes or several masteries in a single attribute at narrator discretion. For example, rebuilding Fay Jee's walls would require most of House Caroman's Security and Resource attributes.

Changing Attributes

The heroes' actions can have an impact on the House as a whole, depending on the heroes' performance. Small adventures should only affect the House marginally, altering by a point the most appropriate attribute. More important acts such as forging new alliances, securing unique resources, or unmasking traitors could change an attribute (or more than one) by several points. Four is a good maximum. The various adventures in this book provide examples of this.

House Missions

The heroes may initiate House activities too. These can be almost anything, ranging from increased weapon practice for House personnel, research into long-forgotten magic, scouting new trade routes, or placing spies in rival Houses. Usually these can be resolved as an extended contest, the narrator determining the appropriate difficulty. A rule of thumb is to use the relevant House rating altered by the community modifier. The resistance may be further modified by an opponent's abilities, for example, by Prince Barhtol's Undermine Other House 17 \mathbb{L} 2 ability.

Once the contest is determined, one hero leads the operation, augmented by his fellow heroes and possibly community support. Results might be increasing or decreasing a relevant House Attribute, adding a new resource to the House, or perhaps revealing the deeply hid machinations of some foe, which is the seed for another adventure!

BLOOD OVER GOLD





Prince Barhtol of Jhoraz

It is a time of change, and our House will change with the times.

Old and respected, House Jhoraz is often treated as “First Among Equals” by the Trader Princes, and its ruler, Prince Barhtol, is arguably the most powerful Prince. His reach extends throughout Maniria and beyond, with agents as far away as Teshnos, Seshnela, and the Lunar Empire. House Caroman enjoys a special place in his heart. Fay Jee was to be the nucleus of a new trading arrangement that would bring the entire Nimistor valley under his sway. Prince Yorge betrayed his trust and murdered his nephew. In time, the survivors will beg for his mercy.

Tracing the source of their troubles back to the Prince may prove very difficult as he hates being disturbed and is very protective of his reputation. Few meet him directly,

making his agents far more readily encountered than he is. They function independently, making his influence hard to uproot or measure, as they subvert enemies, sabotage heroquests, and steal secrets, treasure, and magic. His interference in the heroes’ schemes may be difficult to thwart, though they should realize that someone possessing great resources dislikes them very much.

The Prince is a long term enemy (or potential patron), distant but powerful. Heroes become victims of bribery, seduction, theft, and assassination. Generally, one of his spies approaches the character obliquely at first, with less subtle methods being employed if the hero’s loyalties remain uncorrupted. Barhtol reserves his Far-Killing ritual for those who truly irk him, using the daylong ceremony when the mood takes him, bolstered by whatever resources of the House he chooses to commit.

Inquisitor Thorn Jaeger

Keywords: Spymaster 18 \blacklozenge 2, Estevana the Slippery Customer talents 11 \blacklozenge 2

Other abilities: Well informed 14 \blacklozenge 3, Vanishing Act 9 \blacklozenge 3

Contest Synopsis

Close Combat (Kogrun) 2 \blacklozenge 4 +66 AP

Leadership 7 \blacklozenge 4

Mass Combat (Jean) 2 \blacklozenge 4

Jean d’Aralon

Keywords: Knight Commander 13 \blacklozenge 2, Orderly of Saint Gerlant 14 \blacklozenge 2

Other Abilities: Commanding Presence 12 \blacklozenge 3, Inspired Tactician 6 \blacklozenge 3, Sword and Shield Combat 19 \blacklozenge 2

Kogrun the Faithful

Keywords: Soldier 1 \blacklozenge 3, Devotee of Humakt 2 \blacklozenge 2 (Combat, Death, Honor)

Other Abilities: Sword and Shield Combat 9 \blacklozenge 3, Sense Ambush 19 \blacklozenge 2



Gemma d’Aralon

Keywords: Lawyer 7 \blacklozenge 2, Orderly of Saint Ivo the Barrister

Other Abilities: Impassioned rhetoric 19 \blacklozenge 2, Spot Loophole 2 \blacklozenge 3

Family

Prince Barhtol

Other Significant Abilities: House Politics 18 \blacklozenge 3, Know Unsavory Magic 12 \blacklozenge 2, Penetrating gaze 14 \blacklozenge 2, Sensitive of Reputation 4 \blacklozenge 2, Trader Prince Noble 5 \blacklozenge 3, Undermine Other House 17 \blacklozenge 2

Relationships: House Jhoraz 8 \blacklozenge 3, Vast Array of Informants 3 \blacklozenge 2
Special Items: Farkilling Glass +4 (Far-killing Ritual 15 \blacklozenge 2), Hidden Blade +5 (9 \blacklozenge 2)

Personal Augments:

- +5 to Leadership, trade or knowledge related tests
- +7 to any test where he could be assisted by his House
- +9 to any test where his wealth could influence the result

Marks: Steeples hands and speaks softly. He knows he is being very reasonable indeed.

Personal Time

Orderly of Saint Caselain 7 \blacklozenge 2

House Jhoraz
Wealth Beyond Avarice
6 \blacklozenge 4





SHADOWS OVER FAY JEE

Entrepreneurs are simply those who understand that there is little difference between obstacle and opportunity and thus turn both to their advantage.

- Niccolo the Manipulator

Heroes arise from all walks of life. Some stay at home to protect and nurture their people. Others, struck with wanderlust and horizon fever, make names for themselves far from home. On the shores of the Mournsea lies the port city of Fay Jee, home to Prince Yorge duDerysi of House Caroman, and Yorge desperately needs heroes.

A Campaign in Three Parts

The remainder of *Blood Over Gold* focuses on the heroes' adventures in House Caroman. The campaign falls into three phases as the heroes rise in power and authority. At end of each phase, the heroes are promoted, the public recipients of increasing reward and responsibility as the Prince acknowledges their worth. The initial phase, "Apprenticeship of a Trader Prince," sees the heroes joining the House and their initiation into Trader Prince politics. The next phase, "Journeymen to the West," begins after the heroes demonstrate their capability and loyalty to the Prince. Their trials grow tougher as their responsibility increases. "Masters of the House," the final phase, occurs after the death of the Prince Yorge. Now policy-makers at the highest level, the new Prince entrusts them with the most important tasks of diplomacy and intrigue.

Heroes will form two crucial relationships as a result of their employment. The first, *Patron: Prince Yorge*, is a measure

of the trust and support the prince is willing to commit to the heroes. The other, *Relationship: House Caroman*, is a measure of their favor and popularity among the House as a whole. It is possible to be very popular with the Prince but unpopular with the rest of the organization. Such are the risks of being the Prince's tough guys. These two abilities increase as the heroes perform their duties successfully. Failure may reduce these values. Sample adventures will usually have dedicated awards of hero points only for raising relationships based on the heroes' success.

The heroes are promoted from being lowly members of Caselain's Boots to duDerysi Family Retainers when the hero band's *Relationship: House Caroman* is at least 10W and at least one of the heroes has cultivated his *Patron: Prince Yorge* to a similar level. Further promotion occurs when the heroes are adopted into the duDerysi family. This requires the hero band to increase their relationship with the Prince and the House through further successes, both of which abilities must be at a 5W2 level. These promotions and rewards are public and only enhance the heroes' fame.

Running a Trader Prince Campaign

The sample adventures challenge heroes with a mix of intrigue, investigation, diplomacy, and all-out combat, along with a big helping of moral ambiguity. There is considerable scope for tailoring the campaign to player tastes. Prince Yorge prefers those able to function ably without supervision and support—or succor. Specialist characters such as apothecaries, priests, lawyers, and scribes might be unsuitable and better suited to being sidekicks, retainers, and "associates" of the heroes.

The story seeds and adventure hooks are presented in a rough hierarchy, with the earlier ones being more suited to inexperienced characters, while the later episodes require considerable skill and authority. However, there is no way to anticipate what paths heroes will explore. Campaigns will diverge rapidly from any pre-scripted path, especially as the heroes find loose ends or plot hooks they want to explore for themselves.

Early in the story arc, the heroes are under the supervision of Sir Brian Not-From-Here, a disgraced knight of Safelster in charge of their Chamber, Caselain's Boots. While he is an excellent mouthpiece for providing the heroes with ideas and information, in the end they are better off standing on their own feet as he has his own agenda—treason. As time passes, the heroes interact with the ruling duDerysi family as well as their chief retainers and the leaders of neighboring clans, Houses, and cities, forming their own relationships and alliances.

Friends and Foes:

A Ledger of Profits and Losses

As employees of their House, the heroes have the opportunity to make deals and influence their House's relationships with others. The heroes should quickly realize that while they can profit by making a "quick hit," this policy might not be the wisest over the long term. If they constantly take advantage of situations, others will come to despise them. Nevertheless, House Caroman *must* have the resources to fund their operations; otherwise they may not survive long enough to reap the benefits of a more enlightened policy.

Heroes must choose their enemies wisely. For example, in a turf war over trade with the Princes, it might be better to step back and let the natives decide who will be dealing with the Trader Princes rather than impose a solution upon them. You are going to make enemies. Choose them wisely.

The finale is going to involve the Trader Prince's forces defending their turf against a barbarian horde. Alone, the House has little hope of victory.





Watersheds and Story Seeds

The *Blood Over Gold* campaign is a mixture of watershed episodes, optional story seeds, and adventure hooks. Narrators should mix these to create their own plot and details within the story arc. Story seeds can appear in any order as full adventures, encounters, or vignettes. Since it is impossible to predict the direction every campaign will take, most of these are presented as outlines rather than detailed adventures. Adventure hooks are very brief and need the narrator to flesh them out. Episodes are full adventures, completely written up to guide the plot at critical junctures. Several adventures are iterative. For example, inexperienced heroes may serve as simple guards on diplomatic missions, but more experienced heroes will find themselves involved with intrigue or even negotiating with other Princes on behalf of their House.

The first scenario of the arc, “Meet the Prince,” begins the heroes’ association with House Caroman. This first scenario assumes that the heroes are unfamiliar with Fay Jee or House Caroman and is therefore rather scripted. Narrators should feel free to improvise, but remember that its main purpose is to set the scene for the campaign and to introduce the characters to House Caroman and the city at large.

A few critical events mark changes in the heroes’ lives. The first of these watersheds, “Scarlet Truffles,” marks the end of their apprenticeship and the beginning of the second phase, and is the first time the Prince entrusts the heroes with responsibility and independence. If successful, their tasks move into the realm of diplomacy and intrigue, strengthening the House and thwarting its enemies.

The next watershed is the death of Prince Yorge in “The Death of a Prince.” Now influential members of the House, the heroes become involved in choosing Prince Yorge’s successor. Their skills and connections are instrumental in averting or starting a civil war and unmasking a traitor. Once the succession is secure, the heroes take their places as the new Prince’s advisors. The destiny of the House is in their hands as they move into the third phase of the campaign.

Throughout the arc, the hand of the “Traitor Prince” becomes ever more apparent until the heroes will eventually learn who the real puppet master is and confront him. The campaign finale, “Blood Covers Gold,” brings the heroes the true reward of their deeds, both good and ill.

How did I get here? Playing Heroes in House Caroman

Players should consider why their characters are in Fay Jee. The simplest solution is that the heroes came to enlist. Anyone from Wenelia, the New Coast, or the trading cities could know that House Caroman needs new blood. It is also the most common reason for outsiders to join a House—to work and perhaps get rich. Other heroes might be exiled, outlawed (or worse) due to fallings out in their native politics. “Volunteering” to enlist is sometimes the best way out of a sticky situation.

Of course, the Trade Wars continue, and heroes might be spies for another House. Rest assured both the duDerysi and their patrons will test their loyalty. This option of intrigue and betrayal, while very fitting to the shadowy nature of the campaign, may cause strife and bad feelings among the players.

Narrator Notes: Success and Failure

Sir Brian and the Prince will be keeping a close watch on the heroes’ successes and failures. Have the bosses explain every so often, “You are doing a good job,” and “The Prince is aware of your success,” or “Your failures have caused great trouble and merit punishment.” Truly heroic or heinous exploits may gain public acclaim or castigation. In addition to the warm feelings of “attaboy,” heroes should also receive material rewards in keeping with their deeds, such as the bestowment of magical items, special followers, increased wealth, or land holdings. Failures may result in these rewards being stripped from them and given to more worthy followers.

This provides players with a gauge of how well their heroes are doing. Heroes should be given ways to make amends for failure but also to take advantage of successful missions.

The main mechanism for measuring the satisfaction of the Prince and his people with the heroes is their relationship with them. Each adventure has an effect on the *Relationship: House Caroman* rating of the heroes, both as a group and as individuals. As this rating increases, the heroes will find themselves delegated greater authority, privilege, and responsibility.

Non-Humans Working for the House

Centuries of pious practicality have largely cured the Trader Princes of the traditional Western xenophobia against non-humans, reducing it instead to mere prejudice. Some Houses readily embrace the services of dark-men, rootless elves, bachelor newtlings, or even refugee ducks. Local need dictates acceptance of these non-humans. For example, Houses located near the Arstola Forest are more likely to employ elves, but they would never hire dark trolls, while the Houses near the Haunted Fields might employ troll guides and interpreters or even provide shelter for Argan Argar caravans. Since rivers make up the highways of Maniria, several Houses have recruited newtling canoe brigades.

Problems still exist for exotic characters. Unless they have a definite niche, non-humans find that House politics favor humans. However, since most non-humans are definitely better than humans at *something*, most will have a niche. Those non-humans incorporated into mixed-race hero bands have the easiest time, and humans will simply deal with the human members, whether they are in charge or not. Similarly, the non-humans might make relationships with their own kin easier.

Some characters might have more casual reasons to join a House. Sailors or travelers stranded in Fay Jee might find the House a safe haven. Remember that ships visit the city from *everywhere*. Thousands of refugees have fled warfare in Dragon Pass. Esvulari trying to escape the Rokari Inquisition, rebel Heortlings on the run from the Lunar Empire, Wenelians outlawed after tribal strife, or even survivors of other now-decrepit Trader Prince Houses are looking for new homes.

Hiring the heroes as an established hero band is the easiest. They will be a known quantity with a record of working together. Such groups usually join Caselain’s Boots or are issued a patent, an arrangement very typical of the Trader Princes.





A PERSONAL VIEW OF THE TRADER PRINCES

Wisdom of the Curate

The following counsel is given to “New Hires” by Curate Antonio duDerysi, chief liturgist to House Caroman and distant cousin of Prince Yorge duDerysi.

Whom do we worship?

We all worship differently depending on our needs. Many choose to join the Ashara Church. Such loyalty pleases the Prince. Saintry Orders are popular, but many cling to their Storm gods and petty spirits. Sir Brian is an Orderly of Saint Gerlant—his fiery blade leads us to victory—but I am liturgist of Saint Caselain. In addition to your religious practices, you would be wise to join a Fraternal Society. They teach useful magical tricks, and you can expect support and fellowship from your brothers.

Where do I come from? Why do we die?

Ask your mother. We have little use for philosophizing here. If you seek deeper meaning, then join a Wizardly Order. The Prince would view you with favor if you did. While the Church of Ashara offers Solace, it provides little in the way of fearsome magic.

What happens after we die?

Those who serve the House faithfully can expect to join the Saint in his Caravan as it journeys to Solace. Others disagree, claiming some afterlife based on their birth beliefs.

I have heard about other powers. Can you tell me about...?

...Air

The People of the Storm surround the Houses, and their clans quarrel incessantly. We remain aloof and neutral, and they come to us for guidance and trade, for only we can deal with all of them, standing aside from their petty feuds. In turn, they provide us with warriors, bearers, and simple goods.

...Aldrya

Long ago, our founder established treaties and pacts with the Forest folk, and they permit our caravans to skirt the edges of the forest unmolested. We do not venture deeper into the woods without permission, for no Prince wishes to bring the wrath of the elves down upon the Houses.

...Chaos

The worst forces of entropy and decay are called Chaos. Broos raid our caravans, evil man-eaters infiltrate our trading posts, and traitors betray their oaths. They cannot be trusted. Avoid them where you can. Kill them where you cannot.

...Earth

The Earth supports the surrounding tribes with paltry crops and weak magic. Dwarfs use essences as the Princes do, but are far more accomplished in the use of magic and metals. They are some of our best customers. Dwarfs drive the hardest bargains. If you think you have gotten a good deal, you have forgotten something.

...Darkness

The Darkness hungers to fill its emptiness. Trolls hunger to fill their bellies. While their trollkin and berserks sometimes raid our caravans, we also trade with them for lead and the magical ice in exchange for exotic foodstuffs. It is a good arrangement, for they respect strength and tradition.

...Fire

Volcano folk have little love for us. We bribe their chiefs when we can and fight their raiders when we cannot. The tribesmen have much to offer us—spices, rare woods, volcanic gems, and fire-metal—but we must deal through intermediaries. Perhaps someday you will find the source of their enmity and end this senseless feud.

...the Sea

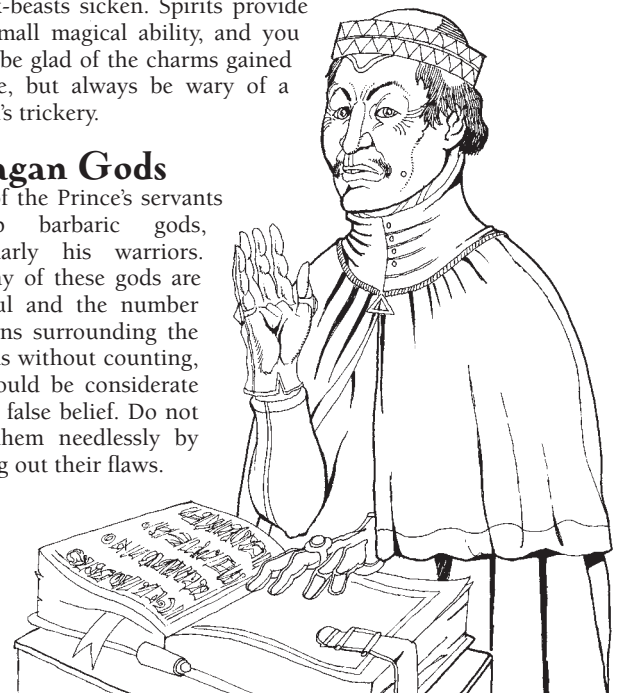
Most Houses curse the day that Dormal opened the Sea-Road. He weakened the Trade Path and brought the Wolf Pirate (spit!) scourge to our shores. Our Prince, however, saw this as an opportunity and seized the coastal city of Fay Jee for his own. Islanders are often friendly, but they have little to offer us, though often they live among ruined splendor. We have little to do with mermen and leave such dealings to Islanders and sailors.

...Heathen Spirits

Petty spirits or great ones, it matters little to those in our castles, but it matters greatly to travelers. River and forest spirits must be appeased or thwarted lest boats capsize or pack-beasts sicken. Spirits provide some small magical ability, and you should be glad of the charms gained in trade, but always be wary of a shaman's trickery.

...Pagan Gods

Many of the Prince's servants worship barbaric gods, particularly his warriors. As many of these gods are powerful and the number of pagans surrounding the House is without counting, you should be considerate of their false belief. Do not anger them needlessly by pointing out their flaws.





...the Moon

Far way Pelorians have built a wonder, a mighty globe of earth hovering in the sky. Now they worship it as a god. The Red Moon makes a splendid marker for our navigators, but I always wonder, "What goes up must come down." I shouldn't like to be near it when it does! Perhaps you will travel there in your journeys and bring back exotic goods from The Rich Land.

What's the "Mask of the Invisible God"?

Ashara is only a Mask of the Invisible God. Ashara is the Last Movement and came to the West long ago, bringing harmony and peace among the warring peoples as he persuaded them to meet together in peace. He taught Speech to the Speechless. Things were better for a time, then he went away. Saint Caselain retraced His Path on his journey from Ralios to Esrolia.

Could you tell me more about saints?

Each saint lived an exemplary life and serves as a testament of faith. Saint Caselain is the chief saint of the Ashara Church, but all are welcome if they are useful to the House. The Order of Merciful Saint Xemela maintains a hospice in the city, and many of our teamsters belong to Saint Gilles the Penitent's order. And I, as I said, am an Orderly of Saint Gerlant Flamesword.

What about other Churches?

Several other Churches exist throughout the city, some no more than a single basement congregation, others harbingers of great Churches in distant lands. Join or ignore them at your discretion. Among the most powerful, the Rokari are building a cathedral near the Tower. While their money pleases the Prince, their intolerant ways anger many. Still, Ecclesiarch Theoblanc is powerful, and his king would make a very bad enemy, albeit a distant one.

The Ship of Life Church arrived soon after Dormal, spread by merchants and sailors from Pasos. The Prince tolerates them, for we cannot risk angering the Sea League. Perhaps we will make common cause with them against the Rokari, perhaps not.

Many Esvulari have settled here in recent years, fleeing war and Rokari oppression in the Holy Country. They are a hard-working, honest folk who deal fairly with us. Were it not for their competition in the market and their conflicts with the Rokari, we would have nothing bad to say about them.

Numerous small Churches along the New Coast claim to be the real Church of Slontos. They once ruled this land, but became corrupted into the God Learner heresy. Many of these Churches still embrace forbidden ways. The most powerful leader, the haughty Prince-Bishop of Kaxtorplose, is no friend of ours.

Command Briefing

The following is a talk given to some "New Hires" by Sir Brian Not-From-Here, seneschal and commander of mercenaries for the Trader Prince Yorge duDerysi, lord of House Caroman.

Who are you?

I am Sir Brian Not-From-Here. I command Prince Yorge duDerysi's mercenaries as well as many of his more... specialized hero bands such as you and your friends.

Who are we?

We are the ties that bind Maniria together! Our sacred caravans travel the lands, carrying what is needed to where it is wanted. Our peacemakers keep the barbarian clansmen from each other's throats since we are the only ones they trust. Many are called to serve by Saint Caselain's wanderlust and wisdom.

Where do we come from?

Everywhere, of course! Some are born to the House, children of Princes and traders, but the House employs anyone who can serve its needs. Even outcasts and foreigners gain favor through brave deeds and cunning. The Prince doesn't care where you came from, only that you serve his House well. Those who serve best are adopted as kin. I was an exile from Seshnela, and now I stand at the Prince's left hand.

What is a House?

Caselain's Men oversaw the Trade Road. Their descendants grew powerful and evolved into the noble Houses we know today. Each House is expected to keep its section of Caselain's Trade Path safe, and each has developed its own customs and traditions to do so. Recently, Houses have begun struggling against each other over resources, either through Trade War or encouraging the natives to raid. Some, like us, moved to the coast to take advantage of new opportunities.

Who's in charge?

I command you. The Prince and his family command me. Everyone in the House serves and supports it and its Prince. You will command others, as is appropriate for your station and needs. Mercenaries and caravans need leaders and warriors. Negotiators and trading parties always require good swords and quick wits. If you prove yourselves, you will be entrusted with more responsibility and reap greater rewards. You might even found a House of your own, but many will seek your downfall if you attempt this.

Why am I here?

You're here to do a job for the Prince. That's why you joined up, didn't you? You should stop asking so many foolish questions.

What do we trade?

Many things—Fay Jee is blessed with a wealth of opportunity! Ships carrying Esrolian grain and wines or Heortling bronze and silver arrive daily. From the west come glasswork from Nolos and iron from Seshnela. Sometimes even more exotic goods arrive: silk from Kralorela or gold-work from distant Dara Happa. Barbarians bring furs, spices, and rare woods to us by canoe. Even the Elder Races trade here; you may be asked to guard a troll caravan or meet with dwarf acquirers. Recently, the Prince brought a priestess of Murex Lady here from the Holy Country, and now we have rich crimson dye to trade. You must always make sure that the Prince receives his due; those pretty-boy Ochre Tiles can't be everywhere.

For those of great daring, there are the ruins of Old Slontos, where treasures gleam in abandoned palaces. These places are accused and only the most clever and lucky survive, but the reward is worth the risk. Finding a new market or a new item for trade brings great favor and status in the House. Beware of those who might deprive you of your just profit.





MEET THE PRINCE

The first method for estimating the intelligence of a ruler is to look at those he gathers about himself.

- Niccolo the Manipulator

The Prince of Fay Jee is looking for a few good men (or women or ducks or newtlings) to serve as his “Special Envoys.” Hard work and a glib tongue work equally well with the Trader Princes, but results are prized above all. The heroes must quickly learn the local rules if they want to survive.

Premise: Heroes come from all around the Homeward Ocean to join House Caroman. They start at the bottom and work their way up.

Secret: Shockingly few people are interested in joining the House, and the heroes have surprisingly little competition.

Benchmark: This adventure is designed for starting characters. Knowledge of Wenelia or the Trader Princes is helpful but not required.

Timeframe: Sometime in 1620 or 1621. The sailing season starts in Spring and makes an appropriate time for the Prince to hire “new blood.”

Scene I: Job Interview

Setting: From the Dockyards to the Tower, the word is out. Notices appear on every street corner in Fay Jee, while heralds proclaim the news far and wide: “The Prince is hiring! The Lord of Fay Jee, Prince of House Caroman, needs strong backs, silver tongues, and clever brains, and today, his seneschal Sir Brian Not-From-Here is testing those who think they have what it takes to be his special envoys.”

The journey up the hill to Toweryard (see page 52) is a familiar stroll for city natives—up Karuu’s Walk past the ruins and rubble to the heart of the city. Assembled around the Duke-Commander’s Rostra are the Prince’s representatives: Sir Brian Not-From-Here, Petri the White, Irskagill the Silent, Stephan duDerysi, and several others. The number of applicants is surprisingly small, and most are ne’er-do-wells, dispossessed

clansfolk, and other sorts more suited to paddling canoes or hauling packs. Here and there, a few “new hires” watch, their new House Caroman brassards gleaming.

Action: While the heroes may just march up to the waiting officials and present themselves, some might want to investigate first. Several bystanders might offer some colorful insights if approached politely.

Man selling Meat Onna Stick! (Resistance 17, reduced to 11 if the heroes buy some Meat Onna Stick!) “Oh yeah, they say’s they’s hiring anyone today, but that Brian guy is looking for some kinda troubleshooters, know what I mean?”

Small Child Watching from Statue Pedestal: (Resistance 6) “It was so cool! The wizard guy just blew up one of those guys!” It seems one of the applicants was a spy and Irskagill the Silent “rewarded” him appropriately.

Well-dressed Older Gentleman: (Resistance 12) “Sir Brian doesn’t seem too pleased with the quality of the recruits so far. If you bring something special to the table, you should do well.”

Those already in the Prince’s service are surprisingly unhelpful. Rumor has it these “new hires” will receive special treatment. A few view it more philosophically, knowing that these folks will get the nastiest and most dangerous missions too.

Rugged Man Wearing New Brassard: (Resistance 5) “Look, I can’t tell you about it, not without being an oathbreaker. Maybe after you get in we can talk.”

Man Wearing Ochre Sash: (Resistance 17) After looking the heroes over, he says, “Mind your manners around Sir Brian. He’s looking for some special recruits. I’d be honest with him too; that sorcerer (spit!) can smell lies, and he’s bad business to boot.”

Shabby-looking Canoeist: (Resistance 14) “Looking for some special treatment with the Prince, eh? Well, if you and your fancy-pants buddies give us trouble, you’ll get the flat of m’paddle!”



SAINT STEUBEN AND THE TWELVE MARKET LOOP
Steuben climbed Blue-Shadow Peak and reported from there he could see where they’d turned their route, three weeks before. He complained that they were strong and could have forced their way through the Borsion Pass, crossing the Haunted Lands and saving much time. Caselain refuted him, listing the Twelve Arrangements made along the detour, each benefiting the Caravan, then saying, “Force calls more force to resist it. Exchange calls more exchange to help it. My way was longer, but we are stronger, as will be all who follow through the Twelve Market Loop.” It is true even today that those who take the Borsion Path seldom have the strength of those who complete the Market Loop and often perish at the hands of the Dark Men.





Narrator Notes: Setting the Stage

The intent of this scene is to establish the importance of several narrator characters. Sir Brian seems to be competent but hardly an inspired leader. The sardonic Petri the White might be someone they can go to for advice. Irskagill is just plain creepy. “Prince” Stephan is his usual spoiled self and probably alienates the heroes. However, if any of the heroes are so foolish as to insult him, they find him to be an unpleasant enemy. On the other hand, this might endear the heroes to Sir Brian and Petri, as they both despise the young fop.

This scene is an excellent opportunity for narrators to introduce their own non-player characters and existing narrator characters. Previously successful candidates might view the heroes as rivals or potential team-mates. Perhaps citizens and travelers watching the fun notice the heroes. Members of the House will make the most of this opportunity to study new recruits. Other notables in the crowd of onlookers might include the Rokari Bishop Jestocos the Stern, Rouzenay duDerysi, and agents of Prince Barhtol. All of them have an interest in the Prince’s affairs and take note of the heroes for future reference.

The Interview

The heroes make their way to the rostra to join the other candidates waiting their turn. If they are applying as individuals, Sir Brian interviews them one at a time. If the heroes have established a hero band, already, Sir Brian negotiates with their leader. With Sir Brian are several other senior members of House Caroman: Irskagill the Silken of the Demon Feeders, Provost Junior Petri from the Ochre Tiles, and Stephan duDerysi. They assist him in recruiting proper candidates. While the older men seem interested and attentive, the young Prince spends most of the time talking with flunkies. From the quiet sniggers and sly looks, it seems that the young Trader Prince is more concerned with sharpening his wit than recruiting loyal retainers.

After asking why the candidate feels he would make a good addition to the House, Sir Brian and the others question him closely. Sir Brian is looking for potential heroes, those who can function with initiative and competence. Ideally, he wants experienced Trader Princes of proven loyalty but has concluded that he must settle for less. Any boasts and skills are tested, and braggarts must back up their words with capability. They are alert for spies and saboteurs, and two such infiltrators have already met a grisly fate, something that has driven off several otherwise worthy candidates.

Sample Questions:

Sir Brian: How can you be of use to House Caroman? Have you traveled far? Do you have a price on your head? Are you a man of honor? Can you swear loyalty to Prince Yorge without breaking fealty to another? Are you ambitious? What do you know of St. Caselain?

Petri The White: So, you’ve got a [mace, sword, whip, etc.]. Do you know how to use it? You seem a bit on the small side. Got any scars to go with your stories? Let’s see some proof. The Blues aren’t going to take your word for it.

Irskagill the Silent (who speaks through his familiar, a rather disturbed-looking imp): My master wonders if you know magic? He asks, “Are you a pagan or one of Malkion’s Chosen?” My master wonders if you read and write a civilized tongue? My master demands you demonstrate your prowess with the arcane arts.

Stephan duDerysi: So, you think you can join my father’s House? Can you speak? Whose customs do you know? Can you host guests and plan embassies? With your voice, I doubt you can negotiate without making others break out laughing—is it useful talent? Can you lie well? Why would we want liars in the House?

Sample Challenges

Houses traditionally administer four tests: Fighting, Talking, Knowing, and Traveling, though other tests are sometimes used. If heroes boast of their combat prowess, Petri the White happily tests their ability. Those claiming scholarly skills or a mastery of the magical arts must prove themselves to Irskagill the Silent. Unfortunately, Stephan duDerysi barely shows an interest. He should be testing those who are glib of



MEET THE PRINCE



Test of Speaking

When all is said and done, the saying matters to the Princes as much as the doing. Glib heroes are favored by the House.

Appropriate Abilities: Diplomacy, Negotiate, Persuade, Fast Talk (-5), Intimidate (-10).

Typical Modifiers: Physical appearance, Wealth (acts as an augment), Trader Prince upbringing (+5).

Resistance: 3W

Any Victory: Hero impresses Sir Brian despite Stephan duDerysi's mockery.

Tie: No praise but no embarrassment either.

Any Defeat: The hero embarrasses himself with some gaffe which may affect future assignments offered to the hero.

Test of Traveling

While the Prince's representatives respect traveler's tales, the ability to travel competently is just as important.

Appropriate Abilities: Far Traveled (+5), Boating, Drive Cart or Wagon, Riding, Travel-related magic (-3), March (-5), Run Long Distance (-5).

Typical Modifiers: Traveling occupation (Narrator's discretion) (+5).

Resistance: 3W

Any Victory: Hero impresses the judges with his skill.

Tie: No praise but no embarrassment either.

Any Defeat: Travel is sacred to the Houses, and the hero blasphemes! The hero is not going to be put in charge of caravans or brigades in the near future.

tongue or experts in ancient lore, but he leaves these tasks to underlings. With a languid smirk, he invariably says, "Hardly up to our standards, Sir Brian."

Narrators should use these simple scenes to establish the initial relationships between the player characters and the narrator characters. The abilities for this test are listed from most preferred to least. Success is important, but style counts for much among the judges.

As long as each hero succeeds in at least one test, he is considered for employment. The heroes should be able to impress Sir Brian enough that he provisionally hires them. As noted earlier, the quality of recruits is not high, since everyone knows that House Caroman is a sinking ship. Many applicants are simply inept, wanted outlaws, or otherwise unsuitable for the kind of work Sir Brian envisions. For example, one applicant boasted of his ability as a trader and then was set upon by several boatmen he cheated earlier that day. Another, claiming to be a mighty warrior, went into a berserk rage when

fighting Petri, who promptly killed him. Neither is the sort of person the Prince wants in his employ.

Aftermath: Heroes may not succeed, but those who follow them are even worse. Sir Brian gives the heroes their new brassards and tells them to report to him in the morning for their first tasks as provisional members of House Caroman.

Scene 2: First Day on the Job

Setting: After a night of celebration, the heroes go to the Tower. Upon showing their brassards, one of the guards escorts them to an office where their new superior, Sir Brian, awaits them.

Action: At this point, narrators may choose to familiarize the heroes with the "Words to the New Hires" (see page 83). Sir Brian answers questions politely and elaborates on House policies. He does not, however, discuss the reasons for their being hired, except to say, "If you work out, the Prince has something special in mind for you." Sir Brian is willing to trust the heroes—provisionally—with enough rope to hang them.

Test of Fighting

Kind words and peaceful gestures must often be backed up with bronze. Those able to direct large bodies of men are especially prized.

Appropriate Abilities: Mass Combat (+5), [Ranged] Combat or [Weapon] Combat, Dodge (-5), Intimidate (-10).

Typical Modifiers: Augmentation; equipment is ignored for the purposes of this test as the examiners are interested in ability.

Resistance: 3W

Any Victory: Hero impresses Peri the White (and Sir Brian) with his combat skills.

Tie: No praise but no embarrassment either.

Any Defeat: The hero embarrasses himself with his ineptitude. The hero will definitely not be considered for combat or command postings in the future.

Test of Knowing

The Trader Princes prize knowledge of those they travel amongst. It is not through force of arms that they maintain their hegemony.

Appropriate Abilities: [Non-Trader Prince Homeland] Customs, Geography, History, [Any] Church Doctrine -5, [Any] Mythology -5, [Any] Tradition Knowledge -5.

Typical Modifiers: Non-Manirian character (+5), Foreign experience.

Resistance: 3W

Any Victory: Hero performs well enough to impress Irskagill the Silent. He may demand a test of magic as well.

Tie: No praise but no embarrassment either.

Any Defeat: The hero is clearly an idiot. This may give him a reputation for being unlettered or ignorant.



#

BLOOD OVER GOLD



"The Prince offers the following: Ten silver guilders per day and quarters here in the Tower should you wish them. If not, the Prince will provide you with a room in town. The Prince swears to provide equipment, magical assistance, and additional bonuses commensurate with your station in the House, in exchange for fealty, honor, and your support of House Caroman and the duDerysi in particular in thought, word, and deed."

Anyone who has served with the Trader Princes or can negotiate realizes this is an amazingly good offer. It is enough to raise the heroes' standard of living to "Prosperous" while in the Prince's employ.

Once the niceties of employment are out of the way, Sir Brian discusses their first mission:

"Now to business. It has been brought to my attention that a certain 'Mister Toivo' is cheating the Prince. He runs an unlicensed establishment, the Broken Cup, down in the Dockyards. I would like you to... encourage him to invest in a proper trade permit and make sure his taxes are paid up to date. I do not care how you arrange it. Use your imagination and initiative. That is what the Prince is paying you for." He pauses. "Just don't burn down the city. The citizens react poorly to arsonists."

Sir Brian has assigned this particular mission for several purposes. Firstly, this mission commits them to the Prince publicly. Secondly, it determines just *how* the heroes obey orders. Whether they resort to breaking heads or negotiating, Sir Brian will learn something of their methods. And lastly, it lets him know how far he can trust them. Sir Brian has a good idea of the Broken Cup's income and can gauge that against the resultant "tribute."

The heroes will probably want to learn as much as they can about The Broken Cup before they visit it. This makes a good opportunity to walk around town, chatting and exploring. Contacts in the city's underworld, dockyard workers, or friendly merchants can be bribed to provide much of the information the heroes require. Particularly lucky heroes may be able to find actual visitors to the Broken Cup or bribe some off-duty staff. From these people, the heroes can learn more about the Broken Cup and Mister Toivo. Facts about the secret entrance, the Broken Cup's real source of income, and how much it makes will all help the heroes when they eventually confront the owner. The password into the back room is common knowledge in many quarters, but Mister Toivo's secret backers are a deeply held secret. Remember, a thorough investigation may take several hours or days and is certain to alert Mister Toivo to their presence.

If the heroes simply ask Sir Brian where the Broken Cup is, he tells them the location and how to get into the back room: knock five times, then twice on the rear wall-panel with the carving of the Tower on it. However, he is very interested in what other steps the heroes take. This is a test of their innovation and independence.

Scene 3: The Broken Cup

Setting: The Docks are an easy twenty-minute walk through the city's crowded streets. The area bustles with commerce. Cranes and porters haul cargo between ships and warehouses, while merchants hawk their goods and haggle in the markets. Sailors and citizens give way to those wearing the Prince's brassards except for those who hold other allegiances.

Looking like "yet another dockyard tavern," the Broken Cup is a sturdy two-story building adjoining several other establishments, a chandler and a brothel to be exact. Heavy shutters cover the windows on both floors, but the tavern seems to have a fairly large clientele, composed mostly of sailors, mercenaries, and other travelers. The only readily visible entrance is a pair of solid looking doors leading into the main room. The back room of the Broken Cup hides both gambling tables and illegal (read "unlicensed") trading.

Action: If the heroes make a bold entrance such as wearing their brassards openly or stating they are on the Prince's business, they have surprisingly little trouble. The bartender, Whiskered Ormal, upon seeing the heroes, ignores them. He does reach under the bar to pull a lever that rings a small bell in

SAINT CASELAIN GATHERS

HIS COMPANY OF ADVENTURERS

From: *the book of Saint Caselain*

In ancient days, Saint Caselain was called to walk in the footsteps of Ashara the Stranger and bring succor to the people, for the Iron Elk oppressed them greatly with tribute and worship of their heathen idols. Before the saint began his journey, he called upon all who would rescue their land from the cruel elk-men. Seven times seven hundreds stepped forth to serve.

The Invisible God spoke to the saint then. "These are far too many. Even were they a hundred times greater, they could not win through to your goal. All those who are afraid, all those who are first born sons, all those who are without heirs, let them return to their homes." And so it was done. Of the seven times seven hundreds, only fourteen hundreds remained.

The Invisible God spoke to the saint once more. "These are still too many. Go to the water and ask them to drink. Those who remain weapon-ready shall be with thee, but those who bend to drink or cast their weapons aside, let them return home." And these too departed and only six hundreds remained.

For the third time, the Invisible God spoke to the saint. "Yet you are still too many to win through to your goal. Let those who know no tongue save their mother's depart, for only those who might speak to others not of their kind shall win through to your goal." So they departed, and only three hundred remained to Saint Caselain.

Again, the Invisible God spoke to the saint. "The ones you have gathered are worthy. Choose from among them those who have journeyed to other lands and know of other places, and let them be placed over the others. Let those who know of cart and bridle and those who travel the water lead you. For only those who know the secret ways of the lands you shall visit can win through to your goal, and with these shall you succeed."

Thus did the Saint order his Caravan and Company of Adventurers.



#

+

#

MEET THE PRINCE

#

+

#



Contest: Talk your way into the backroom

Appropriate Abilities: Bribery, Fast Talk, Word on the Street (-5), Intimidate (-10).

Resistance: Whiskered Ormal's *Stubborn* 19.

Typical Modifiers: Thief or Merchant occupation (+5), Buying a round of drinks (+2).

Any Victory: Whiskered Ormal gestures to the proper panel.

Any Defeat: The barkeep does not believe your story. He calls for the watch (!) to run you off.

the back room, informing everyone that they can expect official visitors. Heroes deciding to be stealthy or clever must convince him to let them into the back area. The bartender suspects they could be thugs from another gang, which, in a way, they are!

Of course, if they know the knock code, they can just walk right on in.

Sneaking into the back room is more difficult, as Mister Toivo's men keep a careful watch.

Once past the panel or through the window or in through the secret passage, the heroes find themselves in Mister Toivo's establishment.

On Stakeout

The heroes may decide to watch the Broken Cup covertly before making their move. While this behavior almost certainly alerts Mister Toivo to their presence, the heroes can learn a fair bit by observation. A food-counter or tavern nearby offers some cover along with its lamb-kebabs and poor wine. The Broken Cup has a rather high-class clientele for such a seedy looking place. Even the most curious inspection reveals that there are several toughs "loitering" in the area, rather heavy security for a "simple" gambling house.

Locals don't like to talk about the place other than it being a "high class dice joint." No one wants to anger Mister Toivo.

The Back Room

Upon entry, the backroom seems to be nothing more than an unlicensed gambling establishment. Defrauding the Prince of his share of the proceeds, a modest ten percent, seems to be a

Contest: Sneaking in

Appropriate Abilities: Sneak, Hide (-5), Urban Survival (-10).

Resistance: 7W.

Typical Modifiers: Know the secret passage (+20), Creating a distraction (variable), Multiple people (-3 per person after the first).

Any Victory: You slip into the backroom. Everyone is surprised.

Any Defeat: You are caught trying to sneak into the back room. Either Whiskered Ormal or Mister Toivo sees off the apparent "thieves." The heroes are at a distinct disadvantage once they reveal their purpose.

Mister Toivo

I am sure we can come to some sort of agreement, gentlemen.

A long-time resident of Fay Jee, Mister Toivo has managed to survive the worst the city has to offer. He resents the control the Prince has over the city, but he is not a fool. If the heroes turn a blind eye to him or even underreport his income, he is happy to "share the wealth." Confronted with violence, he is quite willing to defend his turf from any meddling "Towerboys."

Rumors persist that he is a sorcerer. While this is untrue, he does have access to the services of Notslor the Trim, a "sorcerer for hire" among Fay Jee's lawless. His new patron, Prince Barhtol, inspires his recent boldness, though Toivo does not know his identity. Toivo thinks that he's working for the Duke of Pasos.

Toivo is a tall, thin man with sandy hair and a flamboyant manner but is typical of a mid-level criminal or shady-trader.

Keywords: Trader Prince Merchant 5W, Church of Ashara 17.

Significant Abilities: Bargain 10W, Cudgel Combat 17, Friends in the City 13W, Ingratiating Smile talent 7W, Loyal Minions 12W, Patron: Prince Barhtol 18, Wealthy 10W, Word on the Street 10W.

Personality: Charming 9W, Ruthless 12W.

Equipment: Cudgel +2, Blessed Shield Amulet 7W.

trivial exercise for the heroes. There is more going on here than meets the eye. A casual glance shows most of the patrons are very prosperous, merchants and ship's agents, mostly from the Quinpolic League. Narrators may use this as an opportunity to introduce any mercantile or criminal characters that may figure later in their campaign.

Closer observation reveals that the gambling and drinking is cover for mercantile activities – unsanctioned ones. Apparently, Mister Toivo's operation is a lucrative unlicensed marketplace. The black market robs House Caroman of its taxes.

As the heroes are just beginning to realize this, Mister Toivo himself appears.

"Ah, I see that the House Caroman's newest additions have arrived. The previous patrol was always kind enough to leave my operations in peace. I trust that this should prove sufficient to continue the practice?"

Toivo offers the heroes a substantial bribe, a heavy purse of 150 silver coins, to have his operation ignored with the implication of further purses to follow regularly. If the heroes insist that he deal with the Prince legitimately, he shrugs and agrees to make the necessary arrangements. Toivo bears them further no ill-will; this is business after all. Bribing them was a test: if they are willing to look the other way now, perhaps they might do so on other matters.

Mister Toivo has a large selection of thugs, ruffians and bodyguards on hand—at least three thugs per hero as well as his two bodyguards—making a fight dangerous. If attacked, he is reluctant to have the heroes killed. He is not ready to



+

+

+
#

BLOOD OVER GOLD



Contest: Negotiating Fair Taxes

Appropriate Abilities: Bargain, Diplomacy, Evaluate Goods (-6), Intimidate (-10), Word on the Street (-15).

Resistance: 17W.

Typical Modifiers: Toivo or Heroes look bad (+/- 10), Know Toivo's Exact Income (+20), Know Broken Goblet's general income (+10), Know Smuggler or Merchant occupation (+5).

Any Victory: The heroes squeeze Toivo for everything they can. Sir Brian is impressed.

Tie: A deal is struck that makes neither side happy, but at least Toivo is paying some taxes now.

Any Defeat: Toivo outsmarts the heroes. Depending on how badly they are defeated, the heroes may find Sir Brian giving them sarcastic lessons in remedial bargaining. He may think twice about giving them any tasks involving negotiation too.

bring the Prince's wrath down upon himself—yet. However, the heroes earn themselves a painful beating.

Secret: House Caroman's hold on the city is not as firm as the Prince would like the other Houses to think. Several Quinpolic merchant families are almost independent of his authority, and they have been quietly supporting Toivo's operations.

Aftermath: Bribed or not, the heroes should be able to reach some sort of rapport with Mister Toivo. If they have been so rash as to attack him, his men dump the surviving heroes somewhere in the Tumbledown.

Scene 4: Back to the Tower

Setting: Returning to the Tower is easy as long as the heroes have not made complete idiots of themselves. Their new brassards grant them immediate escort to Sir Brian, who demands a formal report.

Action: Sir Brian listens to the heroes, paying careful attention to details, listening to *how* the heroes report as much as *what* they report. He answers any questions the heroes have to the best of his knowledge, happy to give them instruction in city politics, Trade Wars, and just why the Broken Cup had to be brought into line. He acknowledges he sent them against someone very dangerous with little in the way of assistance.

If the heroes accepted a bribe and try to conceal it, they must fool their new employer (Contest versus Sir Brian's *Know Fay Jee Politics 11W*). Unfortunately, Sir Brian will get a real

report of what happened from other agents—you didn't think he trusted them this soon, did you? Any misdeeds soon come to light.

Accepting a bribe and revealing it to him elicits a hearty guffaw and a warning that if you are going to accept a bribe, you should stay bribed, but anything is fair against your enemies. He even lets the heroes keep half the bribe as a reward and a hint of how to act.

Having satisfied his curiosity, Sir Brian has one last piece of business:

"Since I can't ride herd on you individually, you are going to have to set yourselves up as a hero band. If you need advice on how to do that, talk to Lieutenant Rikard. He's with the Stygian Lancers. No need to do it now, but it's something you should think about. Since you've done so well, I can enlist you in Caselain's Boots. However, I think the Prince has some ideas of his own about the nature of your service. If you wish to accept Prince Yorge's coin, he expects you to swear fealty. If you need time to think about this, we can give you a few days."

Wise players may want to research "what has gone before" to find out what sort of man Prince Yorge is. The Prince wants willing heroes, not reluctant sell-outs. While those with power in Fay Jee may hate the duDerysi, the commoners love them for creating a little peace and prosperity.

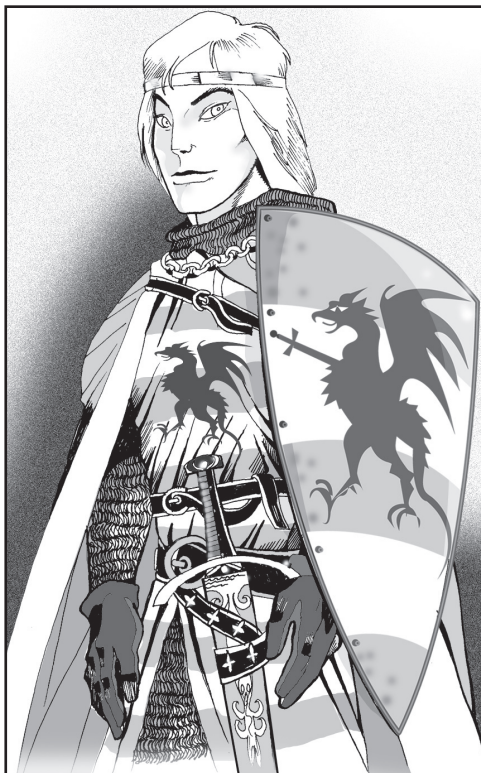
Heroes may try to negotiate a better offer, but the current offer is "princely," considering the heroes' abilities. Sir Brian might offer other inducements such as magical training, horses, servants, or special equipment, though these really are part and parcel of the heroes' new wealth.

Starting A Hero Band

If not already in one, Heroes must form a hero band (see *HeroQuest*, page 87, 92, and 257). Otherwise they cannot gain the protection and blessings of the House guardian. New or old, the heroes' guardian receives a prestigious place directly under Unclebane, the duDerysi guardian itself!

Since the Prince hires adventurers on an ad-hoc basis, a wide variety of heroes can be in the group. Sir Brian and the Prince have no idea what skills will be required in the times ahead. Such arrangements are typical of Trader Princes. House Caroman employs several other hero bands, but the heroes are the ones for whom Prince Yorge has the greatest hopes. Narrators may wish to set up another "trouble-shooter" group to plague the heroes as "friendly" rivals (see *Gathering Thunder*, page 68).

Aftermath: Having satisfied Sir Brian with their capability, the heroes finally get to meet their new liege, Prince Yorge.





Scene 5: The Prince At Last

Setting: Sir Brian Not-From-Here leads the heroes deeper into the Tower. When they enter the central hollow, the heroes can look up to the blazing beacon high above. A lift deposits the heroes at the entrance to the Prince's chambers. The Prince's personal guards stand alert and ready. Even Sir Brian cannot enter without permission. The Prince is not entirely alone. Lady Anna tends her husband despite his order for her to leave. It is she who will witness the heroes' oath.

Action: No one has seen Prince Yorge for several weeks, not since his collapse after leading the House in worship of the Demon Fay Jee. The heroes are in for a shock. After being ushered through the apartment past rich tapestries

and exquisite furniture, they are brought to the Prince's bedchamber. Lying almost lost in the bed's expanse of rich brocades and pillows is Prince Yorge, Master of House Caroman. Despite being withered and sickly, his eyes retain a supernatural sharpness.

"These are the ones you chose, Brian?" The Prince's voice quavers but still retains the tones of command.

"Yes, my liege."

"Good. You may go now. Leave us to talk. Alone."

Frowning, Sir Brian departs, as do the guards. The heroes are now alone with the Lord of Fay Jee.

Narrator Note: Oathbreakers

If the heroes break their oath, they will find that each of the things pledged betrays the heroes when they most need it. These could take the form of forgetting essential information, rituals failing, weapons breaking, and family turning against the oath breaker. This can be an unexpected bump down, or the narrator may simply rule that the hero failed or fumbled at a crucial task.

A Troubled Brow

The Prince takes time to question the heroes, asking them about their behavior and previous experiences. He is a quick judge of character and likely asks the heroes to swear fealty to him personally. He needs someone to "clean house"—and make sure it is left to one of his children, hinting that a traitor lurks at the highest level. His resources range from armed thugs to friends in high places, but what he lacks are heroes. Will they help him? If necessary, he allows the heroes time to think it over, but he fears he may not have much time.

#

BLOOD OVER GOLD





Swearing the Oath:

Heroes place their hands between the Prince's and repeat the following:

"I, [name], swear an oath of fealty to Prince Yorge of House Caroman and his family, that I will obey his Highness' lawful commands in all matters concerning the House; and mindful that the harmony of the Trader Princes springs from my deeds, that I will deal courteously and fairly with those of every degree, until I am released from this Oath or death take me. I, [name], do swear to serve Prince Yorge of House Caroman to the best of my ability, neither stinting in my resolve nor withholding my abilities. Should I fail this sacred oath, may my ancestors, my wisdom, my weapons, and my magic fail me."

Obligations

The heroes are obliged to obey the Prince's commands or those he sets above them. They answer to his family and to Sir Brian. They are not responsible to anyone else. However, anyone the heroes offend is likely to use their own influence with the House to harass and thwart the heroes. Heroes will be judged not only by what they do but what they could have done. The sin of omission is still a sin. However, should they receive an unlawful command, then they are released from the oath. What constitutes an unlawful command? Traditionally this is anything not in keeping with the teachings of Saint Caselain. Treachery, particularly to those who have offered hospitality or in bargaining, is anathema.

The Prince replies:

"It is right that those who offer to us unbroken fealty should be protected and supported by our aid. So long as those having seen fit to swear trust and fealty to us remain in our hand, we decree that you be counted among our sworn vassals. And if anyone presumes to raise hand against you, let them know that they will be judged enemies of our House. As those who serve as my vassals prove worthy, my House shall reward and support them in a manner commensurate with their deeds and responsibilities."

Obligations

In return for their fealty, the Prince is obliged to provide the heroes with support. This includes such things as defending them against lawsuits and providing them with a standard of living according to their station. Initially, he will give them a prosperous lifestyle, but as the heroes succeed, they find additional benefits, such as magical support in rituals, dedicated blessings, loan or gifts of special equipment, and even an award of land or business holdings for their own use.

Initially, the heroes can live in a comfortable suite of rooms on the eighth floor of the Tower, but if they prefer to live elsewhere, they are given a small townhouse in Towerburg or New City. Such a location has the advantage of privacy. In addition, they will receive horses and stabling for them, a

house-servant or two, and the other trappings of a Prosperous lifestyle. They are entitled to them so long as they succeed and please their liege.

The Prince relaxes, as if a great burden has lifted from him. The heroes now have the following new relationships: *Patron: Prince Yorge 13* and *Member of House Caroman 13* at no cost.

Aftermath: Gesturing weakly for the heroes to depart, the Prince sinks back onto the pillows. Sir Brian is recalled, and the Prince informs him of the heroes' status. Despite his curiosity, the old knight knows better than to pry into his liege's personal business—at least, not right now.

Denouement

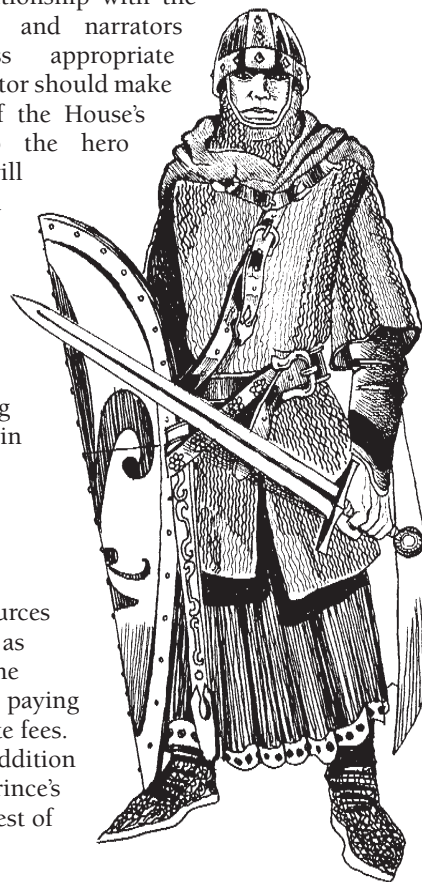
The heroes are now part of House Caroman. Already they should notice that forces work against the duDerysi, forces which will soon involve them. For now, the heroes must "learn the ropes," but subsequent adventures will help familiarize them with their new House and home.

What about Mister Toivo? He may return someday with an "offer you can't refuse." Should the heroes accept his bribes, the increased income gives them each a +3 *Wealth* while it lasts.

Rewards: If they perform to the Prince and Sir Brian's satisfaction, they reap several rewards:

- Award 1-3 HP depending on the success of the venture. Complete success involves passing the tests with style, dealing with Mister Toivo firmly but fairly, and not making the House look foolish.
- Establish a Relationship with the House. Players and narrators should discuss appropriate levels. The narrator should make a secret note of the House's Relationship to the hero band. This will fluctuate based on their actions as a whole.
- While they remain a part of House Caroman, their standard of living and *Wealth* remain Prosperous or better.

Successfully bringing Mister Toivo to heel increases House Resources and Reputation by +1 as merchants return to the Exchange and resume paying the House the requisite fees. In no small way, the addition of the heroes to the Prince's retinue heartens the rest of House Caroman.





APPRENTICESHIP OF A TRADER PRINCE

Benefits should be conferred gradually; and in that fashion they will taste better.
- Niccolo the Manipulator

The initial episodes focus on establishing the setting, providing the heroes with the scenes and scenarios necessary to solidify their role in the House and to illustrate the Trader Prince's chain of command. Many of these activities take place inside the city, but as the heroes earn greater trust from their Prince, they will soon find themselves journeying farther afield. Eventually, they will operate almost independently as the Prince's elite problem-solvers, but that day lies in the distant future. For now, their tasks are minor, as their superiors test the heroes' mettle. These also serve to familiarize the heroes with the House, its operations, and the locale.

After several sessions, narrators should have dropped enough hints that the House is not making ends meet. There simply is not enough profitable trade to the interior or overseas to cover expenses. As the need for new sources of revenue becomes desperate, the heroes will gain an opportunity to shine in "Scarlet Truffles." With control of a new luxury export, their immediate future is secure, and the heroes can turn their attentions to shoring up the House.

Story Seeds

The "Little Paddle"

Each Sea Season, the Trader Princes have sponsored an annual canoe race between local clans, the Little Paddle. Taking about a half-day, the canoeists must race up the Darkel River, portaging around the Hen's Teeth Rapids, paddle further upstream, then carry their canoe to the top of a large hill, where sacred eyes are painted on it by one of Silverbark's practitioners. Returning to the river, they paddle downstream, this time shooting the rapids. Over the years, it has become a substantial festival, where clan and city mingle, flirt, and trade together. The festival lets the Prince gift the local chieftains, recruit boatmen, and make trade arrangements.

This year festival is threatened by the family itself! A crew of half-blood paddlers from Caselain's Boots is using a loophole to enter. Rather than face a revolt by his half-blood employees, the Prince has allowed this, but now the local clans are insulted. They feel this places them on the same level as the despised half-breeds. The heroes' assignment is keeping the Prince's Peace. Formally, they must ensure that the half-bloods at least get to start the race safely. And, of course, it also involves making sure that they don't win either. The half-blood's heavy cargo canoe is a substantial handicap, but Sir Brian makes it clear that leaving matters to chance is unwise.

Location: The settlement of Vorstag, a staging point for upriver expeditions, a day's travel from the city. The site is a large field along a peaceful stretch of river, featuring several rough warehouses and currently many tents, organized by clan, and a busy temporary market. Based on story needs, the race could be placed elsewhere along the river.

Cast: Ten man crews of paddlers from several local clans, plus the half-blood crew led by Burned Etienne. All are competent paddlers and practitioners of Silverbark. A

Attitudes and Complications

House Caroman

The heroes are unknowns, but speculation about these new "heavy hitters" spreads through the House like wildfire. Many members are envious of the heroes' unearned prestige and cause the heroes many petty obstructions until they have proven their worth.

The City

Both mercantile and powerful factions throughout Fay Jee become immediately aware of the heroes. Some take immediate issue as these new, efficient minions cut into their ill-gotten gains.

Local Clans

The local "tribal" organization, the Wenelian League, has been nearly defunct for years. Most of its chieftains are more interested in pursuing old grudges, extorting "gifts" from the House, and preying on caravans whenever they can get away with it. As Prince Yorge's new envoys, the heroes will get to know these chieftains very well.

Other Houses

The rest of the Trader Prince network remains unaware of the heroes. Local agents and factors quickly learn of these new agents and soon begin investigating them, as the heroes appear to be greatly favored by the Prince.

Prince Barhtol

While the heroes are far from the Prince's concerns, his agents in Fay Jee make note of their existence. At some point, an attempt to suborn them will be made. For now, they are too insignificant to be bothered with, a state of mind they will come to miss.





large number of watchers from the city and the local clans, including the clan chieftains such as Haran Two-Bear make this an important event. This is an excellent way to introduce contacts from the Wenelian League.

Complications:

- At the last minute, a wealthy townsman gives the half-bloods a fine racing canoe (+10 bonus), greatly increasing their chances.
- The water is unusually low this year, making the Hen's Teeth Rapids especially dangerous. Can the crews be persuaded to portage on the way downstream, or is this a coward's ploy?
- A valuable necklace is stolen from the wife of Haran Two-Bear, and he is rampaging through the market ready to catch, convict, and execute the "half-blood, city-dwelling, gutter-snipe thief" himself.

Follow-Up: Relations with either the Wenelian League or the half-blood community could easily be hurt. Heroes looking for contacts, rivalries, or followers from outside Fay Jee might find them here. If the race happens smoothly, increase House Reputation by one.

The Wraith Comes Back

Recently the House of the Red Lotus started to expand due to overwhelming popularity. In order to avoid encroaching on their neighbors and to keep costs down and privacy high, Madame Callyi decided to expand down, into the ruins of old houses long-buried under her establishment.

Unfortunately, the excavation disturbed something, and now patrons and courtesans alike are getting sick. Two have even died, found desiccated and withered in the "Chamber of Languid Punishment" as though they'd been dead a year. Madame Callyi is worried, for if word spreads, she could lose business. Thus, she has pulled strings to have someone sent from the House help investigate and fix this problem, as she and her girls are unprepared to do it themselves. To those willing to help, she can offer an old Ashroeth bowl, a map of the areas already excavated, and the services of her girls and boys to help relax after a long day of terror in the undercity.

Location: The House of the Red Lotus is described in "Welcome to Fay Jee." Its basements lead into a maze of several old ruined houses, three cisterns, and the remains of a secret temple built during the Darkness in opposition to the Tower of the False Sun. It is from there that a powerful wraith comes forth to claim the lives of those who sin.

Cast: Madame Callyi, some of her girls, several debauched merchants using the House's services, and the Wraith.

Complications:

- The Ashroeth Bowl that Madame Callyi gives the heroes is cursed. When lit, it drives away ghosts, but it also summons rats, big rats (Rat 17, Bite Your Toes Off 4L), that attack in hordes.

- Enemies may take the opportunity to waylay the heroes in the dark tunnels. During the scuffle, the Ashroeth bowl is broken.
- If the heroes are moral, they may not be able to find the Wraith, who only attacks those it considers "sinners." On the other hand, any taking advantage of the House of the Red Lotus' "fringe benefits" may find themselves attacked while in a compromising situation.

Follow-Up: The heroes may decide to investigate other passages or ruins with or without Princely approval. Even worse things dwell in the darkness beneath the city. Madame Callyi knows competence when she sees it and may try to enlist the heroes in her own intrigues. If the heroes solve this problem without causing scandal, the House Resources and Information both increase by +1, for the Red Lotus pays an amazing amount of taxes and hears much.

Tumbledown Blues

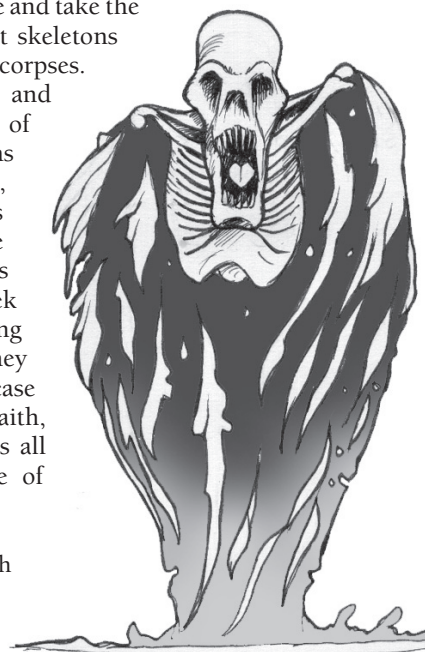
Jonus Pohar is an illegal moneychanger who made a killing through coin shaving, debasing currency, and outright cheating. Despite past warnings, he has gone too far. Rumor has it that he has begun minting false coinage. One of the reasons Jonus has such gall is that he lives and works in Blue Town, where he is treated as a sort of Robin Hood figure by the very people he cheats, and the entire neighborhood backs him with muscle and information. However, Jonus has recently started working with pirates to help them sell their stolen goods, and the Prince has decided that it is time to shut him down—permanently.

Red Lotus Wraith

Wraiths are a special type of ghost animated by feelings of frustration and hatred. They are permanently visible and take the form of translucent skeletons or partially rotted corpses.

They radiate cold and emit an odour of decay. Some wraiths haunt specific sites, as normal ghosts do, but a few are free to wander as they will. They seek to destroy all living things that they encounter. In the case of the Red Lotus wraith, it particularly hates all those who partake of carnal pleasures.

Hate "Sinners"
 16L, Icy Touch
 12L, Resist
 Damage 5L2.





Location: Jonus lives in the middle of one of the roughest areas in Bluetown, surrounded by a neighborhood of laborers, longshoremen, and tanners that are known for speaking with their fists, knives, and clubs. Jonus's base is a partially rebuilt ruin of an ancient jail with massive stone walls accessible only through narrow hallways guarded by the trolls under his employ.

Cast: Jonus is an Esvulari Merchant (10W) who has trollkin mercenaries, local laborers, and thieves at his beck and call. The Pirates are led by Tharos the Bold, a Wenelian Pirate Captain (12W), with several pirate followers with nasty tattoos and wickedly curved daggers (Pirate 5W).

Complications

- Jonus is in the middle of a tense negotiation with the pirate captain over some gold bullion. Six pounds of gold—a mixture of crudely poured bars, twisted metal, nuggets, and dust—lie on the table between them, worth if sold for coin around 1,600 silver pennies. The arrival of the heroes leads to a three-way fight, as each accuses the other of betrayal. If the heroes' win, they have to decide what to do with all that gold that, presumably, no one living knows about.
- The heroes are not the only ones after Jonus. He has cheated several powerful Uz merchants, and the Lodge of the Black Ashara has come to collect their vengeance.
- Hearing that their beloved Jonas is under attack, the locals form an armed mob to prevent his arrest or murder. Heroes may find themselves faced with committing a massacre to prevent the mob from tearing them limb from limb.

Follow-Up: The heroes may find themselves despised by the Blues in the city slums if they are not careful. Between thwarting pirates and returning business to normal channels, the House Resources and Security both increase by +1. If they caused a riot, the House Reputation is reduced by -1, -2 if there were excessive violence, and the Heroes may have to leave the city for a while.

Adventure Hooks

Guards and Escorts

Two of the most important duties are guarding the caravans and convoys traveling through the House's demesne. Nightly stops are at secure camps such as way-shrines, fortified inns, and trading posts. Despite these precautions, raids and banditry have increased, and the House employs ever more scouts and outriders.

Complications

- **Raid Caravan** – A merchant refuses to pay his dues, claiming that the Prince is not doing his job. He and his small caravan need to be taught a lesson in respect. The heroes must arrange for a raid or banditry to occur to this arrogant fellow. Unfortunately, he is well prepared and has numerous guards and even a wizard! Who put him up to this?

- **Claim jumping natives** ambush those using a portage or demand tolls from travelers. This is a direct threat to the Trader Prince's power. They must be stopped as an example to others (Warrior 6W, Venn practitioner (Javelin, Bravery, and Forest spirits) 18).
- A powerful war band is raiding the peasants in the local hills as well as robbing merchants. Worse, no one seems to know who they are. In fact, they are mercenaries in the pay of the Trader Prince operating out of one of the smaller trading posts, who have decided to earn a little "extra money." News of this is bad for business and devastating to the House Reputation if left unpunished. They may have been subverted by Prince Barhtol's agents.

Ritual Magic

Ritual magic is important to every people. Each year, the Church sponsors the "Blessing of the Boats." Dozens of canoes, Jhoraz boats, and barges vie to be the first one sprinkled with sacred oil and anointed with Saint Caselain's Sign. The heroes are invited to participate as guards, and their role consists of keeping the numerous islanders, Wenelians, and canoeists under control.

Complications:

- Find missing sacred oil – Was it simple thieves or sabotage by one of the House's many enemies?
- Heroes must replace a missing or injured ritualist.

Meet the Neighbors

The Wenelian League is important to the House. Current problems leave the Prince little in the way of resources to keep his neighbors happy. However, allies of the Trader Prince must be rewarded, and enemies intimidated. The heroes escort an emissary to shore up the loyalty of the Heronwalk Clan.

Complications:

- Stephan duDerysi makes a poor diplomat, or the expected gifts are less than splendid.
- Brigands make off with the cart full of fine brocade, wine, and bronze helmets.
- Others decide to ambush the group, blaming rival clans for the attack.

Foreign Ways, Forbidden Goods I

Many foreigners come to Fay Jee, bringing with them their strange ways and customs. In some cases, this has enriched the city. Few have not benefited from the Esvulari customs of charity and hospitality. Other practices are more sinister.

A few examples:

- **Vormain "Embassy"** – An exiled noble and his retainers have rebuilt one of the city's crumbling manors in an exotic style. Reclusive and violent, these strange warriors called samurai have a dismaying tendency to kill people for the most trivial reasons and an even more dismaying tendency to refuse to pay taxes. The prince wants these "guests" to contribute gifts (never taxes!) to his coffers and to stop killing people. For additional information on Vormain, see *Glorantha: Intro to the Hero Wars*, pg 221.





- A xebec, a sort of ship, arrives carrying a grandee from Golden Kareeshtu in distant Fonrit. The heroes are detailed to assist him as he sets himself up as a merchant. His ways are disturbing, as he sees all others as slaves of another or as potential slaves. Many locals grow concerned with the large number of slaves he purchases and at a rash of mysterious disappearances in Bluetown. For additional information on Fonrit, see *Glorantha: Introduction to the Hero Wars*, page 226.
- Wealthy Etyries traders visit the city along with Lunar missionaries. Heortling and Esrolian refugees are incensed! Furious debates, threats, and possibly a riot result. Imperial diplomats ask to establish an embassy here. The Lunars hint that they might be able to provide financial or military assistance to House Caroman in exchange for future aid.

Missing Prince

Somewhere in the ruins of the old city or perhaps in a perfectly ordinary townhouse in Towerburg, a band of ogres eat transients and natives kidnapped in the night. Last night, they captured Rogis Bastis, the teenaged son of Count Bastis. He was on the Grand tour and enjoying the nightlife at the House of the Red Lotus. The ogres (Thief or Warrior 5L, Cacodemon initiate (Ogre, Anarchy, Deception) 3L) have recently immigrated to the city, drawn by the anonymity found there.

Complications:

- The Princeling is next on the ogre's menu. Worse, he is a spoiled little ingrate who does not appreciate being rescued. Unfortunately, they now have to escort him on the next leg of his journey.
- Did the Princeling wander off unattended, or is the Red Lotus in cahoots with the ogres? Subtler forms of Chaos may be infiltrating the city at the highest level.

Festival of the Episiarch

The Order of Light and Darkness faithfully performs this elaborate ritual each season. If the heroes freely elect to become citizens of Fay Jee (see "Welcome to Fay Jee"), they must actively participate in this ritual at least once. All citizens march around the Tower of Fay Jee, accompanied by hymns sung in Old Slontan, censer-swinging acolytes, and a cavalcade of sacrifices for propitiating the Guardian. By the time they have finished, the entire procession has entered Fay Jee's realm and is surrounded by the ancient tower and that-which-has-gone-before.

Complications:

- Heroes are approached by ghosts of the ancient times who seek release from their slavery to the Tower. Such "mercy" may weaken the Tower or the Demon but may provide the heroes with supernatural allies.
- The heroes must acquire the tithe demanded by the Order, a fine black bullock, but the only one left is in the hands of Mister Toivo. He just wants the heroes to do him one little favor.

Demon Bait

The heroes are sent to deal with raiding clansmen. Bold as brass, these warriors are attacking merchants within sight of the city walls. The heroes are sent out as "bait." Their weakly defended wagons are merely a lure so that the natives can be reminded that the Demon of Fay Jee, while unable to work upon sea-raiders, retains all its ancient ferocious power when mere barbarians come to call. Once the demon has done its work, the heroes must deliver a message to the surviving warriors and their clans to leave Fay Jee in peace lest its demon seek revenge.

Complications:

- The bandits are not Wenelians but are pirates or mercenaries. The demon has little effect on them, and the heroes must either fight or surrender.
- Superstitious natives are terrified of anyone who trucks with "Chaos demons" like Fay Jee so closely, and Wenelians of all stripes become reluctant to deal with the heroes.

Poison Tongues

Someone has begun spreading rumors about House Caroman, slandering their reliability, lineage, and honesty. The slanderers appear well organized with their own leaflets and rumor mongers. Teach them a lesson in manners, but do nothing that reflects badly upon the House (i.e., don't get caught!).

Complications:

- The slanderers are important merchants who were cheated by House Caroman. Restitution or retribution for the corrupt members of House Caroman is in order, or can the heroes just cover things up?
- Prince Barhtol is behind the operation. This is the heroes' first direct contact with his agents. Once apprehended or approached, they attempt to bribe the heroes into providing information or performing minor sabotage for them. If they are not careful, such "petty" acts lead to greater ones, until the thoroughly blackmailed heroes become pawns.

Acknowledgement and Promotion

As the heroes faithfully perform their appointed duties for Sir Brian and Prince Yorge, they begin to affect the entire House. Over the course of several seasons, they will probably gain some modest influence and contacts among the various Chambers, the city of Fay Jee, the Wenelian League, or even some neighboring Houses.

The main gauge of this increasing fame and prestige is their Hero Band's *House Relationship*. Once it has reached 10L or +15 from its starting value, whichever is greater, and at least one of the heroes' *Patron: Prince Yorge* ability reaches 10L, they are ready for promotion. Heroes who have not lived up to their initial promise will have a difficult time reaching this level of achievement. As a sign of their growing prestige, Sir Brian calls them to a meeting.





“The Prince and I have great plans in store for you. As you succeed in the duties we give you, you will find that the tasks and rewards grow commensurately greater. As a result, the Prince and I are making you House Journeymen. We will be having a ceremony of induction at the Chapel of Saint Caselain on Godsdlay. Try to look your best.”

A Day to Remember

On Godsdlay, the House’s best gather at the Chapel. Anyone who is anyone in the House attends. In addition, many of the powerful merchants and politicians in the city make their appearance too. Many who barely acknowledged the heroes when they first joined the House now line up to congratulate them. It is surprising who is there. After the usual worship of Ashara, Curate Anton duDerysi then bestows the blessings of the Traveler Saint upon the heroes. Standing in for her father, Lady Annike declares the promotion of their group to a special patent, retainers of the duDerysi family answerable only to Sir Brian or to the Family itself. As a show of this, their brassards are taken from them, and they receive new marks of their status, medallions bearing the House Crest and the rune of their hero band. Sir Brian then announces a banquet to be held in their honor.

While the Prince is too ill to attend, Sir Brian Not-From-Here publicly acknowledges the heroes’ deeds and triumphs. He regales the throngs with tales of the heroes’ deeds, at least those that are suitable for public consumption. Wine from Esrolia and even Lunar Gin are brought out for the many, many toasts praising the heroes. The heroes have become people whose favor and influence are courted. Assignations and appointments are made, and many doors in the city that were closed to them, especially among the merchant families and House embassies, are now discreetly open. Everyone in the city and the House knows who they are now.

Local Fears

Trading Posts are like any small village—rife with gossip. Their inhabitants range from stable boys and kitchen drudges to old crofters and trappers. The stories they tell are different from the factor’s, but most are far too frightened to talk. Folks asking too many questions have all disappeared too.

Useful Rumors (Obviously false rumors are marked False (F), True (T), Ambiguous (A), and Horrific (H).

- The Boss’s pet boar, “Piggums,” burst out from its pen a few nights ago, a few nights after the kids disappeared. (T)
- The Boss and Ilnyapas quarrel frequently. The Boss wants the harvest wrapped up quickly, while Ilnyapas wanted more time. (T)
- Ilnyapas spends almost all of his time in the forest. Maybe he really is a Thunderman. (A)
- The “shortage” is a lie. The Boss is stealing the truffles to sell to the highest bidder. (F)
- Almost a dozen stickpickers and vagrants have disappeared in the last year. (T)
- Ilnyapas is an ogre; that’s why everyone’s disappearing. Rouzenay is in cahoots with him. (H)
- Hunting has been terrible, the worst season anyone can remember. Animals are avoiding the area around the Trading Post because of the bad spirits. (T)
- Scarlet truffles are full of evil spirits that cause madness, sickness, and death. The Boss is crazy to even touch them. (T)
- The good gods and kindly spirits left this accursed place. Only evil spirits and those who make pacts with them remain. (T)

Truffles and Trader Princes

House Caroman has struggled for years to discover something local for luxury export. The best candidate so far is the truffle, a rare edible fungi prized by magician and connoisseur alike that grows in small nodules among the roots of certain oak trees. Some varieties sell for several times their weight in silver in Esrolia or Safelster, and Wenelians use specially trained sows to hunt the black truffle. The blood or scarlet truffle, so-called for its ruddy-brown color, recently came to the attention of Toread duDerysi. While most truffles are edible, this one is not. Instead, it provides the consumer with magical insights and perceptions but leaves him vulnerable to malign influences.

After his father lambasted him for not helping the commercial enterprises, Toread came up with the idea to exploit the scarlet truffles. The Demon Feeders know all

about scarlet truffles and happily use them whenever they can get them—they tend not to notice the side effects. Most Wenelians consider the rare and difficult to gather scarlet truffle taboo. Truffle-sniffing sows shun it, and only the occasional shaman harvests it for the uncanny awareness it provides, but the Prince has long-term plans to export these to the Lunar Empire, with its love of things magical and red. Such a coup may end the House’s financial plight for good.

Game Effects: Adds +20 to any magical perceptions or provides Sense Otherworldly Being 17, if the user has no equivalent ability, for several hours. The user gains the Paranoid or Demon-Haunted ability at 12 or adds +1 to any existing similar trait permanently if more than one dose is used per week.



#

⚔

#

BLOOD OVER GOLD

#

⚔

#



SCARLET TRUFFLES

I would have gotten away with it too if it wasn't for those damned kids!

- Ilnyapas

All is not well at the Sign of the Blue Tusk. Disappearances and strange portents have frightened locals into begging the Prince for help. Can the heroes solve the mystery and escape with their honor intact? This could be their big break.

Premise: Sometimes everyone is guilty. Sometimes you can't save everyone.

Secret: The Trader Princes caused the catastrophe. Blood sacrifices have reawakened ancient sprits. Ironically, these rituals and spirits create the truffles so prized by the Prince.

Benchmark: Abilities of about 15 and some "people skills."

Timeframe: Late Earth or Early Spring Season; several seasons after being hired, and the heroes have become familiar with House Caroman and the setting.

Scene 1:

Mystery of the Disappearing Truffles

Setting: After several weeks doing "odd-job" tasks for Sir Brian, sharp-eyed heroes notice a messenger riding pell-mell towards the Tower. A short time later, Sir Brian summons them to a late evening meeting. As a sign of the heroes' growing favor, he meets with them in his personal quarters where the messenger awaits, offering them brandy from his private stock.

"You have an opportunity to prove your worth to the Prince. A minor relative, Rouzenay duDerysi, has run into some trouble. He tends a trading post in the Fleshman Hills. Normally, we would let him cope with it himself. He's not one of the Prince's favorite people, but he is in charge of the scarlet truffle harvest, which is one of the Prince's new schemes. Rouzenay claims the crop is in danger—something we cannot afford to ignore. Without it, the Prince might take drastic measures to cut expenses."

Action: The messenger, Satri Lynxstride, is a standard House courier who passes through Blue Tusk on a regular basis on his way to Fort Digger and has some familiarity with the place. He and Sir Brian know the following facts:

- Rouzenay was disgraced for corruption and is a half-breed with delusions of relevance.
- The post is halfway along the road to Fort Digger, about a two day ride.
- The inn serves the local clans as neutral ground.
- The surrounding clans are not part of the Wenelian League and are potential allies. Do not annoy them.
- Rouzenay hired a local magician named Ilnyapas, who increased the truffle output dramatically.
- Rouzenay's message spoke of disappearances and Goldgotti spies.

The information in "Truffles and Trader Princes" above can be summarized or given to the players as a handout. The heroes have the rest of the evening to track down any special equipment, make enquiries about their destination, or check up on Rouzenay's background.

Aftermath: The heroes ready for their departure in the morning. Sir Brian reminds the heroes that this is their first chance to work independently.

The Story So Far

Rouzenay is not a happy man. The Prince gave him an impossible task and then left him to rot. Unable to get the locals to help harvest the scarlet truffles, he despaired of ever escaping the Blue Pig Trading Post. When a magician, Ilnyapas Sangfroy, offered to help, Rouzenay hired him on the spot. Over the next year, the harvest grew beyond anyone's wildest dreams. Unfortunately, Ilnyapas' magic left the hapless magician vulnerable to the spirits of blood and strife lurking near the truffle groves.

When Rouzenay demanded ever greater numbers of truffles, his magician literally dreamed up a solution. After an "inspiration," Ilnyapas sacrificed a slave in a truffle grove, and the truffles flourished with an unholy vigor. Since then a dozen vagrants and slaves have died in the groves. Now spirits of terror and night roam the surrounding forest. Rouzenay did his best to deal with this new crisis, but by the time the heroes arrive, he too has fallen under the spirit's influence.

Unfortunately, Rouzenay's kids, Dar and Dara, noticed strange shadows around Ilnyapas and followed him into the groves. When they stumbled onto one of his rituals, he captured them and prepared to use them as his next sacrifices! Desperately, they prayed for someone, anyone, to save them.

Sometimes wishes come true, and when Ilnyapas next began his ritual, an enormous boar carried the children off. Once Rouzenay's pet and the trading post's mascot, forest and underworld spirits now infuse Piggums with power.

To make everything worse, the Prince's "little helpers," (the heroes) are on the way.

Scene 2: A Busy Night at the Blue Tusk

Setting: After two days travel, the Blue Tusk Inn is a welcome sight as the trading post and a cluster of huts huddling next to the road emerge from the gloom. Ancient oaks surround the clearing, their branches dripping with rain. A crude stockade gives the place some protection from marauders and beasts but is no deterrent to a determined foe. The inn and trading post is a sturdy two-story building of timber and stone with a slate roof. Hanging over the door is a sign reading "Blue Tusk Trading Post," written in Trade Talk. Flanking the door are a pair of gigantic blue boar tusks.





The miserable collection of wattle and daub shacks surrounding the Inn is home to about thirty half-breeds and outcasts. A few work at the Inn, but most eke out a living as guides, bearers, and hunters. Everything looks seedy and run down despite being only a few years old. Geese and pigs wander the yard aimlessly, adding to the squalor. Sharp-eyed heroes might notice the gaping hole in the large pen next to the Trading Post and the matching hole in the stockade nearby. Anyone in the compound is happy to explain that the factor's prize boar, "Piggums," escaped a few nights ago.

Action: Many things can happen during the heroes' first night here. Provided below are a couple sample ideas. Mix and match to taste!

The Sign of the Blue Tusk

The trading post and inn look rather out of place, but any Esvulari or Heortling would feel right at home in the large ground-floor common room and kitchen. Upstairs are several private rooms for the innkeeper and well-heeled guests. As representatives

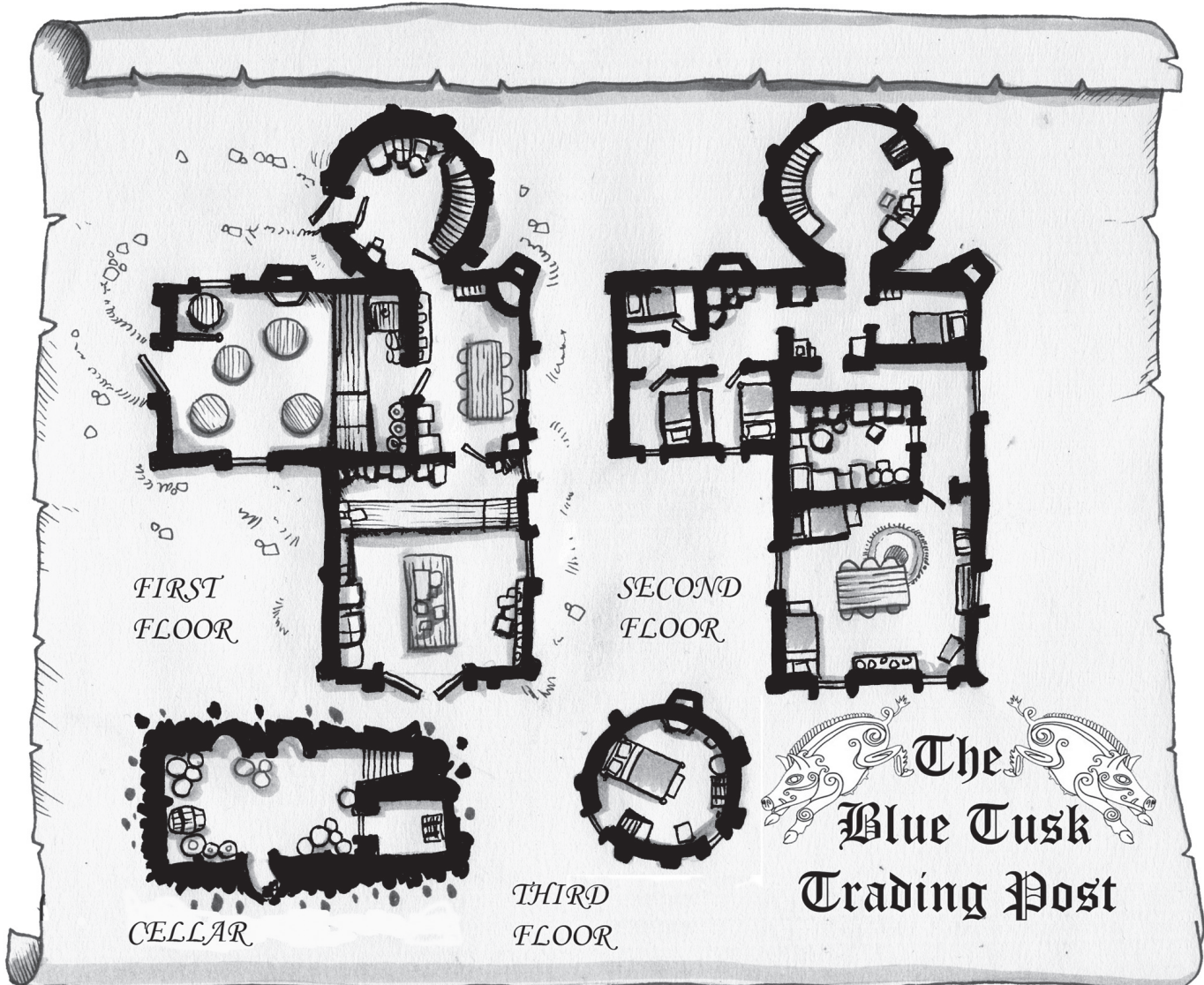
of Prince Yorge, the heroes are entitled to the best available. Stables and kitchens are out back, but are primitive. Still, the locals consider the building a marvel of design, symbolic of the Trader Prince's might and sophistication.

Keeper of the Post

The Trader Prince's man-in-charge, Rouzenay duDerysi, greets the Heroes with open arms, giving them the best he has to offer—roast quail, spiced Esrolian wine, and fresh white bread. His shrewish wife, Marissa, protests this lavish hospitality until told of the guests' importance.

Along with a full tour of the Inn and Trading Post, Rouzenay shares the following facts.

- People have been disappearing for the last few seasons. Vagrants come and go all the time. It is hardly news.
- Rouzenay hired Ilnyapas to help increase the scarlet truffle harvest. Initial results were really, really good.
- He had a huge batch ready for shipment, but then they started disappearing from his storeroom.





- His kids, Dar and Dara, ran off with his prize boar “Piggums.” They are always doing things like that.
- The huge tusks to either side of the door came from the monstrous tusker that belonged to the leader of a tusker war band that *he* killed personally (He lies!). In gratitude, the local clans allowed *him*, not Prince Caroman, to build the trading post.
- The devastation wrought by the tusk-riders (and Rouzenay’s mismanagement) has made the post unprofitable.

Note: Anyone with any “people skill” (Test versus Resistance 18) knows he is hiding things.

Other People at the Inn:

- Olone Goodjug – cheerful barmaid
- A dozen sullen staff, vagrants, and half-breeds

The Trading Post

The Trading Post takes up about half the building and consists of a single room with a loft. The only entrances are the front door and a door in Rouzenay’s quarters. Both are locked whenever he is not present. Furs, bronze weapons and tools, bags of spices, and bales of goods are stacked in the mostly empty room; there are even a few bottles of wine for “special customers.”

Rouzenay stores the scarlet truffles in a heavy bronze and ironwood chest (Resist Bashing 9LU2, Locked 12LU, Magic Lock 18). The chest is too big to go through the door, and Rouzenay carries the only key; his magic locks it too. Inside is a pitifully small, velvet bag containing a few dozen lumps of dark-red

fungus, ranging from thumb- to fist-sized. In total, they weigh about three pounds and are worth twice their weight in gold. Anyone examining the truffles might notice tiny spirits of darkness, madness, and the underworld lurking around them (Small Spirits 6W). Another bag, much larger, contains several dozen pounds of the more mundane but still valuable black truffle.

Guarding the chest is a long and boring vigil. Rouzenay gratefully takes the night off. He has stood watch for the past three weeks and been sampling the truffles to stay awake.

Piggum’s Sty

When the heroes examine the broken pigpen, they find the remains of flowers, branches, and mushrooms ground into the muck. If they ask, they are told the boar fascinated the twins, and they were always bringing it different things to see if he would eat them.

Secret: They had recently dug up a scarlet truffle and gave it to the boar. The blood-stained truffles resulted in a sea-change in Piggums, truly bringing out the boar’s tusker nature.

Unexpected Guests (Cue the Goldgotti)

That night, when the rain is at its worst, a small caravan arrives. Led by Andri Goldgotti and his brother Andrin, they claim the Rite of Custom as Trader Princes. Andre seems surprised at the inn’s current high-ranking occupants, and they all take shelter in the stable, even the brothers, which is somewhat surprising. They do, however, take their meal in the common room. Everyone knows them. The tiny caravan visits each season and consists of the brothers, four scruffy guards, three ornery mules, and a dozen slaves.





Rouzenay duDerysi

He is the local factor (representative) for the Trader Prince, a prestigious title for a glorified innkeeper who gathers supplies and trade goods. Rouzenay knows he is destined for better things. The recent disappearances have him worried, but only because he knows he will be blamed for it rather than from any moral outrage. Even with his own kids missing, he still tries to downplay the situation.

Rouzenay is sleazy, self-interested, and self-important. Nothing is ever his fault. Always friendly, but never sincere. Despite being a half-breed himself, he treats all Weneians and most half-breeds with contempt as uncivilized barbarians.

A heavysset man with small, greedy eyes, he dresses ostentatiously to impress people. His green silk vest and Eastern Isles pantaloons are particularly hideous.

Keywords: Trader Prince Merchant (Innkeeper) 6LW, Orderly of Saint Caselain 18.

Significant Abilities: Bargain 14LW, Greedy 8LW, Improvised Weapon Combat 7LW, Lie Glibly 9LW, Paranoid 19, Scheme 6LW, Spirit Plagued 8LW, Whine and Feel Sorry for Himself 3LW.

Golden Marissa, The Shrew

When Prince Caroman banished Rouzenay here, his wife came with him, something she regrets bitterly. She married him to get out of the backwoods, and where is she? Stuck in a sleazy outpost in the middle of nowhere—forever! It's enough to make a girl bitter!

Marissa cheerfully spreads vicious rumor and innuendo about anyone and everyone, without even having to be asked. She feels only contempt for her staff, the locals, her husband, or anyone not rich or powerful, but to her “betters,” she is a nauseating toady. She intends to survive her husband if it's the last thing *he* does, especially since he has taken to sleeping with the staff.

She may have been beautiful once, but hard work and bitterness have taken their toll. Her long dirty-blond hair is done up under a greasy kerchief, and the willowy body that was once Harvest Queen now runs to fat.

Keywords: Weneian Innkeeper's Wife 5LW, Orderly of Saint Caselain 14.

Significant Abilities: Complain 13LW, Fading Beauty 18, Insinuate 8LW, Whack with Frying Pan 11LW.

Conversation reveals some interesting tidbits:

- They are slavers, an honest profession in Weneia, and buy criminals, orphans, unwanted children, troublesome thralls, and un-ransomed captives for sale in Esrolia.
- They have a dozen slaves of surprisingly poor quality under guard in the stables. Most are mad, crippled, senile, or otherwise unsuitable.
- Andri asks several nosey questions about truffles and offers to pay handsomely for answers.
- If Ilnyapas is still present, Andri asks him if he wants to buy any more slaves and says, “I brought cheap ones for you like you asked.” When the magician indignantly refuses, Andre looks surprised.

Spiritual Malaise

If someone who can see spirits or into the Otherworlds examines the locale, they may notice tiny, evil spirits infesting the forest around the post. The spirits avoid the trading post but seem centered around it. (Test *Appropriate Mythology* or *Spirit Face* versus 7LW to identify the spirits as from the Underworld—evil rituals or curses often draws spirits like this to an area).

Ever since the spirits began infesting the area, the trading post has been subject to a spiritual decay that affects the inhabitants' dreams and personalities. Quarrels and arguments are frequent, and fights start over trivial reasons. Many people are listless and depressed.

What else could go wrong?

- A troupe of wandering puppeteers, the Dancing Willow Puppet Society, arrives. Everyone is suspicious despite their excellent show, “How Yinkin Really Lost His Tail.”
- Rouzenay is having a torrid affair with Olene, a barmaid. It ends with Marissa shrieking threats of vengeance at her husband and Olene found murdered the next morning.

- Several locals decide to rob the Trading Post now that Rouzenay is finally asleep.

Aftermath: The heroes have food for thought and some leads to follow in the morning. The main clues point towards the missing people, the mysterious magician, and the truffle oaks.

Scene 3: Private Investigations

Setting: Morning arrives, and for once the weather is fair, as Heler gently blows away the last clouds. It will be a busy day. The Goldgotti slipped away during the night without a word. The children are still missing, “Piggums” too. By the time the heroes are on the scene, Ilnyapas is screaming about sacrilege in the truffle groves, and Marissa has a tirade over some slight, both blaming everything on Rouzenay. In turn, he blames the heroes: “You're the Prince's tough guys. You fix it!”

Action: Likely courses of action for the heroes include following the Goldgotti, investigating the truffle patches, tracking down the kids, or something else.

Asking the locals about the Goldgotti (Test versus *Already Bribed* 4LW) reveals they left during the night and paid for silence. Any competent tracker can follow them easily, and after a mile the trail leads into the forest towards the truffle groves.

Meanwhile, Ilnyapas has other plans. If the heroes can eliminate the boar, he can return to his “work.” He can also lead the heroes to where the last body was found and suggests they track the boar. If the heroes include no trackers, one can be hired at the Inn.

Investigating the Truffle Patches

Most locals are too frightened to lead the heroes to the truffle groves (*Terrified* 8LW). Following their directions proves difficult (*Confusing Geography* 4LW), as the paths subtly lead anyone away from the groves and back to the Trading Post.





Ilnyapas Sangfroy, Doomed magician

Ilnyapas is a twitching wreck of a man with stringy, gray hair and claw-like hands. Old before his time, he wears tattered wizard's robes, but his face and hands bear a Thunderman's tattoos. His grey eyes have the look of a man who has seen too much of "Things Man Was Not Meant to Know."

Touched by too much magic and too little wisdom, Ilnyapas is more charlatan than mage. While he has great knowledge of simple magic, he has no deep understanding of it. Years ago, his clan exiled him for refusing to obey a Thunderman's taboos. Since then, he has provided magic to whoever pays him, often at the expense of previous employers.

He spends his time in the forest or drinking sullenly at the Blue Tusk. He avoids the heroes, claiming their impurities will impair his magic, and Rouzenay has no wish to offend his tame "wizard."

Keywords: Wenelian Spirit-talker 8W, Fleshman Magician (Common Magic) 4W.

Significant Abilities: Fleshman Mythology 18W (includes many rituals), Not a Rock 8W, Paranoid 4W, Spirit Plagued 11W (-3), Stick Fighting 18, Strong Will 9W.

Magical Abilities:

Charms: Bash In Your Head (+2), Frighten Stick, Light Stick, Luck of the Rabbit (+2), Pain Stick 6W (+3).

Feats: Climb Over Hill and Dale, Don't See Me 9W (+3), Leap Tree, Lose Path, Paralyze with Fear.

Spells: Command Spirit of the Dead 18W, Command Underworld Spirit 13W, Sniff Out Truffle 7W2, Ward Away Beasts (+2), Ward Away Bronze (+2).

Talents: Attack Spirit 8W, Gesture to Ward off Magic 9W, Heal Flesh, Make Fire, See Otherworldly Beings 14W2, Skin Like Bronze 7W (+3), Transfix with Conversation.

Followers: Three Underworld spirits assist/harass him. *Chir'rik the Dead Raccoon:* Inspire Trouble 16, Open 5W, Steal Thing 17.

Kesii (Tusker Ghost): Command Pig 18, Lash Out in Anger 16, Obscure Tracks 4W.

Slithering Darkness (Darkness): Choke Life 18, Envelop with Shadow 7W, Shrieking Nightmares 19.

Tactics: He has numerous abilities to use for augmentation or harassment. Given time to prepare, he is very dangerous, and he uses his spirit followers to buy that time. He prefers to use his Paralyze with Fear before wielding a heavily-augmented Pain Stick.

Note: Ilnyapas concentrated his Common Magic through worship of Fleshman, the local equivalent of Not A Rock. Addiction to scarlet truffles provides a +20 bonus, already figured into his abilities, to his magical perceptions.

Contest: Talking to the Clans

Appropriate Abilities: Diplomacy, Relationship: Wenelian League (-5), Wenelian Customs (-10), Fast Talk (-10).

Typical Modifiers: Hospitality gifts (varies), Claiming friendship with Ilnyapas or Rouzenay (-5).

Resistance: 5W.

Any Victory: The heroes gain the shaman's information (above). The higher the level of success, the fewer clans they have to visit. Each takes a day.

Tie: The heroes spend several days talking but learn nothing.

Any Defeat: The heroes spend several fruitless days wandering from Clan to Clan. Their questions anger many elders. Future relations with these clans are affected, especially in "Blood Covers Gold."

If asked, Ilnyapas cheerfully shows the heroes "his" truffle patches to keep an eye on them. Incidentally, it is his magic that makes travel so difficult. Under no circumstances will he lead the heroes to his hut. He has too many secrets there.

Investigation of several truffle patches reveals little besides signs of an enormous boar rooting about, and one oak grove looks much like another. The groves where the sacrifices occurred have lingering traces of blood-magic and numbers of evil spirits. Eventually the heroes encounter the Goldgotti (see next page).

Visiting Nearby Clans

The trading post is neutral ground to the Green Otter, the Vanuskii, and the Clashing Rocks clans. Contacting them for information could take a few days, giving Ilnyapas and the Goldgotti time for further mischief. Unfortunately, Rouzenay, a half-breed, has annoyed them with his high-handed ways. The clans treat him as an outcast, not part of any totem or clan but not a true "Trader Man" either, which helps explain why the trading post languishes and nobody has volunteered more information on scarlet truffles.

An old shaman relates the most crucial piece of information: "To make blood truffles, you need only three things: blood, hatred, and fear. If they all combine under an ancient oak, the terrible crop grows. These three are often found where tusk riders camped."

Off to See the Wizard

Setting: Heroes investigating Ilnyapas' home discover that he lives deep in the woods. Confusion and Shifting-Path spirits infest the forest surrounding his hut. If the heroes manage to find his lair, they discover some very interesting things.

The hut overflows with magical bric-a-brac. Any serious magician immediately knows that most of it is junk. A bundle of runesticks inscribed with spidery writing hidden under some decaying pelts contains Ilnyapas' diary (Contest versus *Concealment* 7W). Written in Atelic, its ravings detail his activities (see "The Story So Far"), his special truffle rituals, and how he learned them in dreams.





Contest: Getting There

Appropriate Abilities: Track, Local Geography (-5), Search (-10).

Typical Modifiers: Magical spirits (varies), guides (+5), local map (+5).

Resistance: 11^W (If Ilnyapas is already defeated, the resistance is a non-magical 14).

Any Victory: The heroes manage to get to the hut before Ilnyapas can hide the evidence.

Tie: The heroes find themselves back at the Inn after an hour searching.

Any Defeat: The heroes become lost for up to a day. Ilnyapas is alerted and conceals all evidence of wrongdoing elsewhere.

Traces of will-numbing drugs, bindings, and a crude shelter are all that remain of the slaves and vagrants who fell into his clutches. A girl's ribbon and a boy's sandal-strap belonging to Dar and Dara are lost in the clutter (Contest versus *Just Junk* 8^W). Best of all, a bag of the missing scarlet truffles weighing several dozen pounds is concealed under the floorboards.

Into the Woods

Setting: Ilnyapas conducted his ritual murders throughout the forest, for once "fertilized," there is no need to revisit a truffle patch until harvest. The last patch he visited lies about two miles from the inn. This is where the latest body was found. People at the Inn can direct them there.

Action: When the heroes arrive, they find the Goldgotti busy digging up the truffle patch. The leaves and trees around the grove rustle and lurch with angry spirits. The Goldgotti learned of this place last night; with luck, they might learn something about the supposed "Truffle Secret."

One guard keeps watch as the rest dig. When confronted, Andri tries to convince the heroes of their innocence, while the rest prepare for combat. If negotiations fail, they fight. Ilnyapas, if present, demands the intruders' deaths. The harvest is in danger! They are also digging up bloody earth fertilized by sacrifice, something he does not want the heroes to see.

If Ilnyapas is not with the heroes, he may show up at this point. He insists that they leave the truffles undisturbed. Digging them up will ruin the magic. If the heroes dig anyway, they find a layer of bloodstained soil and a bumper crop of scarlet truffles.

Aftermath: After the heroes deal with the Goldgotti, they discover huge boar tracks leading deeper into the forest. Following leads to a long-forgotten battlefield.

Scene 4: Pig Hunt!

Scene: Tracking a monstrosity huge boar through a muddy forest is remarkably easy, and the heroes soon find themselves on the edge of a clearing. Scattered across it are mounds of earth, old bones, and ruined equipment. Anyone can sense that this is a place for bad spirits. The largest mound is over ten feet high and clearly a barrow mound. Its entrance gapes wide. Waiting in the clearing is the boar, the largest the heroes have ever seen.

Goldgotti Interlopers

Andri fan-Goldgotti

Keywords: Merchant 3^W, Issaries Devotee 8^W (Communication, Merchant, Travel).

Abilities: Bargain 9^W, Dodge 4^W, Evaluate Slaves 7^W, Staff Combat 18, Wealth 18^W.

Equipment: Leather armor (+1), bronze-shod staff (+2).

Tactics: If negotiations fail, he tries to use his Issaries abilities to thwart his foes or escape. He will not engage in combat, instead supporting the others. If defeated, he bargains for his life, offering a ransom of two hundred silver marks for himself and his brother and thirty for each of his men. He is a wealthy man.

Andrin fan-Goldgotti

Keywords: Warrior 19, Orlanth Destor Initiate 6^W (Combat, Movement, Wind).

Mundane Abilities: Fast 19, Javelin Combat 6^W, Notice Ambush 9^W, Sword and Shield Combat 7^W.

Equipment: Light chainmail and shield (+4), javelins (+3), bastard sword (+4).

Tactics: He uses magic to augment everyone, then charges into combat, accompanied by at least one guard as a follower. If things go badly, he attempts to escape through magic.

Esa, Misha, Voskos, and Worla - Guards

Keywords: Warrior 17, Orlanth Destor Initiate 17 (Combat, Movement, Wind).

Abilities: Javelin Combat 3^W, Spear and Shield Combat 4^W,

Esa: Alert 4^W

Worla: Hie Mule 5^W

Misha and Voskos: Intimidate Slaves 5^W.

Equipment: Leather and metal armor with shield (+3), javelins and spears (+3).

Tactics: Skirmish with attackers, while Andri and Andrin augment them with magic.

The Slaves

They are too cowed to do anything. Heroes can claim these high-worthless thralls as spoils. They can be sold or freed at the heroes' whim.

Action: Once he senses intruders, Piggums attacks in a berserk fury. Heroes can fight or evade, but he attempts to destroy anything in the clearing or near the barrow mound. The clearing is the same one where Rouzenay and his mercenaries surrounded and slaughtered a band of Tusk Riders. Empowered by Ilnyapas' rituals, the tusker's spirits have possessed Piggums and the children.

Hiding inside the mound are the twins. Unfortunately, spirits of murder and strife infect the children, transforming them into Tusk Riders. Even now, they have small fangs and murderously glittering eyes. Soon they will no longer be human at all.



BLOOD OVER GOLD



There is little inside the cave other than scattered fragments of its long dead occupants. The remaining spirits offer scant resistance, as the strongest possess the boar and children. Narrators wishing a greater challenge for their group can add several spirits, ghosts, and shades to the battle.

Ilnyapas, if present, suggests the heroes deal with the boar, and he will rescue the kids with magic. He attempts to kill them, while the heroes are fighting the boar. He claims evil spirits killed the kids. Considering their current state, the heroes might even believe him.

Aftermath: Once Piggums have been disposed of and, hopefully, the children are rescued, the heroes are left with several problems to resolve: the children, Ilnyapas' crimes, the future of the truffle harvest, and the opinion of the local clans.

Denouement

What about the scarlet truffle harvest? The current harvest is going to be glorious, but any future ones may require Ilnyapas' rituals. How will this affect the relationship between the House and the local clans? For a fee, the local shamans might harvest the scarlet truffles but only if the Prince swears to export them elsewhere. This cleanses the woods, pleases the clans, and improves the House's finances greatly.

Rouzenay is devastated. It is likely he will be relieved of his duties, but at least he will be back in the city. It is even more likely that he and his wife blame the heroes. Left to his own devices, Rouzenay might begin his own sacrifices, allying with tusk riders, summoning demons, or becoming an ogre.

If he survives, the local clans demand Ilnyapas' death, though, strictly speaking, he has committed no crime against them, since all of his victims were clanless or thralls. Can the heroes afford to let him live? Considering his state of mind, death may be a mercy.

Lastly, what about Dar and Dara? Curing them takes time, effort, and powerful magic, if it can be done at all. Daring adventurers might bring the kids to their new kin. All right-thinking Wenelians despise Tusk Riders, but the heroes are Trader Princes. Such friendships may prove useful someday.

Rewards: If the heroes solve the Mystery of the Disappearing Truffles to Sir Brian's satisfaction, they reap several rewards.

- Award 1-5 HP, depending on the success of the venture. Complete success involves revealing Ilnyapas' role, foiling the Goldgotti, and rescuing the kids without upsetting the local clans.
- Award 1-5 HP (determined as above), usable only to create or increase House relationships.
- Increase each hero's *Wealth* by the same amount, requiring only one HP to cement, as a result of their rising status and authority.

This is also the "big score" for House Caroman. The House Resources increase by +3 if the situation is resolved satisfactorily. This amount is doubled if the heroes recommend using Ilnyapas' methods to locate truffles. If they recommend continuing the human sacrifices as well, the increase *triples*. Unfortunately, House Reputation and any House relationships with the local clans and the Wenelian League are reduced by the same amount (-3 or -6). Employing local shamans to gather

the truffles reduces the benefit to +2 (before multiplying), but any penalties to relationships and Reputation are halved (rounding down).

If Andri and his brother survive, anyone helping them adds +3 to their *Wealth*. If they were slain out of hand, the heroes gain a "Murdered Goldgotti 17" trait.

Piggums

Thundering Porcine Engine of Retribution

This is no little piggy but a mean-tempered, full-grown boar standing almost eight feet at the shoulder. Piggums has become even more powerful since the twins accidentally fed him spirit-infused truffles. Now swarming with spirits, he is the epitome of the blood-crazed Tusker Boar. Completely berserk, he serves the spirits as their vehicle of revenge.

Significant Abilities: Acute Smell 18, Charge 6**W** (+3), Cunning 18, Large 18**W** (+4), Root for Food 17, Run Fast 17, Scent Predator 16, Strong 16**W** (+4), Tough 13**W** (+3).

Magical Abilities: Blend with Forest Shadows 18, Bloody Trample 3**W** (+2), Cutting Tusk 8**W** (+3), Relentless Fury 13**W** (+3), Shrug Away Magic 7**W**.

Weapons and Natural Armor: Trotters +1, Thick hide +2, Razor Tusks +3.

Combat (includes typical augments while charging): Gore with Tusks 12**W**2 (9**W** +23), Trample Foe 19**W** (18 +21)



Tactics: Repeated enraged charges and goring until his foes are dead, dead, dead!

X

R

X

SCARLET TRUFFLES

X

R

X





JOURNEYMEN TO THE WEST

A man who wants to act virtuously in every way necessarily comes to grief among so many who are not virtuous.

- Niccolo the Manipulator

Attitudes and Complications

House Caroman

As their power and influence increase, the heroes become more involved in intra-House intrigue. Their missions now involve them with the troubles plaguing the House, and the Prince's personal henchmen become a familiar sight to many. However, the Traitor is preparing to make his or her move, and his or her agents subtly interfere with the heroes at every turn.

The City

Well known now, the city's rich and powerful give the heroes the respect they deserve. As long as the House remains prosperous and the Prince defends them from natives, pirates, and Greymane, they support his rule.

Local Clans

The heroes become familiar to the locals as they try to rebuild the Wenelian League. If the chieftains cannot intimidate the heroes into doing their bidding, they may try to use them as pawns in their petty feuds.

Other Houses

Missions of diplomacy and trade bring the heroes into contact with other Houses. They have earned their positions, gaining the wary respect given to capable adversaries and business rivals. Heroes may find themselves drawn into the internal politics of other Houses if they are not careful.

Prince Barhtol

The heroes are definitely noticed, particularly since they have thwarted Barhtol's agents on several occasions. Plans are put into motion to discredit or destroy these bothersome interlopers through time-honored tools of blackmail, extortion, and well-placed lies.

During the second phase, the heroes have even greater opportunity to work independently, and their tasks grow in importance, as do the rewards. The heroes range far and near, shoring up the Prince's holdings and securing wayward operations. Unfortunately, this increased profile brings them to the attention of House Caroman's nemesis, Prince Barhtol.

As this phase unfolds, it becomes apparent that the House is losing a well-conceived Trade War. Rituals fail. Cargoes disappear. Allies turn against the House. Worse, it seems that the duDerysis' infighting grows worse and there is a traitor somewhere at the highest level. Matters come to a head with the long-expected death of the heroes' liege, Prince Yorge. The heroes must use their influence and connections to rally the House and avert a fratricidal civil war, the aftermath of which leaves them as the power behind the throne in the city.

Story Seeds

First of the Big Game Hunters

A delegation from the Sea League visits Fay Jee for delicate negotiations. When some delegates desire to go hunting, the heroes must make appropriate arrangements with a local clan. The clan has to be flattered, threatened, or bribed into permitting the hunt to occur on their territory in just two days time! The greater the heroes' success, the better the delegation's reception and the more help the clan provides towards making the hunting trip a successful affair. The heroes must then ensure that the hunt goes smoothly.

Location: A large and prosperous clan village not too far from Fay Jee, and the still primeval forest and hills not far beyond its fields.

Cast: Haran Two-Bear, who as always wants to please the Prince, get richer, and maintain his independence all at once. The leading Oak Women want an agreement for the city to harvest less birch bark, the most commonly used writing material in Fay Jee as well as the material forming the hull of the canoes. Many young men of the clan (Warrior 16, Hunter 16, and Farmer 16) are looking for a chance to show off. They are equally happy to snub the Prince's "lapdogs" or get gifts toward helping the hunt. The hunting party (Petty Noble Keyword with *Civilized Hunting* at 17 to 5W) is led by Narbo leVine and Djim N'Hart.





Complications:

- Nobody has told the delegation about the local clans totem animals. Hunting their sacred beasts angers the clan warriors and hunters. The heroes may have to talk fast or leave faster!
- That no ordinary boar. That's a tusker!
- The hunters stumble across a raiding party. One of the delegation is shot, possibly killed during the hunt—time for a classic murder mystery.

Follow Up: Negotiations may or may not be successful, but the mission serves to boost the House's reputation amongst the Sea League and the neighboring clans. If the heroes fail to please the delegates, this may be remembered in future episodes (House Reputation +/-1). A successful hunting party does result in increased trade concessions for House Caroman from the Sea League, and the House Resources increase (+2)

Fast Edistio

An up and coming trader, Fast Edistio needs some help. He has a scheme that could pay off handsomely—if he survives. He needs the heroes to help out with negotiations and dealing with rude strangers. Since the Prince and Sir Brian favor his plans, the heroes travel with him as he wanders here and there across Wenelia. He intends to do some fairly rarified trading, much of it outside the usual jurisdiction of House Caroman.

Unfortunately, the expedition is dogged by sabotage, ambush, and “bad luck.” However, the big payoff is still in sight if they can get to the Green-on-Ochre trading-ground for Gata's Day (Clayday, Stasis Week, Earth Season). The first expedition is to trade with some secretive corvid hsunchen who have a selection of self-warming rocks, but they never trade them except for Scintillating Brillfish. Next, the heroes visit the trolls, making contact through the Ashara the Black sect to trade for special mushrooms. Other visits follow, their path zigzagging across Wenelia as they swap one strange item for another.

Location: Several isolated trading grounds throughout Wenelia, ranging from riverside meeting spots to ancient elf groves.

Cast: Fast Edistio (Trader Prince Noble 8 \blacksquare , Charming 17 \blacksquare , Schemer 6 \blacksquare 2); an assortment of bearers, canoeists and native guides; various xenophobic traders; Their Enemy.

Complications:

- Most of these groups rely on ritual trade or some variant thereof, making unusual trades difficult to arrange. The heroes may have to resort to pantomime and charades to get their ideas across.
- Repeated bouts of sickness among the canoeists have everyone wondering if there is a plague worshipper in the group. Find whoever is poisoning the food or drink before the expedition's bearers flee or quit.
- Sabotage causes several canoes to start coming apart in the Hungry Maw rapids. Rescue the canoeists before the Hungry Maw devours them.

- Warriors ambush the heroes as they pass through a gorge. This happens frequently, as if someone were relaying their position to enemies.
- Trade with the elves is interrupted when trolls steal both sets of goods. The heroes have to pursue the trolls to recover the goods, or all is lost. Were they sent by Saint Ashara the Dark?
- Fast Edistio is a worshipper of Estevana the Slippery Customer, engaging in a long and complicated sting that will result in the disruption of a dozen or more trade groups. With the favor he earns from his patron, he begins a heroquest to steal from Caselain's Caravan itself!

Follow Up: Almost a campaign within a campaign, Fast Edistio's quest brings the heroes into contact with elves, trolls, and other elder races, as well as hsunchen and some of the more obscure trading cults in Wenelia, such Great Good Canoe. House Information, Reputation, and Resources can all increase dramatically based on the deals they make. However, if Edistio proves false, their work is undone by his deceit.

Lutrai

The Lutrai are a race of intelligent river-otters, which were once common throughout Maniria and Ralios. They are larger than their mundane cousins, being about six feet long from nose to tail. Extensive hunting by humans for their lustrous gold-tinged fur has made them rare and reclusive. Lutrai live in small family groups on isolated stretches of water throughout the region. When necessary, Lutrai can make their needs known. Some people, particularly children or Wenelians touched by the Otter Totem, are especially good at picking up on these messages.

Each sept of Lutrai worships the local river spirits or gods along with its own array of beneficent ancestors and local entities. A similar species dwells with some Islander communities and is less wary of humanity, partially because their pelts are not nearly so valuable. Unlike the Lutrai, they are unintelligent (Cunning 12).

Ages: Storm to Darkness, Historical (rare).

Distribution: Maniria and Ralios.

Habitat: Rivers and lakes.

Weapons and Armor: Bite 17+ 1, Hide +1.

Innate Abilities: Adorable 12, Alert, 17 Dive 14, Forage 16, Playful 16, See Underwater 17, Sleek and Nimble in Water 17, Swim Fast 15, Swim Without Trace 13.

Typical Abilities: Communicate Silently 15, Dig Burrow 14, Hunt in Stream 6 \blacksquare , Know Local River 5 \blacksquare , Play Game 3 \blacksquare , Sense Danger 8 \blacksquare , Track Scent Underwater 19.

Tactics: Shy and reclusive, Lutrai hide underwater and flee attackers. Unfortunately, they usually flee to their riverside dens, where they are often trapped and killed by hunters. Young Lutrai are naturally curious and often are lured into traps or caught by hunters taking advantage of this.





Great Good Canoe

A few isolated New Coast clans leave offerings to this powerful spirit, also known as Granbon. After seeing other clans benefit from the strange “giant canoes” now found sailing on the Mournsea, these shamans create effigies of canoes and place specially carved landing-logs along their beaches in an attempt to attract “Gift Canoes” to their shores. Sometimes their efforts are rewarded when a merchant ship runs aground and the beaches are strewn with wonderful treasures and exotic slaves.

Friend or Fur?

Lutrai are intelligent giant otters that live in the rivers of Wenelia. They have little power or influence, but they have beautiful pelts. The otter-folk stick to the marshes and rivers and wilder areas, where they can live in peace, relying on cleverness and Otter Magic to evade any hunters. They are very wary since the Wenelians hunt them whenever they can. The Trader Princes trade the lustrous gold-tinged pelts to Western nobles from Nolos to Fronela for a hefty profit, as they sell for several times their weight in silver.

Kelli Otter-friend approaches the heroes. He wants them to persuade the House to stop hunting his totem-friends. The Lutrai want a place where they can den and breed in peace, and they have a place picked already.

Do the heroes try to help? Do they try to prevent trading in Lutrai pelts, or do they encourage others to harvest this valuable resource? The pelts are one of the few exotic luxury goods coming from the area. What’s in it for the Trader Princes not to hunt them?

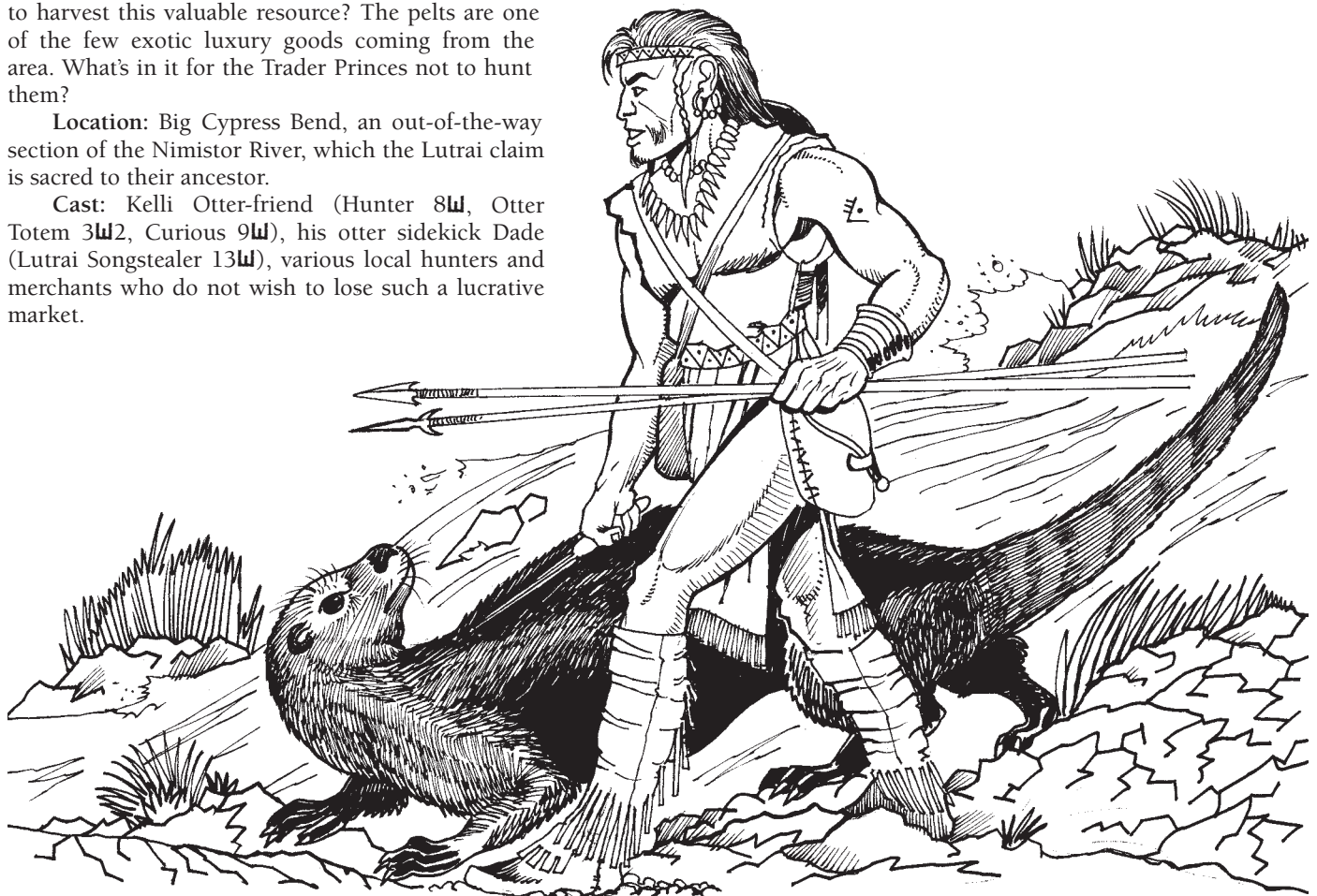
Location: Big Cypress Bend, an out-of-the-way section of the Nimistor River, which the Lutrai claim is sacred to their ancestor.

Cast: Kelli Otter-friend (Hunter 8W, Otter Totem 3W2, Curious 9W), his otter sidekick Dade (Lutrai Songstealer 13W), various local hunters and merchants who do not wish to lose such a lucrative market.

Complications:

- The Big Cypress area is part of the Marsh Spire clan’s hunting grounds. They certainly are not going to let anyone get in the way of their hunting. Heroes must either broker an agreement or intimidate this hunt-reliant clan into obedience.
- The entire arrangement is a scam. The hunting area “happens” to be over some unknown ruins, and Kelli and his House Jhoraz comrades intend to loot them.
- Other magical animals seek shelter within the House’s protection, causing conflict with the clans and other Houses. Can they afford to protect everyone? After all, what good is a talking squirrel-fox to the duDerysi?

Follow Up: The loss of the fur-trade reduces House Resources and Reputation by -1, but the occasional bit of information from the Lutrai increases House Information by +1 and gives the special trait (Lutrai Spies). Establishing a sanctuary for the otters is viewed as a curious insanity by the Wenelians, and some of the hunters refuse to accept its existence. Guarding the sanctuary reduces House Resources by an additional -1.



#



Adventure Hooks

Foreign Ways, Forbidden Goods II

Immigrants from Vanch want a patent to set up a new monopoly. Their syndicate intends to start distilling Lunar Gin for sale to sailors, clansfolk, and islanders. Gin has been a great success in Dragon Pass, and the Vanch Trading Cooperative wants to open a new market. This could prove to be a very lucrative enterprise, but the effects of the powerful drink are alcoholism, social disruption, and (as if that were possible!) even more violence. Refined alcoholic drinks are new, and people are not used to their concentrated effects.

Complications:

- The Vanchite Syndicate has powerful supporters. If the Lunars have established an embassy in Fay Jee, the officials there have invested heavily in the venture.
- Refugees from Dragon Pass make numerous attempts to burn down the gin mill. Does the House write off the patent as a bad investment, or do they pursue the arsonists? One path reduces House Resources, while the other further decreases the House Reputation.

Gauntlet Ascendant

The Church of Ashara has always been somewhat lacking in powerful magic. When the survivors of an outlawed school of sorcery, the Order of the Cerulean Gauntlet, beg for protection in exchange for their services, Toread duDerysi urges his father to accept his fellow magicians' offer.

Complications:

- The Rokari Inquisition follows the School and attempts to persecute them as heretics. Certainly the bishop will make them the target of his sermons and anathema.
- Many in the Order are dangerously ambitious sorcerers. Without proper safeguards, they could unleash horrible things upon an unsuspecting city.
- The Order of Light in Darkness treats these upstarts with disdain and contempt while secretly working for their destruction. What do they know about each other to inspire such loathing?

Dark Dealings

From time to time, trollish caravans come down the Darkel River from the Haunted Fields. Some are slave-coffles of trollkin bearers, while others float downstream, using giant beetle carapaces for canoes. They trade exclusively with dark galleys that slip into the harbor at night. The trolls demand and receive absolute privacy for their dealings, something the Prince happily provides in exchange for trollish fungi, Jrusteli relics, and old silver coinage.

Complications:

- Troll-haters attempt to disrupt the meeting. If they succeed, the trolls will move their meetings elsewhere.

- Elder races bring their own feuds into the city. The trolls intend to destroy the dwarfs living in Towerburg while under the Prince's protection.
- The trolls come to blows, each blaming the other of cheating. The heroes must somehow keep these monsters from murdering each other. An enterprising thief in the employ of Redfish (see "Welcome to Fay Jee") has actually stolen the missing goods.

From Rufelza, With Love

Reports come to the city of a Moonboat cruising over the Dokali hills northeast of the city. Several sightings made by terrified Wenelians confirm that it seems to be making its way towards Fay Jee in a leisurely fashion. It lands (or rather hovers) near the city in a polite fashion, appearing to be the soul of diplomatic behavior. Aboard is Shaterri Six-Footed-Twice-Blessed (Lunar Noble 17 \mathbb{L} , Antirius Initiate (Justice, Nobility, Sky) 7 \mathbb{L} , Intrigue 3 \mathbb{L} 2, Noblesse Oblige 6 \mathbb{L} 2), an Imperial nobleman from Kostaddi and an accredited ambassador from Appius Luxius, the Lunar Provincial Overseer.

Ostensibly visiting to establish an embassy and trade mission, the Lunars secretly intend to learn more about the Tower and its Demon with an eye to suborning them to Imperial use. After dropping off the ambassador and his party, the Moon Boat begins mapping the surrounding area. Naturally, the Lunars would be happy to share their high quality map with the Prince in exchange for a few concessions.



#

2

#

JOURNEMEN TO THE WEST

#

2

#





Complications:

- Rabid anti-Lunar Orlanthei attack the Moonboat, trying to slay the Ambassador and his staff.
- Lunar missionaries are stoned by Rokari fanatics. Unless those responsible are punished, the Ambassador notes that the Empire may have to get involved.

Indigo and the Old Boys

Before the Opening, the Kadirii family established a small trading post near the sunken remains of Herolal with the support of the local clans and in return agreed to buy their goods exclusively, especially the indigo that was just coming to be cultivated there. Since the Opening, this dye has become increasingly valuable, and the Kadirii are now the middlemen for all the marsh clans selling indigo.

The Kadirii have begun selling their dye to the agents of the Prince-Bishop of Kaxtorplose. Because the family is not formally a part of House Caroman, this disrupts a long-term business relationship. The marsh clans also resent the cut taken by the Kadirii, and trade languishes. Perhaps a new deal can be struck, one that cuts out these treacherous middlemen?

Complications:

- To the surprise of many, the Kadirii are “of the city,” and their deal is with the Order of Light and Darkness. Breaking it would offend the demon of Fay Jee itself.
- The Kadirii have many friends among the marsh clans and can make great capital out of the “cruel Prince” cheating them of their rightful due.
- Either Jubal Town or Kaxtorplose moves to protect the Kadirii. The heroes may find themselves in a military confrontation with enemy soldiers deep in the coastal marshes if they are not careful.

Black Gold

Frequently, lumps of a brownish material called “bog brass” are found in the marshes and the bogs. Sometimes these come from long-buried ruins, while other lumps form naturally where fresh water enters stagnant pools. The lumps are hard to get, requiring the use of heavy rakes, but are one of the only local sources of metal.

One spot is particularly rich, and the locals gather several hundred pounds of metal yearly. The Prince wants the heroes to investigate and secure the resource for the House. Perhaps they can get help from Fort Digger or from the Elfael clan.

Complications:

- Newtlings nest nearby, and they do not want anyone near their breeding pools. They do not need the metal and must be convinced to allow mining or to do it themselves.
- Bogani wants to take over the “mines.” He and the local clans argue over who owns the bronze. This could turn into an ugly feud with the duDerysi caught in the middle.
- Tests indicate reveal that some of the material is actually iron. Dwarfs and others move to seize this priceless resource, while trolls and elves move to destroy it.

Ghosts and Cornerstones

The Tower is built upon layers of rubble and corpses of lost cities. Deep below the Prince’s dwelling lie ancient rooms and chambers. The walls are inlaid with carvings that tell stories and myths long lost to others. Among these are the original bindings used to create the False Sun ghosts that now plague the city. Since *That Day*, the ghosts have grown more terrible with each season. The secret lies in the original Tower’s foundations. Unfortunately, the labyrinths beneath the Tower are home to many things long forgotten except to city folklore, and they do not like being disturbed.

Complications:

- Maps and layouts of the long-abandoned cities are hard to find. Only the famous library at Nochet might have a copy of such ancient documents. Here too might be found spells and rituals to keep these monsters at bay.
- The passages are hardly neat corridors, but a churning maze of collapsed buildings, buried cellars, short passages, and ancient sewers. Heroes can easily become lost in the depths or find themselves victims of tide, disease, or cave-in.
- The rituals discovered may be more dangerous than they seem. Freeing the ghosts could undermine the city’s foundations. What if the incantations fell into the wrong hands?



#

BLOOD OVER GOLD



The Mission

A few seasons previously, a group of Rokari missionaries set up a post some distance inland along one of the Nimistor River's tributaries. No one has heard from them in some time. When the bishop begins to claim that the Prince's own men slew these "martyrs," the heroes must go upriver to see what is really going on.

Complications:

- The missionaries have managed to convert the local "hedge church" into a semblance of Rokarism. Their powerful magic and sophistication have won over the normally touchy natives. Now they are trying to convert the neighboring clans. Feuding is imminent.
- Native warriors have burned the mission and massacred the inhabitants after the missionaries began chopping down the local totem poles as "pagan idols." Both the bishop and the chief demand restitution.

An Adoption of Authority

The heroes have done well, supporting Prince Yorge's schemes to rebuild House Caroman and thwarting the machinations of Prince Barhtol, Greymane, and others. By now, they have worked closely with the duDerysi family on several occasions and have performed duties above and beyond the call of mere henchmen. It is time for the Prince to formalize their relationship.

The Prince, and to a lesser extent his family, consider adoption when the heroes' respect reaches the point where they are clearly rivals for the affections of the House with both the Family and with Sir Brian. In the latter case, Prince Yorge views this as an added benefit, because he has a growing distrust of his old associate. This occurs when one of two things happen: the Hero Band's *Patron: Prince Yorge* and their *House Relationship* both reach a level of 5L2 or at least one of the heroes acquires an intrigue-related ability such as *House Politics*, *Intrigue*, or *Spies* at the 5L2 level or greater.

Until adopted into the duDerysi, the heroes' various *House* or *Chamber Relationship* abilities cannot increase beyond 10L2, though their relationships to individuals may increase past these levels.

The heroes first learn of their impending exaltation by the Prince when he sends for them in secret.

It is the dead of night, and the Tower is empty save for the crackling of the brazier burning at its peak as the guards escort you to Prince Yorge's chambers. The Prince looks even more fragile than before, his flesh translucent. With him are his wife, his daughter, and his priest. Voice barely above a whisper, he speaks. "You have done well, my young falcons. Better than I dared dream.

As is our way when confronted with such brilliance, I wish to adopt you into the family, joining the duDerysi as cousins adoptive. Should you not wish this, I understand, but those of the family become councilors and advisors to the Prince and are rewarded in kind." He offers his hand and its signet ring for those accepting to kiss. "Bear witness. <Name> is one of our family, a cousin adoptive of the duDerysi."



The Prince and his family bear witness to those heroes wishing to join the Family duDerysi. They are now beholden only to Prince Yorge and his immediate family and may take the duDerysi name if they wish. Now they are equals with those heading any of the other Chambers, including their old mentor Sir Brian Not-From-Here. After the private adoption, the Prince decrees a gala to be held for these newest family members. With the summoning of heralds, dancers, and musicians, the heroes are treated to a regal feast, already prepared. Course upon course of exquisite cuisine are served, the dishes ranging from Seshnegi stuffed goose, greek from Xactorplose, braised cloud-sheep from Atelli, and even some rare magical Clearwine from Sartar.

As a final reward and to provide them with the means equal to their newly earned rank, the heroes receive the deed to a townhouse on the hill; ownership of Midbridge, a small manor and its adjoining indigo fields near Haliik's Clove; and a small galley for their own use, with permission to dock in the family's personal harbor. All this in addition to lavish personal gifts such as riding horses, richly embroidered clothing, jewelry, and (possibly most valued) a stipend based on the House's wealth. The manor and other gifts are sufficient to raise the heroes' income to Rich if it is not already there. The newest duDerysi can rest for a time, enjoying their new wealth and well deserved rewards. Heralds spread the news of the heroes' adoption far and wide, but the gossip about the heroes' deeds travels even faster.

But within a season, Prince Yorge will be dead, and the House thrown into chaos.

#

#

#

JOURNEMEN TO THE WEST

#

#

#





THE DEATH OF A PRINCE

*A son can bear with equanimity the loss of his father,
but the loss of his inheritance may drive him to rash acts.*
- Niccolo the Manipulator

All good things must come to an end. The Prince is going to die, killed during a ritual to keep the city demon under control. Prince Yorge leaves no clear heir to the throne. The heroes' influence makes the difference in choosing the succession. This scenario is more of an outline of possibilities than a step-by-step adventure, as there are many options for heroes to reunify their House.

Premise: In troubled times, new answers are found to old problems.

Secret: The Prince's death is no one's fault, someone's, or everyone's. The problems of succession are exacerbated by Prince Barhtol's agents and by the heirs' greed.

Benchmark: Negotiation, relationship, and investigative abilities are crucial, and heroes should have at least one of these in the 5W2 range. Friendships and alliances the heroes have made are crucial.

Timeframe: Several seasons after the adventure of the "Scarlet Truffles." The city celebrates the Festival of the Episiarch every Wild Day of Disorder Week.

Scene 1: The Court of the Demon King

Setting: The great shrine of Fay Jee looms over those within, the ancient walls and buttresses soaring high overhead. The procession for the Festival of the Episiarch has wound its way

from Ox Gate, along Towerburg's spiral street, up the Tower's interior, and into the vast chamber. The doors and walls have faded away, leaving a vast towering flame and the demon inside. The entire House intones the Ritual of Fay Jee, empowering and constraining the demon.

Everyone is there—the Prince's children, the Order of Light and Darkness, prominent citizens, the Stygian Lance. Joining with the living are the ghostly and faceless hordes of Those Who Have Gone Before, surrounding the bright Flame.

Action: At the very height of the ritual, the Prince deftly brandishes the ancient abjuring rod that compels and commands the demon's fealty.



Fay Jee's Realm

A part of the Underworld, Fay Jee's home is nonetheless isolated. However, it is possible to reach the Underworld through secret paths that only the Demon Feeders know. The Otherworld Barrier to the Underworld and the Hero Plane is only 16W from here.





Suddenly disaster strikes! Instead of the demon acknowledging its Master, the Prince staggers. He cries out, and a surge of power washes over the assembled throng. Searing. Burning. Some resist the tide, the Order surrounded by a bubble of force, and the Stygian Lance carving its way through the onslaught. Others are less fortunate, the blast hurling them back into the mundane world.

When the heroes return to the Tower, the festival is in ruins. The ritual feast has rotted, and flies rise from it in clouds. The Prince sits on his throne, horribly dead, seared by forces beyond his control. Overhead, the Tower's beacon flickers on the verge of extinction. Already the city grows restive as the disaster makes itself felt. Without the demon's support, none can rule the city.

Contest:
Escaping from the Disaster Unscathed

The prince falters at the worst possible moment. Heroes can resist individually, provide support to their group's leader with a single augment, or passively contribute to the group's "community support" rating.

Appropriate Ability: Ritual of Fay Jee (+5), Thwart Underworld Entity, Resist Magic (-10), Strong Will (-10), Piety (Any) -15.

Typical Modifiers: Augments (one per character to leader), Community Support.

Resistance: Magical Backlash 10L3.

Any Victory: The heroes survive in varying states of dishevelment. The level of success generates a one-time bonus usable to impress the Demon Fay Jee as per

victory at a heroquest station with a difficulty of 10L3 (see *HeroQuest*, page 202).

Tie: The heroes are thrown unceremoniously into the Mundane World.

Any Defeat: Damaged by the energies, the heroes reappear in the Mundane World much the worse for wear. Apply damage as per level of defeat. Community supporters are treated as Followers in this.

Complications: If the heroes succeed in resisting the onslaught, they might have seen a small flash of light when the Prince fell. What was it? Was it some spell cast by a traitor? Did one of Prince Barhtol's assaults finally break through? Did Unclebane betray his master? Or was it some new, unknown enemy? (See "Toread Investigates" below).



Timeline to Disaster

Time is a factor. Several players have plots already set in motion. Of course, this timeline will be affected by the heroes' actions.

- Day 0 Prince Yorge's death
- Day 1 Reading of the False Will
- Day 3 Stephan seizes control of the tower and places his relatives under house arrest.
- Day 4 Rioting forces Sir Brian to declare Martial Law.
- Day 5 Toread discovers the cause of Yorge's Death.
- Day 6 Rokari stage a coup, and Stygian Lance counter-attack.
- Day 7 Meeting and Ascension of the new Prince - probably Stephan or Sir Brian without the heroes' intervention.

Weeping, the Prince's widow gathers those still able to stand.

"We must bury our dead Lord and rally behind his Heir. Sir Brian, make sure those who ought to be there are present to hear Prince Yorge's will and testament."

Unable to trust her control further, Anna duDerysi retreats to her quarters, escorted by her daughter.

What now?

This scenario is very freeform since there is no way to predict what alliances and contacts the heroes have made. Here are a few likely options:

- Whom do we want on the throne? They have a say in who will succeed as Prince.
- What happened to Prince Yorge? Who can be trusted? Will the heroes attempt a delicate magical investigation themselves? (See "Toread Investigates" below).
- The heroes may want to start gathering support. This foresight pays off if the succession turns to civil war (See "Support Your Local Prince" below).
- What will? Perhaps heroes steal the will for themselves, substituting a hasty forgery for the original (See "Where There's A Will" below).

Aftermath: Many have died in this disaster, including a number of the House's best and brightest. Who shall succeed the Prince? With whom do the heroes stand—if anyone?

Scene 2: Yorge's Dead Hand

Setting: Next day, Yorge lies in State while all those concerned (and this includes the heroes) meet in his former chambers to hear the reading of his will. Traditionally, this occurs after the funeral, which is almost always one week after death. In the Festival's deadly aftermath, Stephan has demanded an immediate reading. The executor of the will, Sir Brian, agrees.

Action: With the Prince's death, the options are hardly reassuring. His eldest son, Toread, is a magic-obsessed dreamer. The youngest son, Stephan, is a wolfshead with no honor—and possibly Yorge's killer. The middle child, Annike, is capable, but her gender bars her from succession. Sir Brian quietly notes that the heroes should be ready for anything, especially from the self-declared "Prince" Stephan duDerysi.

The Reading of the Will is a solemn occasion, to be done by the Curate Anton duDerysi. But upon opening the seals, the parchment is blank!

Pandemonium breaks out. Anna snarls, "What traitor did this? This is not Yorge's will!" Unfortunately, those who claim to have seen the "real" will cannot agree on its contents. Four claim that they are the Prince's true heir, and the meeting breaks up into rival factions.

"Prince" Stephan storms out, spewing threats of vengeance on "the traitors." Sir Brian appears shocked, as if he had been expecting something else entirely. Yorge's widow and daughter are distraught, clearly looking to the heroes for support. Only "Prince" Toread seems unperturbed, but then he always looks unperturbed.

Trying to maintain a semblance of order, Anton suggests that the meeting be adjourned for a week. He begs everyone to reach some harmonious agreement. Such is Saint Caselain's way!

Aftermath: The heirs cannot agree on the contents of the now-missing will. Whom do the heroes support?

Scene 3: Support Your Local Prince

Setting: Without a legal will, each claimant attempts to enlist support for becoming heir. Some of the House's Chambers and groups have already declared their allegiance. One or two of them even contemplate independence. The House is in danger of falling apart, but open warfare will destroy it just as quickly.

Action: By now, the heroes have chosen sides, but announcing this may not be wise, because it would immediately alienate the other heirs. Emissaries approach the heroes as each heir tries to gain their allegiance. Privately swearing loyalty to one and quietly working behind the scenes may be the most effective help they can offer.

One thing that should be obvious to any experienced intriguer: the appearance of unity is crucial. Enlisting outsiders will drastically affect the House's standing in Wenelia.

Offers You Can't Refuse!

The heroes are free to go along with the heirs' agendas or attempt to play them off against each other. The latter course is dangerous, but the heroes are in the enviable position of Prince-maker. However, surviving heirs may have long memories for slights and humiliations. Failure at these games is often fatal.

- **Toread** – Lost in his otherworldly explorations, the eldest son seems uninterested in the succession. However, his skills may be invaluable in supporting another bid. Supporting him as Prince seems insane, but he might happily serve as a figurehead if it means he can continue his studies.





Contest: What Happened to Prince Yorge?

Typical Abilities: Underworld Lore (+5), Divination Magic, Symbolic Sight, Otherworld Knowledge (-10).

Modifiers: Inherently difficult magic (already included), Time Elapsed since Ritual (variable), Toread's Help +15, Witnessed Yorge's Death Personally +10.

Resistance: 4W4 (14W if the investigators return to Fay Jee's Realm).

Result: Knowing who struck down the Prince is a powerful tool. Greater success provides harder evidence and proof as to the Prince's murder. Failure wastes the heroes' time, creates "red herrings," and may expose them to otherworldly dangers. The identity of the persons responsible for the disaster that overtook Prince Yorge is up to the narrator's discretion.

- **Stephan** – The most active heir, he has already begun plotting to seize power. If the heroes made an enemy of him in the past, the vengeful youngster has no intention of "kissing up" to them. Besides, he has already promised most positions of power to his own cronies.
- **Annik** – The "Princess" refuses to marry Sir Brian, be forced into a convent, or political marriage *not* of her choosing. The heroes are her only hope. If one of the heroes makes a good suitor, she may propose marriage herself! Otherwise, she decides that it is time a woman became Prince.
- **Anna** – The widow has considerable influence, but it is rapidly waning. She urges the heroes to support one of her children over Sir Brian. Though she loves her sons dearly, she knows that Annike is the best hope for her family.
- **Sir Brian** – The heroes' old mentor is willing to make them his personal advisors. He knows the heroes' weaknesses and makes his offers accordingly. He is the strongest candidate, but his rule will not be easy. Unfortunately, supporting Sir Brian betrays the heroes' oath to Prince Yorge, something they may discover the hard way.

Where There's a Will...

If the heroes investigate what happened to the will, they learn some interesting facts. Checking with the distraught Anna (*Grieving For Lost Husband* 3W2) or the Prince's guards (*Loyal to Yorge* 17W) determines that Yorge had removed it from the vault several weeks ago but never returned it. She says that he made some changes, but she was not sure what they were or who the witnesses are. Determining who destroyed the will is nearly impossible without extensive divination magic and some idea of when the will was either stolen or destroyed.

Is there a surviving copy of the original will? If the narrator wishes it—yes. Anna may have a copy hidden in her chambers, though she does not know it. Yorge had it placed inside one of the many ledgers and account books she keeps there. The correct will details many bequests to friends and family but has one shocking codicil that was recently added: The heroes are to act as "Judges of Succession" to determine which of his children should succeed, and it enjoins Sir Brian to support them. Little wonder this will was lost!

Who was responsible for the will disappearing? Barthol is the obvious suspect, but another culprit might exist: "True Prince Caroman." He would like to see the House tear itself apart. It is equally likely that one of the heirs such as Sir Brian or Stephan duDerysi learned of the contents and had the will destroyed, feeling it was better to risk the House's destruction than to live under the dictates of upstarts like the heroes!

Toread Investigates

Heroes approaching Toread find him unenthusiastic about the effects of interruptions on ritual magic. Those able to impress him with their magical insight or theories find him to be a sympathetic ear.

With the heroes' assistance, Toread can try to determine what *really* happened back in Fay Jee's realm. He correctly suspects that some traitor murdered his father. While not interested in the succession, vengeance brings him out of his scholarly pursuits. With help, he may uncover the cause of Prince Yorge's death quickly. On his own, it will take him several days, and those wishing to silence him may act first.

Making Friends and Influencing People

Heroes can attempt to sway the different Chambers and city factions to support their chosen heir. Truly masterful heroes may even attempt to seize power for themselves, but the heirs have considerable strength and will likely unify to crush the interlopers before returning to their own feuds. The key to this is a mixture of charisma, bribery, and personal contacts. The relationships the heroes have forged throughout the House will be far more important than strength of arms.

Each negotiation contest will take at least a half-day. Heroes wishing to cover more ground may decide to split into groups. Traveling to far-flung outposts (such as visiting the Wenelian League or the remote parts of Caselain's Boots) takes additional time. General modifiers for dealing with the Chambers:

- Proof of what killed Prince Yorge gives a +4 per level of success (see "Toread Investigates").
- Promising additional resources or concessions to a group gains a +5 bonus. However, this permanently reduces the House Resources trait by -1. Can be done multiple times.
- Anna's open support for their candidate, if they do not support Anna, provides a +10 bonus to all Chambers except the Demon Feeders and Caselain's Boots. Toread's support provides a mere +5 except to the Demon Feeders, where it is a +15.
- Any past missions involving a Chamber provide a variable bonus (up to +/- 5 each).
- Tracking down the will. The various false wills blunt this sign of legitimacy. If proved authentic, it gives a +5 bonus.

Narrator Notes:

The resistances for each Chamber are based on total Support (20W) plus community size, modified by circumstance. Most chambers commit total support to one or another of the heirs, so a lesser amount of support may prove useless.





Family DuDerysi

Each retainer supports a family member. A slim majority favor Stephan, but they all consider Sir Brian an interloper.

Resources:

The family retainers control most of the Tower, and rival heirs can be put under house arrest if they do not escape. In addition, they control access to the vaults and the House's "petty cash" which allows four bribes (see above) without reducing House Resources. They also gain the open support of Anna duDerysi. Forces include 20 troops, mostly personal bodyguards.

Resistance:

- Annike – While beloved by the servants, few consider her to be a proper "Prince." 15W2
- Anna – Few wish to stay neutral, feeling that the House would fall to Sir Brian if they stood idle. 7W3
- Sir Brian – The thought of him as Prince revolts these loyalists. 10W3
- Stephan – Most support the "Prince." Automatic support.
- Toread – He's insane! 5W3

Demon Feeders

The Order views this squabble as petty politics. Both Stephan and Sir Brian have already bribed them, but they regard Toread as the most suitable heir. The Church of Saint Ashara's support gives an additional +10 bonus in allying them.

Resources:

Control of Fay Jee can reduce civic disorder. Most people are terrified of the Demon Feeders, something that may be played up as necessary. They have 20 guards and 10 magicians.

Resistance:

- Annike – Useless woman. 20W2
- Anna – Useless widow. 20W2
- Sir Brian – They respect his power. 2W2
- Stephan – They do not trust him or his Rokari friends. 7W2
- Toread – Eeeexcellent! Automatic support.

Inshore Squadron

One of the more independent Chambers, the "Fleet" is not very involved with city politics. Most sailors are far more concerned with getting paid than any civic loyalty. Aral, however, has some relationships with the heirs, which might be exploited.

Resources:

Marines and sailors are a powerful local force. They can also blockade the harbor, preventing communication with outlying allies, or can provide fast travel. Aral can gather about 200 sailors and marines on short notice, more as ships are recalled.

Resistance:

- Annike – Aral finds her attractively iconoclastic. 2W2
- Anna – The Widow has little to offer the "Admiral." 1W3
- Sir Brian – Aral dislikes Sir Brian greatly. 7W3
- Stephan – The Admiral already supports the "Little Prince" as he knows he can think rings around him.
- Toread – He certainly won't bother me. 16W2

Stygian Lance

The chief military arm of the House is firmly under Sir Brian's control. However, Lieutenant Rikard might be convinced that Sir Brian should not be the next Prince.

Resources:

Almost as powerful as the other groups combined, it could probably seize control of the Tower or impose martial law in Towerburg and the New City. Lieutenant Rikard commands 150 elite heavy cavalry, plus several powerful magicians.

Resistance:

- Annike – A woman as Prince!? She should be a wife! 3W3
- Anna – It is remotely possible they might be persuaded to stand down. 18W3
- Sir Brian – Our Commander. Automatic support.
- Stephan – Never. He is a traitor and a murderer. 15W3
- Toread – Useless dreaming mystic. 18W2

Church of Ashara

The Church wields great moral authority among the Trader Princes. Curate Antonio duDerysi knows the family's sins, strengths, and weaknesses. Unfortunately for Annike and Anna, he is very traditionalist in his views.

Resources:

The Church of Ashara's support gives a +5 modifier to swaying other Chambers except the Stygian Lance. They also have great influence over the populace.

Resistance:

- Annike – A woman cannot be Prince. 4W3
- Anna – Perhaps she should retire to a convent. 17W2
- Sir Brian – He is regent, though his faith is weak. 15W
- Stephan – His father's heir according to our law 12W
- Toread – A disowned sorcerer. 5W3

Ochre Tiles

Source of what little law and order remain in the city, it will be almost impossible to oversee the city without their support. Kestrogus the Grim respects those who are just and fair.

Resources:

Collecting taxes or maintaining order is impossible without their cooperation. They make an effective militia but are not organized soldiery. There are approximately 100 watchmen.

Assassination and other Expediencies

On becoming aware of how influential the heroes are, Prince Stephan or Sir Brian may decide to stop their meddling permanently. Thugs and ruffians attack unwary heroes or their supporters in the streets. Assassins may slip into their homes or kidnap loved ones for "leverage."

When playing for high stakes, the Princes-To-Be play for keeps. Heroes may wish to return the favor, but that may affect their reputations drastically. Players will have to carefully judge whether it is worth it and live with the consequences.





Resistance:

- Annike – Kestrogus, an Esrolian, has no problem with female leaders. 8W2
- Anna – Cherished for her charity and wisdom. 5W2
- Sir Brian – Encroached on their turf too often 13W2
- Stephan – Despised as fickle, arbitrary, and immoral 5W3
- Toread – Who? 16W2

Caselain's Boots

Most of these groups are too distant from the city, making them poor allies. The majority support Sir Brian, hoping for patronage once he becomes Prince. However, the widely-traveled heroes may be able to win them over.

Resistance:

- Waterstriders – Want more authority and support. 17W2
- Digger's Boys – Promises of walls, weapons, and lower taxes win over this powerful group. 3W3
- Bogani the Faceless – He intends to use the turmoil to break away from the House. His plantations conceal a surprising number of warriors! 12W4

Vignettes of Turmoil

Throughout the succession struggle, the city is falling into chaos. To reflect this, heroes traveling through the city are subjected the building turmoil and strife. A few examples are:

- Rokari have begun attack the stores and homes of "heretics." A religious riot is only a torch-throw away.
- A known thief hangs from one of the dockyard gantries as an example to others.
- While the beacon is weak, ghouls and ghosts emerge from the Undercity to prey on the living.
- Anyone of means travels with armed retainers, if they leave their homes at all.
- There is a booming business in stolen goods, weapons, and offering the services of bodyguards and assassins.
- Several dead Provosts lie unburied and unattended, killed trying to stop a robbery.
- The Rokari Inquisition begins burning heretics and sorcerers in midnight raids and secret trials.
- Gangs attack the homes of the wealthy while the forces of law and order, such as they are, are occupied elsewhere.
- Beggars swarm around, seeking alms, or they may overwhelm their targets and strip them of everything.
- Rival merchants begin to settle their scores openly, sending their thugs to attack each other with no regard for the Prince's law.

Scene 4: Who Shall Lead Us?

Setting: After a week of maneuvering, matters come to a head. Battle lines are drawn. The House *must* choose a new Prince. To avoid civil war, the heirs or their agents agree to meet one final time to resolve the succession. Once again, the heirs and their supporters meet, this time in the audience hall itself.

Action: Heroes must bring to bear all the favors and influence they have accumulated. The actions of the heroes so far are important. Form and style count for much. The legal concern about who shall accept the will is set aside—it is now

probably proven to be a fake, if not by the heroes then by Stephan and Sir Brian, who blame each other. The future of the House will be decided on acclaim as much as legal debate.

Heroes might offer compromises, giving their rivals some suitable authority to ease their loss. While this may give them continued access to power, it may be the only way to ease future opposition. If it seems that bloodshed is the only way to resolve matters, Sir Brian *may* elect Trial By Combat. Stephan can certainly be goaded into it.

If the heroes stay aloof, the meeting ends disastrously. Sir Brian seizes control of the House, and the ousted Stephan, supported by the Rokari, incites a revolt. Anna and Annike find themselves under arrest, while Toread dies in mysterious circumstances, quietly eliminated when he learned the truth about Yorge's death. The Stygian Lance fills the streets with blood as Rokari rioters are brutally suppressed. The Inshore Squadron sides with Stephan, while the outlying barbarians raid the city's undefended farms and plantations.

House Caroman may survive but is dramatically weakened, just as Prince Barhtol planned.

Contest: Who Shall Be Prince?

Typical Abilities: Bargain (-10), Diplomacy, House Law or Custom (+5), Intimidate (-15), Negotiate, Oratory (-5), Relationship to House (-5).

Modifiers: Have original will (+10), Know cause of Yorge's death (+5 per level of success in investigation), Put other heirs under house arrest (-10), Support by Chambers (variable), Support of Anna (+10), Support of Toread (+5), Annike seeks to be Prince (-15), Annike marries suitable hero (-5).

The Chambers – Unless swayed by the heroes, the Chambers side with the heirs as follows:

Sir Brian: Caselain's Boots (+16), Demon Feeders (+15), Stygian Lance (+18).

Stephan: Ashara Church (+10), Family duDerysi (+15), Inshore Squadron (+16).

Anna and Annike: Ochre Tiles (+13).

Resistance (does not include chamber support or bonuses from actions but includes personal augments):

Sir Brian: Ambitious 9W3 (includes support of Prince Barhtol's agents).

Stephan: Ambitious 12W2 (includes Rokari assistance).

Complete, Major or Minor Victory: The House declares the heroes' choice of heir as the true successor to Prince Yorge. The level of support he or she can expect from the House is determined by the level of victory. Only on a complete victory can the Heir expect immediate Total Support.

Marginal Victory, Tie or Marginal Defeat: The debate proves fruitless. Either further debate must be held, or more drastic measures are required.

Complete, Major or Minor Defeat: The chosen heir is defeated. Perhaps the heroes can salvage matters by accepting a loss of status.





After the election, the “true” heir must light the Beacon of Fay Jee to prove his control over the city guardian. In this ritual, the powerful Dralkos and his followers step aside. The Prince must prove himself without their direct support, though they do provide the Prince with Community Support and the ritual regalia. As the heir’s chief agents and supporters, the heroes are allowed to perform this, particularly if they fear additional treachery.

Aftermath: The Trader Princes cannot risk weakening themselves to the point where their rivals and enemies could destroy them. Once a Prince has been chosen, everyone falls into line or seeks employment elsewhere. The choice of Prince influences how others deal with the House in the future.

Denouement

Hopefully, the House has survived the death of a Prince. With a new, vigorous Prince on the throne, House Caroman can finally turn its attentions to external matters.

After the new Prince is chosen, the heroes are rewarded:

- Award 1-5 HP each, depending on how smooth the succession was. Supporting a strong candidate like Sir Brian is less rewarding than successfully backing a “dark horse” candidate like Annike.
- Award 1 HP for each level of victory in the debate, usable only to create or increase House relationships or abilities used in the debate.
- Upon the ascension of their Prince, the heroes become his or her councilors. As long as they retain these positions, any House Caroman relationships have a +10 bonus. Their wealth and standard of living becomes Very Rich.
- If a hero manages to become Prince, he receives a +20 bonus to his House Caroman relationship, which changes to *Prince of House Caroman*, and gains the *Princely Wealth* ability at 5LW2.

The struggle has damaged the House inside and out. If Stephan or Toread or a male hero is Prince, the House Reputation decreases by -5 (New Prince). If Lady Annike or a female hero assumes power, this penalty is -15 (Woman Prince). If there was open warfare, House Resources are reduced too, the penalty dependant on the amount of damage.

Epilog

After the ascension, House Caroman will never be the same. Some thought as to the fate of the unsuccessful claimants to the throne is in order:

- Stephan duDerysi is forced to flee if he leads a revolt and fails. In any case, the spoiled youngster may seek refuge with his great-uncle Barhtol, who supports him as the true heir.
- Sir Brian may refuse to accept failure and depart. He controls the Stygian Lancers, and many in the House still respect him. He may decide to remain and work treachery behind the scenes. Or he may throw his loyalty behind his new liege wholeheartedly.
- Toread duDerysi, if he survives, continues his obsessive study of magic, none the worse for wear.

Contest: Light the Beacon

Typical Ability: Ritual of Fay Jee, Strong Will (-10).

Modifiers: House Support (see above), Respect of Fay Jee (see above), Treachery (others may provide negative augments at the narrator’s discretion), Unique Ritual Equipment (+20).

Resistance: 18LW4 (Fay Jee’s largest ability).

Any Victory: The demon is reconciled to the new Prince and provides support, working to quiet rioting and acclimatize the citizens to their new ruler.

Tie: The Prince does not light the beacon. With support and rituals, they can try again.

Defeat: The Prince-To-Be fails to ally the Demon of the city. This results in immediate rioting and resistance to the Prince’s rule as the demon’s displeasure is known (Fay Jee provides a negative augment). In addition, the Prince may suffer injury or even death as a result of his or her failure.

- Lady Anna retires to the Order of Saint Xemela to become a nun. She prays daily for her family’s sins to be forgiven. She strives to do good works in her husband’s name.
- Lady Annike may find herself married to Sir Brian or some ally of her brother. To save her independence, she may decide to take up an adventurer’s life instead.

Should the heroes find themselves on the wrong side of the succession, they may have to do some political footwork before regaining their old status. Demotion and suspicion are often the rewards for such poor judgments. On the other hand, the new Prince may want to court the heroes’ support or send them on rewarding but difficult missions in distant places to keep them safely at arm’s length. Or the heroes may find themselves fleeing for their lives as a vengeful Prince decides that exile or execution is the only fitting reward for their “loyalty.”

Option: A Private Little War

Negotiations have failed. Trial by combat has failed. The House falls into civil strife, and the city erupts into bloodshed as every merchant factor, clan chief, and crime lord grabs whatever he can. Old scores are settled, and gangs of looters run amok. If this does not stop, the city will be left in ruins.

If defeated on legal grounds, Stephan duDerysi may stage a coup. Gangs of Rokari thugs, backed up by fanatical clergy, begin rioting in the streets, while his closest supporters assault the tower. Enemies are targeted for assassination, the “Prince” having made common cause with anyone who supports him. Several ships in the harbor disgorge Seshnegi mercenaries and crusaders hiding in the holds, waiting for the signal to attack.

Stephan has over two hundred thugs at his disposal plus a solid core of fifty tough and loyal warriors. In addition, he has adherents in every Chamber who can spy or sabotage his foes. The bishop’s mercenaries total another two hundred heavily armed footmen, each one blessed and empowered with Righteousness Action as they crusade against the heretics.





MASTERS OF THE HOUSE

It is double pleasure to deceive the deceiver.

- Niccolo the Manipulator

By now, the heroes have become major players in the House. No longer are they simple leg-breakers, mule-tenders, or peddlers, nor even troubleshooters, but the Prince's trusted councilors. Entrusted with only the most delicate tasks, they must rebuild the House's ties to the rest of the Trader Princes, the local clans, and the cities surrounding the Mournsea. Everyone knows that Harrek will return someday. This time Fay Jee will be ready for him. Unfortunately, the House is completely unaware of the threat building among the Solanthi.

The heroes play upon a larger stage now, but with it comes new headaches. The Trade War continues, taking advantage of the House's brief civil strife. Spies and traitors riddle the House and must be caught and dealt with. By now, the heroes know the face of the true enemy, Prince Barhtol. The finale occurs, not with the arrival of Harrek but with an invasion by Greymane, a powerful Weneian king. Egged on by Prince Barhtol, he demands that the House pay the Lion's Tribute. Only through allies, cunning, and military might can the heroes stave off disaster. Defeating Greymane, they may yet bring their real foe to bay.

After the smoke of battle clears, the House will be free of its tormentor, or the Tower will fall to Prince Barhtol. The fate of the heroes lies in the friends and enemies they have made in their rise to power.

Scenario Seeds

The Great Caravan

Each Sea Season, the Great Caravan sets out from Highwater in Ralios and travels the Trade Road, carrying sacred goods for trade. Led by the Sacred Reciprocal Exchange, an antique wagon and the most precious relic of the Ashara Church, the caravan passes through each Trader Prince seat along the way to Esrolia. Those seats not on the Caravan's route send emissaries to participate by bringing their trade to the caravan, creating blessings and benefits for both. The Great Caravan is one of the most important rituals binding the Trader Princes together, and each House offers hospitality to the caravan as they partake of the annual ritual.

Throughout its journey, the Sacred Wagon reenacts the bargains and agreements made by the Saint with elf and troll, Weneian and river-god. Once in Esrolia, the Saint offers iron to the Yellow Earth Queen in exchange for a Falangian diamond, before returning to Highwater. Once there, the diamond is given to the Elk King in accordance with Saint Caselain's most ancient custom.

Complications and Attitudes

House Caroman

The heroes stand at the Prince's right hand. They call the shots, and the wealth and power of the Chambers are theirs for the asking. Now it is they who hire the "new blood" and distribute resources between squabbling Chambers. Many will judge them by how they acted during the succession. Previous insults may fester in the hearts of those serving them.

The City

Seen as conduits to the Prince, the heroes are courted by favor seekers wherever they go. Enemies plot, and unwary heroes may find themselves embroiled in petty intrigues or the target of assassins. If the streets ran with blood after Prince Yorge's death, many may blame the heroes.

Local Clans

The Prince wants to rebuild the old alliances that protected the House. He puts them in charge of rebuilding the Weneian League and expanding the House's operations outside the city. This meets with considerable opposition by the local clans, and the heroes will become very familiar with the longhouses of the Weneian Chieftains.

Other Houses

The Prince sends his top emissaries to visit the neighboring Houses, his ambassadors assuring others that it is "business as usual." If the heroes behaved honorably during the succession, they find themselves accorded great respect by other Trader Princes. As they deal with intrigues and politics, the heroes may find the House embroiled in other Trade Wars, and they may have to act directly to protect what is rightfully House Caroman's!

Prince Barhtol

Since the ascension of the new Prince, the heroes have moved close to the top of Prince Barhtol's "list." The covert war intensifies, and everywhere the heroes go, they encounter spies and manipulation. Targeted by magic and Barhtol's *Undermine House* ability, they may be feeling a little persecuted. Heroes may try to bring the Trade War to their distant foe, but this may prove difficult.





The Great Caravan is a shadow of its former glory, the wagons threadbare and profits few. Yet the Trader Princes maintain this ritual, for without it, they would lose their identity and authority.

Unfortunately, the closest the Great Caravan comes to Fay Jee is Jubal Town, and the House is not welcome there. However, traveling with the caravan puts the heroes under Saint Caselain's protection—one way to visit Joral safely.

The heroes must prepare a fitting contribution to the cavalcade. Fay Jee's markets hold goods from every part of Glorantha. Bargaining and trading for the best the city has to offer is in the best traditions of the saint. Once the cargo is selected, they must travel up the Nimistor River to meet the Great Caravan. Once they join it, they are free to trade and travel with the other pilgrims. Knowledge of etiquette, diplomacy, and Saint Caselain are definitely assets here!

Past Jubal Town, the caravan travels to the Yolanda Confederacy and House Jhoraz. This may be the only opportunity the heroes will have to visit here as grudgingly honored guests. The rest of the trip to Bath takes several weeks but could prove profitable in information, friendships, and trade. Throughout their journey, the Trader Princes all are quite interested in their House's oceanic trade. Most are openly curious, but those under Greymane's thumb can only be described as envious. Never has it been clearer that the Trader Princes as a whole have fallen on hard times.

Location: A well-guarded canoe brigade moving up the Nimistor River. A pilgrim caravan. Castles and towns of other Houses.

Cast: Princes and their closest associates and the oligarchs of Jubal Town; Jacques the Carter, "Bishop" of Saint Ashara and Master of the Caravan (Trader Prince Liturgist 9 \mathbb{L} 2, Orderly and Liturgist of Saint Caselain 18 \mathbb{L} 2, Inspire Followers 3 \mathbb{L} 3, Organize Caravan 19 \mathbb{L} 2); assorted guards, canoeists, thieves and gawking locals.

Complications:

- Enemies interfere with the trip. Difficulties range from ambush and sabotage to angry river spirits or violent weather. The heroes must rendezvous with the Great Caravan when they reach the Nimistor River.
- The Trader Princes are not welcome in Jubal Town. However, the city is dependent on trade, and they have a strained relationship with the Great Caravan.
- Someone steals the goods or sabotages them. Be wary when passing through Joral, Prince Barhtol's stronghold.
- The Great Wagon, Sacred Reciprocal Exchange, has been damaged! Evidence points to the heroes. Who framed them? Can they clear their reputation before they are expelled from the caravan far from home? Can the damage be undone? Who really did it?

Follow Up: Successfully joining the caravan and participating in the pilgrimage brings great fortune to House Caroman. The distribution of sea-borne goods brings new attention and prominence to the House Caroman and increases river trade (Increase House Resources +3 and House Reputation +3). Heroes taking the opportunity to meet important contacts along the way increase the House's Information ability too.

The Wenelian League and Greymane

The heroes attend the annual league moot to inaugurate the new great hall. In the past, they helped gift the local chieftains, but now they must make command decisions for themselves. Whom can they afford to offend, and whose good will must they remember to keep? Worse, Greymane's emissaries are visiting the league. Arrogantly they demand the House pay the Lion's Tribute. Provoking the Gray Lion would be disastrous, but caving in to his demands would be fatal to the league and establish a very bad precedent.

Contrast the lifestyles of the Wenelian natives and the Trader Princes. It will become clear that while the Houses fight over territory, trade, and influence, they are really engaged in a war of survival against the encroachment of those surrounding them. The Houses have far more in common than not. Their rule must lie lightly on the surrounding populace, but at the same time, they must be respected and feared lest they be overwhelmed.

The greatest task facing the heroes is rebuilding the league. Particularly difficult is convincing the chieftains to stand united with the House against any outside threats like Greymane, the Wolf Pirates, or even other cities such as Xactorpose, Jubal Town, or the Yolanda Confederacy. Clever heroes may want to ensure that an outside threat is present to demonstrate the power of unity and to play on the league member's fears.

Location: The new league great hall in Vorstag, assuming the Vorstag Clan was allowed to build it. In the past, the league met at a different clan each year, but now they come to the Vorstag, who benefit thereby. This causes considerable strain among the clans. Worse, the Vorstag are located on the fringe of the league area and readily accessible only to those clans living along the Nimistor River. Perhaps the heroes can persuade the clans to find a neutral site central to all.

Cast: Wenelian League chieftains, various spies, interfering busybodies, "innocent traders" from Jubal Town, agents working for Prince Barhtol, famous warriors from Greymane, and numerous warriors loyal to Chief Marrak Thrice-ready.

Complications:

- Several clans cannot agree on several issues and turn to the Prince's representatives for Impartial Justice. The heroes must adjudicate these disputes, and their fairness influences the chieftain's support of the league. Samples include: nobles divorcing, murders, secret murders, land grabbing, and sheltering tricksters. For more on Orlanthi legal proceedings, see *Thunder Rebels*.
- Chief Marrak Thrice-ready opposes the House at every turn. He attempts to intimidate the other clans into electing him tribal king. This is only the first step in declaring war on the "demonic God Learners" of Fay Jee.
- Farmers claim that mercenaries employed by the House have extorted their crops. Whether this is true or not, the answer certainly affects the opinions of the locals and the House troops.
- Greymane's emissaries seek to intimidate the league and remind everyone much of Wenelia pays the Lion's Tribute.

Follow Up: With luck, the heroes can revive the league from slumber. With the renewed support of the local clans, the House



#

BLOOD OVER GOLD



is far more secure and enjoys increased local trade. House Resources increase only modestly (+1), but Security greatly benefits (+4), as do Information and Reputation (+2 each).

Adventure Hooks

Job Faire

With the rising fortunes of House Caroman, there is now a desperate need to expand. The heroes should consider hiring additional specialists to fill out the various Chambers. The heroes have come full circle, and it is they who are looking for special “trouble consultants” for the House.

Gone are the days when only a few heroes-to-be sought employment. Now everyone wants to join the winning House, and the heroes must sort the gold from the dross.

Complications:

- This is a perfect opportunity for spies to infiltrate the House, but the heroes should have fun weeding out these applicants.
- Heroes must devise proper tests, though the methods of Saint Caselain such as those that Sir Brian put them through are traditional. The heroes may want to hire another group of “trouble consultants” just like Sir Brian and the late Prince Yorge did so long ago.

Foreign Ways, Forbidden Goods III

Some foreigners are worse than others, and the city’s renewed prosperity has drawn the attention of the disgusting Vadeli. Claiming to be representatives of distant but powerful Vadeli Admirals, these emissaries want to establish an enclave or even an embassy, preferably in one of the townhouses overlooking the Toweryard where everyone can see them, but anywhere in Old City will do. Until now, the only Vadeli visiting the city had been the pathetic Brown Vadeli, whose run-down boats infest nearly every coast. These creatures seem different, more confident and powerful, though this too may just be another example of their perverted trickery.

Making claims that Fay Jee was built by them, that they erected the Tower of the False Sun, the Vadeli offer to share the secrets of magic locked into the city’s very bones. All Churches hate the Vadeli and with good reason, but they offer the Prince a truly ludicrous sum of money—enough silver to sink a bireme, enough gold to bury a mule, and enough iron to build a dwarf—to establish a small “freehold.”

Complications:

- The Vadeli are liars, cheats, and murderers, and their social habits defy description. Without a doubt, their payments and presence will be a constant source of terror, inspiration, and disgust to all in the city and to the heroes in particular.
- The rituals practiced by the Vadeli awaken the ghost of the Tower of the False Sun, and they disappear into it, never to be seen again. Disappearances of people and buildings begin, as the “Ghost Tower” is seen ever more frequently.

Old City, New Walls

The Prince is considering an extensive program of public works. Of crucial importance are the city’s fortifications. While stonework and masons are prohibitively expensive, there may be other options. Labor in exchange for taxes, magical assistance, or even enlisting the help of the local Dwarfs are a few possibilities. However, during their survey work, the heroes encounter several problems.

Complications:

- The western tower collapsed to one side, leaving behind much rubble. Part of the area lies just above high tide and has much pre-cut stone amid the refuse. It would make a great source of stonework and rubble fill if it could be cleared of squatters.
- The new walls crumble each night, as if a century had passed for them. Sages determine that this will continue unless the stones are mortared with sacrifice and blood. Can the heroes somehow break the curse of the False Sun that still lies upon the stone?
- Fresh water grows scarce. The wells and cisterns can no longer support the burgeoning population. Can the city afford an aqueduct? Or is there some magical means to ensure fresh water?

The Grand Alliance

Pirate raids from Smelch, the Wolf Pirates, and even enterprising Islanders increase until there is a daily litany of ships sunk, villages plundered, and cargoes stolen. In desperation, the Prince decides to take a note out of the Quinpolic League’s book and found a local defensive alliance: The Mournsea League. An embassy led by the heroes travels to the other Mournsea cities: Kaxtorplose, Peelo, Handra, as well as the more important islands like Breakwater. Each has its own agenda. Rivalries and personal interest seem to outweigh the benefits of cooperation. Many worry that the league’s formation would result in the Wolf Pirates immediate return.

Complications:

- The embassy mission will be relentlessly attacked by pirates with uncanny accuracy throughout their journey. Is a traitor aboard?
- Handra has long standing dislike of the Trader Princes. However, they have a growing problem with Ramalian expansion.
- Kaxtorplose – This isolationist religious stronghold is closest to Fay Jee but has few relations with anyone save Handra. Concessions over Nimistor River trade may win them over but could damage House Caroman at a crucial time.
- Peelo – Little to offer as it is under the thumb of Pirate Admiral Harrek. If freed, they would join the alliance gladly. This could serve as the league’s first act of unity and be an example to others. Do they wish to risk provoking the Wolf Pirates?
- Too many concessions make the House look weak and cause the cities to lose respect for them. These may cause problems at home to both the economy and morale.





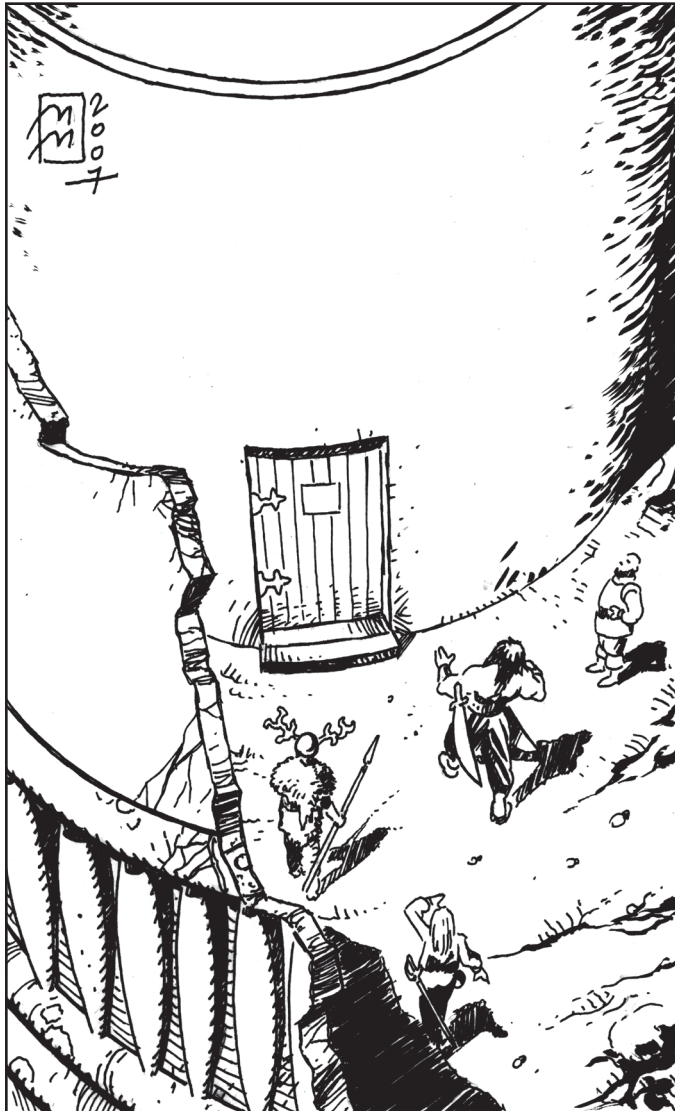
New Armies for Old

The difficulty of using heavy cavalry in the local forests and swamps leaves the Stygian Lance ill-suited for many situations. Acquiring another mercenary unit better adapted to local conditions might please the Prince greatly, particularly if there were problems with the Lance during the succession. If the Lance finds out they are being supplanted, they may abandon the House instantly, and without an army the House cannot survive long.

The best prospect is Coomb's Horsemen, a company of about three hundred light cavalry. While not the elite veterans of the Stygian Lance, they are more suited to local conditions. Other companies can be found, ranging from Safelstran mercenaries to exiled warbands of Sartarite Humakti.

Complications:

- The Stygian Lance decides to leave and changes to all defenses, patrols, and procedures must be made, as the embittered Lancers might sell what they know to the House's enemies.



- Can the House afford two large mercenary companies? The resources required would be a heavy burden (House Resources must be at least 5W3 or more). A strong military may unnerve or cow the local clans but may also require curtailing other operations for lack of funds.
- Good soldiers will get you gold, but the reverse is not always true. How do the heroes know the new mercenaries will be any more loyal than the last ones? Perhaps the rumors of the Lance's disaffection are all a complicated double bluff to weaken the House.

The City in the Depths

The Prince asks the heroes to visit legendary Erenplose as his ambassadors. No one has visited there since the First Age, after General Palangio slew Prince Iridwin the Diver, the last person who knew how to reach it. Everyone knows that the inhabitants have great magical secrets and can give impossible gifts to worthy visitors (Palangio received his Iron Vrok from them). The heroes must recover forgotten secrets and quest for ancient tools before they can visit the hidden city. Can they succeed where even the God Learners failed? Success makes the heroes famous, no matter what gifts were bestowed.

Complications

- Erenplose lies at the bottom of the Mournsea. The Sea Tribe sank the land to destroy this city and its secrets. Those trying to visit become the sworn enemies of the merfolk.
- If the heroes reach the city, why would the demi-gods living there involve themselves in the petty concerns of House Caroman? And if they did, is it because the heroes have some great destiny?
- Others want the secrets of visiting Erenplose. The first ones there might gain powers that could change the lands around the Mournsea utterly.

The Synod

Every year the Rokari become more intolerant of other Churches. In an attempt to find some unity in the face of their doctrine of "One King, One God, One Church," the local Churches search for a common ground to unite them. Perhaps with a new credo, they can resist the encroaching Rokari. Curate Anton duDerysi has persuaded several rival fragments of the long-decrepit Ivine Church, or Church of Slontos, as well as several other sects to send representatives to an ecumenical council or synod in Fay Jee. Most of these "Churches" are merely congregations with overly grandiose titles, but many of these churchmen lay claim to ancient titles in the Ivine Church.

The heroes are responsible for the safety of these emissaries and for the synod's security. Keeping the dignitaries safe and preventing the disputing theologians from either murdering each other or walking out on the synod would tax the ingenuity of a trickster and the patience of a saint! Theologically inclined heroes may even join the debate.

Complications:

- Several sects of the Church of Slontos have drifted far from their original doctrine and practice rituals and

#

BLOOD OVER GOLD



observances that others find strange, such as clergy forbidden to see women, eat no meat on God's Day, or speak neither to pagans nor heathen. These differences must somehow be accommodated or refuted to create a coherent whole.

- Emissaries from the Prince-Bishop of Kaxtorplose refuse to be in the same room as those representing the Bishop of Bath, and both have legitimate claims to the Church's highest office. When the Captain-Ecumenical Receive-Not-The-Wine is found dead, the synod comes to a halt.
- The Rokari exult as so many heretics gather together like a single neck for the chopping. Assassins and spies attempt to infiltrate the meeting to sow discord (hardly a difficult task!), murder, and hatred.

Uneasy Heritage

A young man has been speaking from the Toweryard Rostra. He denounces the corruption of House Caroman with great eloquence and seems to have surprising numbers of supporters.

Hinting at a heritage denied by greedy siblings, he claims to be Gyorge duDerysi, an illegitimate son of Prince Yorge, to whom he bears a startling resemblance. Witnesses and records seemingly confirm that he is Yorge's child, begotten on a young noblewoman of House Termar nearly twenty years ago. Gyorge claims he lived quietly among his mother's people until Colanti raiders destroyed the House several years ago.

Complications:

- This is another ploy to disrupt the House. With luck, the young pretender can cause enough trouble for the House to distract them from more important schemes. Who is behind it?
- Gyorge may be exactly what he seems and honestly wishes to claim his birthright.
- The Prince decides that this youngster is a threat to the House. The heroes must dispose of Gyorge somehow. But how? Bribery? Discredit him? Do the heroes want to get noble blood on their hands?

Church of Slontos

Once a powerful, wide-ranging Church that extended its reach throughout Wenelia, the Church of Slontos is now almost extinct. The Church was founded by the Prophet Ivine and his Sixteen Deacons. They saw the Truth of the Abiding Book and joined in the Return to Righteousness Crusade. By the early eighth century, they took Malkion's Word and the Abiding Book to the peasants and barbarians of what would become the Archduchy of Slontos and converted them to the Invisible God. They cleansed the pagan places and set up churches. After many years, Ivine was called to Solace, and they buried him in the Great Sepulcher of Lukae, which drowned with the rest of the land of Slontos. Its central authorities lay in the Archduchy of Slontos, giving the Church its common name, though officially it is more properly the Ivine Church.

The Church of Slontos lost contact with the other Churches of the Middle Sea Empire when the Closing engulfed Slontos in 930. Despite this, it went its own way, but many of its adherents and magicians were destroyed in the various Dooms the God Learners brought down upon themselves. It ceased to be a coherent entity with the Sinking of Slontos.

Today the only survivors of the Church are scattered congregations throughout the Islands and New Coast as well as some isolated communities in Eastern Maniria. The two most prominent remnants are at Kaxtorplose and Bath, both of which claim to be the original archbishoprics and overseers of the Church. Since the rise of the Rokari and other modern Churches in the fourteenth century, these survivors have fallen into decline. Many congregations have drifted away to other Churches, particularly the Ashara Church, which is sponsored by the Trader Princes. The Opening has given a slight revival to the Church as the separated groups make contact. Unfortunately, many of these groups have drifted into mutually exclusive practices and regard each other with undisguised loathing.

Church of Slontos Keyword

Entry Requirements: Each congregation is almost a Church in its own right, regarding most others as heretics, devil-worshippers, or pagan backsliders. Membership is usually only offered to those already in the community. These insular and xenophobic communities often require strange or downright disturbing rituals, such as the Swine Bond Ceremony practiced by the Receiving-of-Grace islanders.

Abilities: Doctrine of Slontos Sect, Evaluate Goods, Worship the Invisible God.

*Liturgists Only—*Venerate the Invisible God.

Virtues: Conservative, Pragmatic.

Scripture: *The Abiding Book*—(see *HeroQuest*, page 159)

Note: Each sect has unique common and special blessings which are a result of their local experience.

Great Secret: None.

Orders: The Church of Slontos is a scattered organization and embraces a wide variety of saints, some of which are found nowhere else or whose orders were extinguished at the end of the Second Age. Some of these are misapplied worship of gods or majestic spirits.

Other Side: Ivine's Peace is the Church's Node. It connects with numerous other nodes, many now abandoned, of saints worshipped during the Second Age. It also connects to Solace and Joy.

Other Connections: Members may belong to other Churches or sect-approved cults and practices. Some offer sacrifice to the Mask of God and gain strange powers as a result. Many local communities worship local entities under the supervision of the local clergy.

Disadvantages: The Church is nearly extinct, and most mainstream Churches regard them as potential God Learners or dupes. In addition, each local congregation incorporates local entities into misapplied worship, and the members of these congregations do not benefit from concentration of their magic.





BLOOD COVERS GOLD

No enterprise is more likely to succeed than one concealed from the enemy until it is ripe for execution.

- Prince Barhtol of Jhoraz

Hearing of the city's new wealth and power, Greymane has come to collect the Lion's Tribute. The heroes must rally their friends and allies before their enemy arrives or be overwhelmed. Others, angered by the House's actions, move against them. The heroes are given free rein to use all their abilities to defeat a vastly superior foe. As such, the scenario only provides an outline of what Greymane intends, and he will be forced to react to the actions of the heroes. This is the finale and culmination of their struggles against those who would destroy House Caroman.

Premise: Barbarians seek to destroy what the heroes have built. Now, the heroes live or die by the friends and enemies they have made.

Secret: Barhtol is the true villain of the piece, not Greymane. The Lion King is just a dangerous cat's-paw. Only by dealing with Prince Barhtol once and for all will the House be free.

Benchmark: By now, the heroes have combat, magical, and negotiation abilities of about 10W2. Defeating Wenelia's greatest warlord will take every ounce of their cunning.

Contest: Hearing about the attack:

Prince Barhtol's spies and agents are expending almost as much effort to keep the coming invasion secret as they are in preparing it!

Appropriate Ability: House Information, I Have Spies (-5), Gossip (-10)

Typical Modifiers: Spy Contacts +5 (spies in Joral, Solanthe, or Jubal Town gain +10), appropriate Relationships.

Resistance: 18W2

Complete Victory: Learn that Barhtol has convinced Greymane to march on Fay Jee (about a week's warning).

Major Victory: Hear as soon as Greymane enters the Nimistor valley (a few days warning)

Minor Victory: Hear when Greymane is getting close, about a day before the attack on the demon.

Marginal Victory, Tie or Marginal Defeat: Know that the clans upstream are frightened.

Minor Defeat: A war is brewing between Wenelian tribes further up the river.

Major Defeat: Greymane is preparing another Great Raid on Esrolia.

Complete Defeat: Greymane is preparing to attack Prince Barhtol!

Timeframe: Raiding Season, several seasons after Yorge's death and the ascension of the new Prince.

Foreshadowing

Narrators may wish to foreshadow the finale. This is the culmination of Prince Barhtol's long-term plotting. A few things which may come to the notice of the heroes in the seasons before Greymane's assault include:

- Previously friendly clans begin agitating for "gifts" or raid friendlier clans.
- Traffic on the Nimistor drops dramatically as situation upstream grows more dangerous.
- Rumors of moots held among the tribes on the other side of the Dokali Hills.
- Mercenaries grow scarce, as other Houses hire them all.
- Raiding grows frequent. Even strongholds like Fort Digger are not immune.
- Greymane leaves his wife's farm and goes to the shrine of Lion Orlanth to get his banner.

Scene 1: It's War!

Setting: Unless the heroes have some previous warning, the first hint they get of war is dramatic.

The dawn glitters off the brass and crystal framework on top of the Tower. Moment by moment the glow increases until it obscures even the Flame. Then disaster strikes as the sacred brazier shatters. Its home desecrated, Fay Jee's Flame gutters and then goes out. The city lies helpless against barbarian invaders.

The first the House learns of the invasion is when Greymane's army attacks the trading posts upstream. A few survivors escaped downstream before the defenders were overwhelmed, but they clearly saw the Lion Banner of Greymane in the fore. Other reports pour in as the army moves downriver towards the city. Trading Posts are seized, and friendly clans assaulted.

Then a messenger arrives. Greymane is coming to collect his long-delayed tribute. He will be at the walls within a week.

Action: The heroes have many courses of action, but many take a day or more to arrange. Fortunately, underlings can do many of these activities once the heroes decide what to do. Chaos reigns as people flee. Ships and boats are crammed with refugees, and many captains abandon the city before desperate refugees can seize their ships. Others with greedier hearts remain offshore and offer safe passage for a hefty price.





Timeline of Greymane's Invasion

Unless the heroes alter or delay Greymane, his operation against the city goes as follows:

Day 0	Destruction of the Beacon.
Day 1	Pieter's Borough Attacked.
Day 4	Fort Digger Attacked.
Day 5	Wenelian League Attacked.
Day 6	Greymane arrives at Fay Jee.
Day 7	Greymane makes first assault on walls.
Day 10	Fay Jee Returns to the Tower.

Preparing for War

The heroes will want to know what military resources are available. The House's military has four main units. First, the Stygian Lance is a solid corps of well-disciplined heavy cavalry. The Inshore Squadron has a ready supply of sailors and marines. While they are not land-soldiers, they can be pressed into service dirt side (-5 for unfamiliar terrain). The Ochre Tiles are eager to fight but are better suited to dealing with unruly mobs or manning the walls. The last group, the city militia, is the largest in number but varies in quality from capable household troops to poorly armed rabble. The Marsh Folk and Islanders also remain, but their lightly armed warriors are not even a match for tribesmen, at least not on dry land.

There are still a few other sources of warriors available. The settlers at Fort Digger are a well-armed and tough, but the heroes will have to persuade them to leave their fortress. However, their home is a target for Greymane's raiders. If Bogani's Orphans are still part of the House, Bogani the Faceless can field several hundred poorly armed but enthusiastic "Blues" recruited from his plantations. If he still harbors feelings of treachery and independence, this may be a bad idea.

Few mercenaries are available for hire. Almost all the local warbands and mercenaries have found work elsewhere. The remaining ones are either not worth hiring or in the process of fleeing. On the plus side, several groups of magicians are available to the defenders. The most powerful of these, the Order of Light and Darkness, is busy repairing Fay Jee's beacon, but the Church of Ashara and the Order of the Cerulean Gauntlet have powerful clerics and sorcerers too.

Walls and Bulwarks

Heroes have little time to shore up the city's defenses. Fay Jee has several layers of defense: Outer, Inner, and Towerburg. The last line of defense is the Tower of Fay Jee itself. However, unless they enhanced them earlier, the walls are in a pitiful state.

Outer Walls:

A ten foot palisade, a low ditch with occasional watch-towers, and fighting platforms allow some defense with two well constructed gates. These provide defenders with a +12 bonus on defense (+20 at the Gatehouses). The ramshackle buildings of Bluetown provide little cover, though several compounds would make excellent defensive redoubts (+5 bonus or more).

Fay Jee's Available Forces

Troops	Number	Quality	Discipline
Household Troops	30	10W2	2W2
Stygian Lance (on foot)	150	7W2	16W
Stygian Lance (on horse)		12W2	16W
Inshore Squadron	300	10W*	7W
Ochre Tiles	100	16W	4W
City Militia	800	5W	17
Marsh Folk	150	18*	14*
Digger's Boys	50	15W	10W
Bogani's Orphans	300	17	5W
Order of Light and Darkness	10	10W2	10W
Church of Ashara	30	10W	5W
Cerulean Gauntlet	15	15W	10W
Coomb's Horsemen	300	16W	8W

Quality includes typical augments, magic and equipment.

* includes -5 terrain penalty

Inner Ring

A ramshackle palisade with several gates separates Bluetown from New Town and the Dockyards and provides a paltry +6 bonus (+12 at the gates). Again, a half dozen merchant compounds in the area make good fortresses (+5 bonus or more). Loss of the shipyards, warehouses, and granaries here would be devastating.

Towerburg and Causeway

Some of the original defenses on the causeway have been rebuilt and include a sturdy gatehouse and towers. In addition, Towerburg's spiraling road makes for a difficult assault, for the defenders can use each row of buildings as a strongpoint, as each turn of the road overlooks the previous by more than twenty feet. Unfortunately, the city is not walled, and those crossing the water can easily enter the city, but rubble barricades can block access. Defenders gain a +25 bonus at the gates and a +5 bonus throughout the rubble-choked streets.

The Tower of Fay Jee

The Tower is nigh impregnable. Its stones resist magic, and it was designed by the best mage-engineers of Old Slontos. It is unlikely the barbarians can overcome it, since they have no siege-craft or engines of war. Even flying warriors would find securing an entry difficult. However, only a few hundred can take shelter here at most, but if the defenders retreat here, the city is lost, and recovery will be almost impossible.

A Quandary: Improved Defenses or Improved Defenders?

Heroes immediately have a crucial choice—hastily drill the militia in tactics and training or to engage in a massive effort to fortify the city. Calling up the Demon of Fay Jee, while difficult with the damaged Flame, heartens the defenders and might allow them Herculean efforts in both areas.





If the heroes drill the militia and those willing to fight, the old, infirm, and poor can repair the existing fortifications. These are repaired, and improvised redoubts are constructed throughout the city. The militia defenders are available as above.

The heroes may choose to concentrate the city's efforts on fortifications instead. Citizens build a series of palisades, ditches, and earthen ramparts as well as erecting numerous wooden towers, improving the outer defenses considerably (two separate layers of defense providing a +20 bonus, +30 at the gateways). The redoubts throughout the city provide a +8 bonus. Unfortunately, the militia quality suffers a -3 penalty on both ability and discipline.

Unless suggested otherwise, the Prince decides to drill the militia and only repair the existing defenses.

Friends and Allies

Once the city's defenses are organized, the most important task is to rally allies to the cause. Harassing Greymane's armies as they travel through the wilderness might buy a few more days for the heroes to gather help and to prepare for the coming storm.

Wenelian League

The greatest allies the heroes have are the surrounding clans, especially the Wenelian League. Heroes can summon the clan chieftains to a moot and deal with the league as a whole or spend time visiting friendly chieftains beforehand to gain their support. As always, oration, bribes, and strong deeds are powerful influences, as is noting that Greymane's army will ravage the area regardless of their help or lack of it.

Whatever warband the league fields will be led by either the aging but competent and trustworthy Haran Two-Bear or the equally competent but treacherous Marrak Thrice-Ready. At best, the league can provide about 1800 warriors and 150

Clan Warriors and Weaponthanes

Warriors	Number*	Quality	Discipline
Clan Warriors	300	8W	17
Weaponthane	30	5W2	10W

Quality includes typical augments, magic, and equipment.
* Per clan (on average)

weaponthanes in a half-dozen warbands. This is their uttermost strength. Everyone who can swing a blade, pull a bow, or ride a horse joins the battle-muster, while the old, young, and infirm hide or flee to the city.

Mournsea Cities

Other Mournsea cities can come to the aid of Fay Jee. Kaxtorplose (1 days sailing), Peelo (2 days sailing), and Handra (3 days sailing) all have standing armies. Kaxtorplose and Peelo have relatively weak forces (500 militia, 100 soldiers and marines), while distant Handra has a more extensive military (2000 militia plus 500 soldiers and marines). Wise heroes may be able to convince them to provide some magical support as well, if only for the city's troops, but the distance may make this impossible. If the Mournsea League exists, the heroes can invoke their treaty obligations, which can arrive quickly by sea. Even better, in such a case, a messenger or pre-arranged signal may be sufficient to alert their allies.

The Elder Races

It is unlikely that the Elder Races will intervene to assist the House. The most likely collaborators are the Joleki trolls of Haunted Fields, as they deal with the House regularly through Fort Digger. Unfortunately, it is a three day journey to their lands, and it is anyone's guess how the heroes will be received once they arrive.

Minor Races

The newtlings, ducks, or Lutrai may be able to help. These "harmless" folk can move troops quickly up and down the Nimistor and Darkel Rivers. Their continual harassment of Greymane's troops provides a -2 penalty to all tribesmen (but not the Gray Lions or the Jubal Town mercenaries) per level of success gained allying them for the rest of the scenario.

Contest: Raise the League!

The clans and league know that Greymane is a threat, but many wish to protect their homes or take advantage of the resultant chaos.

Appropriate Abilities: Relationship: Wenelian League (+10), Diplomacy, Oratory, Bargain (-10).

Typical Modifiers: Greymane will ravage everyone (already figured in at +10), Bribes (variable), Previous Events (variable), Supporting clans (community support).

Resistance: Total Support 15W3 (individual clans have lower numbers, usually around 10W2).

Any Victory: The clans provide their war bands; their strength depends on the level of victory. In addition, the heroes gain a one-use magical bonus equal to the community support modifier, based on about 8,000 people, for use against Greymane.

Tie: The clans cannot reach agreement, but a few warriors may choose to help the heroes.

Any Defeat: The league refuses to help. Marrak may even rally some clans to join Greymane's army.

Narrator Notes:

What if we already built walls?

The heroes may have already had the city fortified with additional ditches, walls, and towers. In this case, use the higher fortification bonus provided above. Stone walls and towers provide the same bonus as the cheaper and more extensive wood and earthworks provide, but they are less vulnerable to fire. Such foresight lets the heroes concentrate on drilling the militia rather than rebuilding the city's defenses.





Contests:

Ally City

Heroes must ally each city individually. The level of support is the proportion of their military committed to Fay Jee's defense.

Appropriate Ability: Relationship: Mournsea League (+10), Diplomacy (+5), Negotiate, Oratory.

Typical Modifiers: Diplomatic Concessions (variable), Previous Deeds (variable), Treaty Obligations (+20).

Resistance: Level of Community Support requested, modified by community size: Handra (+40), Peelo (+30), Kaxtorplose (+20).

Result: The city provides troops based on their community size and commitment level. Assume mercenaries similar to those from Fay Jee or Jubal Town (see below). Failure results in the city taking advantage of Fay Jee in its moment of weakness, possibly seizing outlying possessions or even supporting Greymane from the sea.

Gain Troll Allies

The Trolls have hundreds of trollkin skirmishers and several bands of dark troll warriors. Attacking at night and accompanied by demons, ghosts, and shades, they can wreak terrible carnage.

Appropriate Ability: Negotiate, Bargain (-5), Troll Customs (-10).

Typical Modifiers: Promise to abandon Fort Digger (+20), Troll Negotiating (+10), Bribes and Food (varies), Previous Deeds (varies).

Resistance: 17W3.

Result: The heroes gain a one-use bonus (or penalty!) equal to the level of victory (+39/+19/+8/+1). See "Troll Assault" below.

Ally the Little Guys

Offers by the House of business or protection gives them much wanted legitimacy.

Appropriate Ability: Diplomacy, Negotiate, Intimidate (-10), [Race] Customs (-10).

Typical Modifiers: Trade or Travel Concessions (+10), Bribes (varies), Previous Deeds (varies).

Resistance: Approximately 5W2 each.

Other Clans

The other local clans are terrified of Greymane's approach and stay out of the battle. The best candidates to provide support are the group of clans around the Blue Tusk Trading Post. They can provide up to four warbands (see above), but these are less well-equipped than their prosperous Wenelian League cousins (-3 on abilities). Heroes trying to rally the clans find that many of them have been infiltrated by Prince Barhtol's agents, who are busy fanning tribal hatreds and greed. As a result, many clans further up the Nimistor River decide to join Greymane's army to get their share of plunder.

Demon Reborn

Dralkos is confident that he can resanctify the sacred *epros* altar and bring Fay Jee back in about a week. Magically-inclined heroes may be able to help by acquiring bizarre or impossible magical ingredients (beard of a stone, the scream of a shark) or performing dangerous rituals (defeating the Manifested Heart of Venom in wrestling). The demon's return has a devastating effect on Greymane's army (see "Arise, Demon!" below).

Aftermath: The heroes have done what they can to prepare. Help is on the way, but will it arrive in time?

Scene 2: The Face of the Enemy

Setting: The stage has been set. Swarms of canoes carrying warriors and shamans, their faces covered with fierce paint, travel down the Nimistor River, while dozens of warbands march along its banks. Leading them is Greymane, the Lion Banner gleaming at the fore of his personal guard, the Grey Lions.

Perhaps it is time to meet their foe under a flag of truce. Perhaps they can deflect or disarm Greymane with negotiation and talk. It is unlikely to work, but visiting Greymane's camp might buy them a little more time. Much can be learned from observing the enemy at close hand.

Action: The countryside is empty as the local clans retreat into hiding. The heroes make their way to Greymane's army easily. Advance scouts escort any heroes traveling "under the peace blanket" to Greymane. Raiders or spies may find themselves intercepted and captured.





Greymane's Horde

The army is large and powerful but disorganized, and heroes may be able to exploit this weakness. Most of the warriors come from Greymane's Solanathi "kingdom." All told, the army numbers over four thousand warriors and weaponthanes, plus camp followers, slaves, and servants. These camps straggle for several miles along the river each night. Only the camps of Greymane's personal troops (the Gray Lions) and the Jubal Town mercenaries show any semblance of order or defenses.

Gray Lions

The core of the army is a group of about five hundred tough and experienced huscarls who have served the Gray Lion for decades. In return, he has rewarded them with the choicest loot, slaves, and weapons. In the center of their camp are Greymane's pavilion and the Lion Banner with its guardian priests.

Solanthi Tribesmen

The bulk of the army is a collection of warbands from the Greymane's confederation of Solanathi clans. Few of these have any personal loyalty to the warlord and are only interested in glory and plunder. They fight surprisingly well together under the Lion Banner, as it has the power to forge warbands together into an army. Each warband has about one hundred warriors and weaponthanes in a two to one ratio, plus their various servants, camp followers, and slaves. The statistics given below are the average for a unit.

Other Tribal Allies

Like the Solanathi tribesmen, they are here for loot and glory. Many clans have scores to settle with House Caroman or the Trader Princes in general. Many of these warbands have specialty powers, which figure in the various encounters listed below. These war bands are similar to their Solanathi brethren, though only one in four are weaponthanes. Each is led by its clan champion, chieftain, or local warlord. Many of these clans are from the Yalonda Confederation and are loyal to House Jhoraz.

Assuming the heroes have done nothing to defuse the tensions between the local clans and House Caroman, Prince Barhtol's agents convince fifteen clans to send their warbands to join the army. For every occasion the House acted against the Wenelian clans, one or more additional warbands join the attackers. For example, ruling against a clan in a trial might add one clan, but depriving a clan of its lands or blatant treachery might cause four or more to side with Greymane. Conversely, good deeds by the heroes cause some clans to stay at home or even offer their help to Fay Jee. However, the six warbands of the Yalonda Confederacy will not withdraw.

Jubal Town

The "Free Town of Free Men" has capitulated to the Gray Lion. In exchange for a tenuous independence, they have granted his army free passage. In addition, they have been compelled to offer some of their local mercenaries, a well-disciplined group of archers and boatmen, as support for the barbarian horde (see below for more details on the Blood Feathers).

Meeting the Grey Lion

Making a deal with Greymane may be a long-shot, but the desperate Prince wants the heroes to try anyway. The heroes are sent to Greymane with the power to negotiate on the city's behalf. Unfortunately, Greymane has no intention of calling off his attack and is bent on forcing the city to pay the Lion's Tribute.

However, if the heroes gain proof that Prince Barhtol is manipulating Greymane, the army's faith in Greymane is shaken. Clever





Greymane's Army

Troops	Number	Quality	Discipline
Gray Lions	500	10W2	15W
Solanthi Warriors	2000	12W	4W
Other Tribal Allies	1500*	8W	18
Jubal Town Mercenaries	300	20W	15W

*Depends on Fay Jee's relationship to the surrounding clans

heroes might exploit the rivalry between his sons as well. A strong show of force by the heroes may help their case, but Greymane will not be interested in single combat to decide such matters. He is getting old. He also knows that the city's demon will soon return, and delaying his army's march could result in a confrontation that even he would be hard pressed to survive.

Pay the Price

Offering to pay tribute may be the only way to stave off probable defeat. Greymane demands a fortune in silver, fabric, spices, furs, and even iron as the "Lion's Tribute." In addition, each of his men is to be given a purse of silver, a spear, sword, or helmet, and two cows. The city's walls are to be pulled down, and lastly, he wants the *epros* of Fay Jee, the very focus of the Beacon. Taking a defeated foe's regalia has been part of his long-standing policy to subdue others. Most of the clans and cities beholding to him have suffered this fate. This "deal" is not negotiable.

Paying this amount of wealth is a devastating blow to the House, effectively putting Fay Jee in the thrall of a barbarian. This costly capitulation permanently reduces House Resources by -20, and Reputation and Information by -10. Negotiation may reduce these penalties, but he is unlikely to heed their pleas. However, he is willing to spend one or two days negotiating as his army waits. After that, he decides that the heroes are stalling for time and holds any further discussions on the march.

What to Do in Camp

Greymane graciously offers the heroes hospitality befitting their station as heralds and messengers, but they remain closely watched the entire time they are there. Despite this, the heroes might be able to approach other leaders. Clever heroes can slip away during darkness or while traveling to plot with the horde's less loyal members.

Spies Like Us

If the heroes sneak around the camp, they may be able to spot some of Prince Barhtol's agents skulking about. If captured, they might be persuaded to publicly confess their part in manipulating Greymane into this invasion, causing many clans to reconsider their allegiance. Such revelations are sure to bring Greymane's wrath upon Prince Barhtol. Capturing these spies gives a +20 bonus in negotiating with Greymane or others in his army.

The Parts are Not the Whole

Greymane's army is hardly a unified and cohesive group, and several groups within it might be convinced to withdraw or even defect. Considering the army's fractured nature, the heroes should probably concentrate their efforts on the few tribal leaders traveling in the army. These individuals have influence over more than a single warband and have more influence than does a simple champion or chief.

- Kurgan Flamesoul leads four Colanti clans. His tribe fears Greymane, but they also fear the Guardian of Fay Jee. These warbands have powers of flame and volcano (see "The People of Wanelia" for details on these Wanelians). Resistance: 5W2.
- Gerard, Captain of the Blood Feathers, the mercenary archers from Jubal Town. If the heroes can extract his men from the army safely, they are willing to switch sides. However, he is difficult to convince, though a pretty face and lechery likely will (+10 bonus). Resistance: 13W2.
- Greymane's sons Hardral and Varstal are fierce rivals, always thwarting each other. Both hesitate to act against their father, but they know that the Gray Lion cannot live forever, and they must think of their own futures.

Knives in the Dark

Bloody-minded heroes may try to assassinate Greymane. Without his leadership, the army might fall apart. On the other hand, one of his sons might rally the enraged Solanthi to raze Fay Jee to the ground. Such a task will not be easy. In addition to being a powerful fighter in his own right, Greymane is guarded by a cadre of hand-picked warriors, and the Lion Banner watches over him constantly to ensure that he can bring it new victories. However, Greymane's camp is the site of drinking bouts, violent quarrels, and other barbaric pastimes. Clever heroes might be able to exploit this as well as the growing rift between the king and his sons.

Stealing the Lion Banner

Heroes might try to steal Greymane's banner from the camp. The banner embodies his army's guardian, and without it, the barbarians will fall to bickering. However, stealing it is very difficult, as his fiercest warriors and the fanatical priesthood of Lion Orlanth guard it constantly. Treacherously stealing the banner during a truce has a devastating effect on the House Reputation too.

Aftermath: The heroes have seen their enemy and realize the magnitude of the storm about to break on their home.

Narrator Notes:

The Prince may want the heroes to engage Greymane's army in battle before the horde reaches the city. However, with Greymane's skills and the sheer power of the forces arrayed against them, this is almost certainly suicide. Instead, quick raids and assaults may do some damage to the invaders before they arrive at the city's walls, as the heroes know the terrain better than the invaders.





Scene 3: Greymane at the Gates

Scene: The city and its allies gather on the walls, as Greymane's horde pours out of the surrounding hills. In the distance are plumes of smoke rising from burned steeds and looted homes. Once the bulk of the army has arrived, Greymane sends out a herald who makes a last demand for the House to yield up the Lion's Tribute and swear fealty to the Lion King.

Action: Wait and watch as the army builds camps in the fields surrounding the city. Greymane sets his headquarters in a manor about a half mile from the city. Once the army has arrived, they rest for a day before storming the walls.

Things To Do In Fay Jee Before You're Dead

The defenders must assign units to defend the walls of Fay Jee. The main areas are the three segments of the outer wall around each gate, but important locations such as the inner wall gates, the causeway defenses, the Dockyards, and the Tower should also be garrisoned. Sir Brian is probably the best commander available, but if the heroes distrust him, they may wish to have some other commander instead. If one of the heroes is suitable, he should be placed in overall command.

Particularly bold and daring actions by the heroes can and should affect the battle, providing the defenders with unexpected bonuses or thwarting the relentless assault.

Direct Assault

After a day of preparation, Greymane orders a massive assault on the city. His warriors—carrying crude ladders, ropes, and hooks or armed with leaping magic—attack the outer walls along its entire length. Greymane wants swift victory. Every day lets the defenders fortify and is another day in which more of Fay Jee's allies arrive. Worse, the city's guardian may return.

Each ring of the city's defenses must have a minimum number of defenders manning it. The outer ring needs three units totaling at least 800 warriors. The inner ring only requires two units totaling 500. A strongpoint like the Causeway or the Tower can be held by a mere hundred men with ease. If the defenses are undermanned by up to 50%, they only provide half their defensive bonus. If there are fewer defenders, the defenses provide no bonus at all and are easily overrun, though towers and other self-contained fortifications might continue to hold out and would provide their usual bonus.

Greymane sends the Wenelian Tribesmen under Hardral against the right flank, the Solanthi under Varstal against the left. In the center are his Gray Lions and the Jubal Town mercenaries, plus any additional forces that joined his army. The assault continues until either the outer defenses fall, which takes three victories, enough to drive the defenders from the wall; one of his units falls back; or the day ends after six hours. If this fails, he will try other methods to capture the city, interspersed with short assaults to gauge defender strength.

Flying Wings

Greymane gathers the army's flying warriors into a single warband and sends them against one of the gates or even against the Tower itself. Fortunately, this unit is made up of warriors from numerous different clans, and they have little practice fighting as a group.

Lion Warbanner

A great banner made of some unknown hide. Upon it is the image of shaggy lion's head that roars and moves its eyes to watch its surroundings.

Method: Archetype.

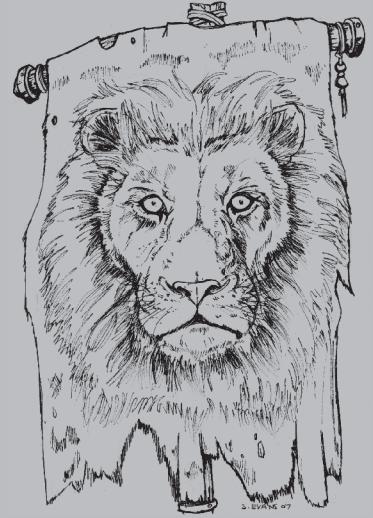
Form: Banner.

Communication: Warband leaders in the army understand the lion's roaring voice. Others in the army feel its presence as it unifies the warbands under it.

Requirement: Must lead an army once a year on raid or invasion.

Functions:

- ⊕ Awareness—Sense Patrol 12 \mathbb{L} 3.
- ⊗ Blessing—Lion's Pride, Unify Warbands 3 \mathbb{L} 4.
- ⊠ Defense—Guard Camp 15 \mathbb{L} 3.



Flying Daredevils

Keywords: Warrior 5 \mathbb{L} , Devotee of Vanganth the Flyer (Combat, Flight, Movement) 9 \mathbb{L} .

Significant Abilities: Daredevil 12 \mathbb{L} , Flying 10 \mathbb{L} , Spear and Shield Combat 15 \mathbb{L} .

Equipment: Leather and metal armor +3, javelin +3, sword or spear +3.

Betrayal from Within

Now is the time for Sir Brian Not-From-Here to earn his traitor's pay, if he has chosen to betray his Prince to Barhtol of Jhoraz. However, even if he betrays the city, he must maintain a fine balancing act between keeping Greymane at bay while allowing his patron to seize the Tower (See "Barhtol's Last Gambit"). If Sir Brian decides to remain loyal, he may betray Prince Barhtol instead and help give his paymaster an unexpectedly warm welcome. However, others are in the pay of Prince Barhtol and may relay secret plans, defense details, and other information to him. Some may take a more active role, arranging for a postern gate to be unlocked or a section of wall left undefended.

End Run

Realizing that the city is taking too long to reduce, Greymane orders his men to go around the landward defenses by traveling through the marsh and over the water. Canoes and waterstriding tribesmen attempt to seize Towerburg by surprise or make a quick raid on the Dockyards. Perhaps some of the Fleet could be captured and turned against the House. The river and marsh folk as well as the Water Striders come into their own here as the city's best defenders against water-wise heroes.

⊕

⊗

⊕

BLOOD OVER GOLD

⊕

⊗

⊕





Contest: Survive Farkiller Ritual

Appropriate Ability: Resist Spell, Deflect Magic (-5), Piety (varies -5 to -20), Strong Will (-15).

Typical Modifiers: Magical Warding (varies), Relationship to Prince Barhtol (varies), Uncle Killer present (+15).

Resistance: 3W2.

Results: Treat this attack as a ranged magical assault. See "Killing Bone Ritual" in *HeroQuest*, page 103, for details on staging such attacks. Heroes successfully resisting the assault may learn about their attacker, turn the magic back upon their assailant, or even become immune to further attacks by Prince Barhtol.

Farkiller Strikes!

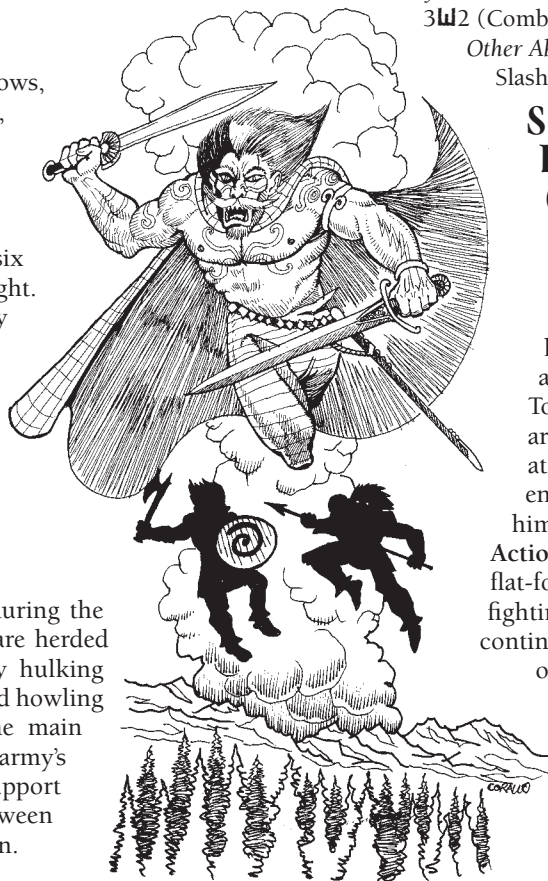
As Prince Barhtol nears the city, the Farkiller ritual he is famous for grows easier to perform. Despite the lack of ritual components in his exquisitely appointed sanctum in Joral, his ritual is still very effective now that he is only a few miles from the city. This is doubly so as his spies, possibly even the ex-Prince Stephan, have brought him items linked to his enemies (hair, fingernail clippings, and the like). He strikes against those whom he dislikes at first, but he also attacks those who are most effective in thwarting Greymane. The ritual takes several hours to complete, so he can only perform it at most twice per day.

Wood Burns

Skirmishers armed with flaming arrows, burning javelins, bundles of dry brush, and fire pots assault a section of the wooden palisade. Unless these attackers are driven off quickly, the defenses there catch fire and are destroyed. If left unchecked for six rounds, the palisade will be firmly alight. It is worth remembering that many worship Heler, and they might be able to conjure water or rain daimones to quench the flames. If the fires do enough damage, the defenders must retreat or be overwhelmed when they try to defend the gaps in the walls.

Troll Assault

If allied, the trolls stage an assault during the night. Hordes of screaming trollkin are herded into Greymane's troops, followed by hulking dark trolls, terrifying giant beetles, and howling creatures summoned from Hell. The main effect of the assault is to reduce the army's ability in the morning. The Troll's support bonus (see above) is divided between different units at the heroes' discretion.



The Final Push

The heroes must hold out for at least three days. For each defense line that Greymane captures, the heroes must resist another three days. If the assault is stopped cold, the barbarians grow restive. Even before that, his Wenelian tribal allies may start to trickle away. Greymane may stage another assault on the city before his army disintegrates from lack of supplies and collapsing morale.

Arise, Demon!

The top of the Tower flares with light, and the beacon's flames leap fifty feet into the air in a solid sheet of red. Instantly the defenders' resolve stiffens. Those "of the city" feel a renewed sense of purpose and a singing in their blood signals the demon's return. Within moments, it attacks the barbarians (but not the Jubal Town mercenaries, who are immune to the demon's powers since they are not Wenelians but are in fact from Ralios) in fulfillment of its ancient duty. Drained of blood, the Wenelians fall in droves, while others flee the battlefield in horror. Soon the entire army wavers on the verge of defeat.

Greymane rallies his personal troops, while his sons and the priests of Lion Orlanth deal with the demon. They are prepared for this and attack the demon using Lion Orlanth's claws and the Banner. However, only the Gray Lions and the mercenaries stand firm. A quick sortie by the heroes might scatter them!

Priests of the Lion Orlanth (12 plus guards and assistants)

Keywords: Solanthi Priest 12W2, Orlanth Lion Devotee 3W2 (Combat, Leadership, Lion).

Other Abilities: Inspire Ferocity 4W2, Lionclaw Slash feat 17W2.

Scene 4: Barhtol's Last Gambit (optional)

Scene: Once it becomes clear that the Greymane cannot take the city, Prince Barhtol launches a last attack. Just as victory seems within the heroes' grasp, lookouts on the Tower or the walls spot a flotilla of boats rushing towards the Towerburg like evil water-spiders. In them are fierce mercenaries and not tribesmen at all. Over one of the lead boats flies the ensign of House Jhoraz. Prince Barhtol himself is here!

Actions: The heroes are likely to be caught flat-footed. Fay Jee's defenders are on the walls, fighting Greymane. However, the citizens have continued to fortify the city and have sealed off all the easy approaches to the Tower with barricades and rubble. Only the Prince's Dock remains unblocked. If the heroes can delay Barhtol's troops from landing long enough, the Inshore Squadron can intercept the tiny craft.



Narrator Notes:

Saving the Day

If the city is in danger of falling, it is possible that nearby cities will send forces to help their neighbor. A last ditch defense to hold the walls or fight house-to-house through the city while a rescue fleet approaches the city makes an excellent cliffhanger.

The Heroes rally what defenders they can as they rush to the aid of the marsh folk and Waterstriders currently holding the dock. Heroes make a relationship roll to gather nearby troops on their way to the threatened area (Resistance is *Unit Discipline*, and each level of victory gains a squad of soldiers). Heroes have three chances to gather troops as they hurry to the battle. If they delay further, they will not arrive in time to stop the initial landing.

Heroes can try to sink the boats before they land, but the soldiers aboard respond with volleys of darts. Every other round, another boat comes into range and takes three rounds to reach the dock. There are at least fifteen boats, but friendly warships will be within range soon. The heroes only have to hold on for a little while.

Typical Jhoral Boat

Aboard each boat are a dozen of Prince Barhtol's elite soldiers. Prince Barhtol and his personal guards and followers (see "Prince Barhtol" on page 79 for details) are among the first to land. He uses his magic and charisma to inspire his men to fight with a terrifying vigor.

Significant Abilities: Boat Blessing 4 \mathbb{L} , Fast Rowers 16 \mathbb{L} , Stay The Course (spell) 6 \mathbb{L} , Sturdy Hull 4 \mathbb{L} .

Barhtol's Household Troops:

Keywords: Foot Soldier (Shock) 10 \mathbb{L} , Orderly of Saint Gerlant 9 \mathbb{L} .

Significant Abilities: Brave 3 \mathbb{L} 2, Burn Pagan (spell) 14 \mathbb{L} , Disciplined 5 \mathbb{L} 2, Sword and Shield Combat 5 \mathbb{L} 2, Thrown Dart 5 \mathbb{L} .

Equipment: Heavy chainmail and shield +6, finely-crafted sword +4, heavy dart +3.

Personal Augments:

- Flaming Sword (spell) +4.
- Rally Followers (spell) +4.
- Resist Pagan Magic (blessing) +4.
- Shrug Off Hurt (blessing) +4.
- Sturdy Armor (spell) +4.

Staging Tips: This event makes an excellent climax to the campaign, as the heroes finally confront their arch-nemesis. It may be best for it to occur moments after the defeat of Greymane, forcing the heroes to race back to protect the Tower. Another option is to stage the Prince's assault just before the demon returns to the Middle World. To act this openly against another House and fail will be devastating to House Jhoraz. Barhtol's actions are those of a self-styled noble and not those of a Trader Prince. His actions violate everything the Trader Princes stand for.

Aftermath: Greymane and Prince Barhtol have been driven from the city, or they stand triumphant upon the Tower.

Epilog

After the dead are buried and the wounded tended, the heroes must deal with the aftermath of Greymane's invasion.





No matter who wins, the city and its surroundings are badly scarred by war. Partially offsetting this are the reparations and loot gained from their defeated enemies.

Prince Barhtol

If captured, the Prince of House Jhoraz desperately bargains for his life. His offers a huge ransom in exchange for his freedom: boatloads of precious metals, rare woods, sunstones, elf-bark, and furs to fill House Caroman's storerooms. If accepted, Prince Barhtol's ransom raises House Resources by +7. Included in his ransom is the Fallen Prince's sworn oath to leave House Caroman in peace. However, "prudent" heroes might simply decide to kill Prince Barhtol instead. Considering the suffering he caused them, that would come as no surprise. Such blood-thirsty heroes may find that other Houses strongly disapprove of this behavior, and Prince Barhtol's loyal adherents make the "regicides" lives as difficult as possible.

Greymane

Even in defeat, Greymane remains proud. If captured, his ransom is an astonishing thousand cattle, worth about 20,000 silver pieces. His sons' lives are worth another two hundred cattle each, with every captured huscarl and priest adding an additional blood-price of thirty cattle. In addition, much of the wealth of the Nimistor Valley lies in the tents and wagons of the invaders. Ransoms and spoils of war help repair the damage wrought by the siege. Greymane will not trouble Fay Jee again. He has his own problems now since failure is the first step along the road to an early death for any warlord.

Even if Prince Barhtol is not directly involved in the invasion or somehow escapes capture, utterly damning correspondence between Greymane and Prince Barhtol can be found in the camp. It seems that the Prince of Jhoraz has been intriguing with Greymane to subvert more than one House. This information will ruin Prince Barhtol's reputation if it becomes widely known.

Price of Victory

Rebuilding the city costs the House Resources a penalty of -5 for each layer of defense penetrated by the invaders. The destruction of the outlying possessions, disruption of trade, and devastated clientele reduces the House Resources by -10. House Resources increase by +3 from looting Greymane's camp. Every surviving warrior can gain the same increment of *Wealth*. Victory over the supposedly unstoppable Greymane does wonders for the House's reputation: +5 for each level of success with an additional +5 if Prince Barhtol is implicated (+10 if he is captured) in the operation.

The Price of Failure

If the city falls, the heroes must surrender to Prince Barhtol, who may imprison or execute them, or face Greymane. Heroes fleeing the city have a few moments to gather what they can before the defense collapses.

House Caroman is gone, and the heroes must find a new home far from Prince Barhtol's reach. Perhaps they can hide in the Islands or Handra for a while, or perhaps the heroes may want to join the Hero Wars building in Dragon Pass.

NOW WHAT?

We cannot attribute to fortune or virtue that which is achieved without either.

- Niccolo the Manipulator

By now, the heroes have spent several years in the service of House Caroman. In many ways, they *are* House Caroman, since it is their successes and heroism that have rescued the House from oblivion. With the defeat of Greymane and Prince Barhtol, the heroes may be content to retire and enjoy the power and wealth they have so richly earned. Narrators wishing to extend the campaign may want Prince Barhtol to survive Greymane's invasion unscathed. Still an authority amongst the Trader Princes, he continues to seek revenge. An entire story arc could be based upon unifying Nimistor Valley into something new, something that has not existed since the destruction of Slontos—a kingdom.

Heroes might want to explore the Mournsea and its mysterious islands, perhaps leaving the New Coast behind as they travel the seas. Soon Harrek will return from his long voyage around the Homeward Ocean, but maybe the heroes can stop him this time. The heroes may decide to deal with the encroaching Ramalians to the west. The guilds and merchants of Handra are starting to grow desperate as King Parzal's armies move closer and may beg for assistance.

Of course, if Greymane and Prince Barhtol triumphed, the heroes may want to travel very far, very fast. While the Houses would shirk to hire them, the Lunar Empire has little fear of the area's petty nobles and warlords and would value the heroes' secrets greatly. Perhaps, years later, the heroes may return to the Nimistor Valley under the Lunar banner and revenge themselves upon their enemies.

These ideas are all grist for new stories and new sagas. For the moment, the heroes can rest on their laurels and enjoy a few moments of peace before the Hero Wars begin.





INDEX

A

Abiding Book 20, 21, 67, 74, 121
 Acrotori 11
 Aeolian 47
 Alatan 15
 Aldrya 82
 Aldryami 11, 19, 29, 54
 Alekk 37
 Amoria the Bountiful 32
 Andri Goldgotti 99
 Andrin Goldgotti 99, 102
 Anna duDerysi 22, 70, 71, 73, 90, 112, 113, 114, 115, 116
 Annike duDerysi 55, 64, 72, 73, 96, 112, 113, 114, 115, 116
 Antlermen 40
 Anton duDerysi 50, 73, 74, 96, 112, 120
 Antonio duDerysi 82, 114
 Appius Luxius 107
 Aral duMils 61, 68, 73, 114
 Arch-duchy of Slontos 5
 Argan Argar 81
 Arkat 5, 11, 12
 Arkat's Dark Empire 5
 Arole Gorge 7, 11
 Aron 5
 Arstola Forest 5, 6, 12, 13, 15, 19, 26, 29, 54, 81
 Ash and Glass Ruins 11
 Ashara 2, 4, 17, 20, 21, 22, 23, 24, 34, 35, 47, 57, 61, 67, 70, 71, 72, 73, 74, 82, 83, 87, 88, 94, 96, 105, 107, 114, 115, 117, 118, 121, 123
 Ashara Church 2, 4, 20, 21, 22, 24, 34, 61, 74, 82, 83, 115, 117, 121
 Ashroeth Bowl 51, 52, 93
 Atelic 101
 Atelli 19, 26, 35, 109
 Aulorings 11, 13
 Auric Goldgotti 18
 Axemen and Taxmen 16
 Ax of My Fathers 33
 Azure Lake 11
 Azure River 11, 14

B

Barger-Cadval 55
 Barhtol 19, 22, 49, 60, 61, 64, 72, 78, 79, 85, 88, 92, 94, 95, 104, 109, 110, 111, 113, 115, 116, 117, 118, 122, 125, 126, 127, 128, 129, 130, 131
 Basilica of Theoblanc 54, 61
 Basmol Lion-King 30
 Bastis 14, 19, 21, 22, 95
 Bath 11, 14
 Battle of Kaxterplose 5
 Bay of Pigs 11
 Beacon of Fay Jee 49, 116
 Beloved's Necklace 32
 Bemelor 15
 Bevara 6

Bevara's Wind 6
 Big Cypress Bend 106
 Big Secret Brother 34
 Black Ram 11
 Black Truffle 96, 99
 Blasted Oak 30
 Blessing of the Boats 94
 Blood Feathers 126, 127
 Bloodwoman 31
 Blue-Ram Storms 6
 Blue Fox 11
 Blue Heron clan 58
 Blue Pig Trading Post 97
 Blue Ram 26
 Blues 20, 42, 46, 49, 50, 51, 52, 54, 58, 85, 93, 94, 123
 Bluesmoke Volcano 11
 Bluetown 55, 57, 59, 60, 63, 94, 95, 123
 Blue Tusk 62, 97, 98, 101, 125
 Bluewater Temple 11, 26
 Boar Wars 5, 27
 Boatgulper 7, 11, 24, 31
 Bogani's Orphans 65, 70, 123
 Bogani the Faceless 32, 70, 115, 123
 Bog Brass 108
 Bonebreaker Brotherhood 22, 76
 Book of Ashara 20, 21, 22, 23, 24, 35, 70
 Book of Cerulean Iron 23, 25, 71
 Book of Drastic Resolutions 74
 Border Counts 49
 Bostalos 13, 48, 49, 60
 Breakwater 45, 119
 Brian Not-From-Here 17, 22, 52, 61, 64, 68, 71, 72, 74, 75, 80, 81, 82, 83, 84, 85, 86, 87, 89, 90, 91, 92, 95, 96, 97, 103, 105, 109, 112, 113, 114, 115, 116, 119, 128
 Brithos 6
 Broken Cup 87, 88, 89
 Broken Dwarfs 54
 Broo 12, 13, 82
 Burned Etienne 92
 Burned Urikel 60, 61
 Burning Spear's 12
 Bushmaster Lodge 22

C

Cacodemon 95
 Caduel 19
 Caladraland 12, 13, 26
 Canoes 8
 Caratan 11
 Caroman Jhoraz 32, 49, 50, 64
 Carona 37
 Carra 11
 Caselain's Boots 65, 68, 72, 80, 81, 89, 92, 113, 115
 Caselain's Caravan 105
 Caselain's Men 2, 17, 83
 Caselain's Travelogue 21, 23, 35
 Castilian's Children 19

Castle Fogram 24
 Castle of Yellow Stones 15
 Cawthra's Stores 56
 Cerulean Doorways 24
 Chamber of Languid Punishment 93
 Chaos 5, 11
 Church of Saint Caselain 54
 Church of Slontos 11, 74, 83, 120, 121
 Church of the Ship 56
 Citadel of the Army of Tomorrow 55
 Clashing Boulders 31
 Clashing Rocks Clan 101
 Closing, the 3, 5, 6, 12, 21, 41, 44, 48, 50, 51, 55, 121
 Cloud-sheep 6
 Coal Mountain 11
 Colanti 12, 14, 26, 45, 121, 127
 Colanti of the Blazing Spear 26
 Cold-Sun Spirit 15
 Convergences 12
 Coomb's Horsemen 120, 123
 Corflu 55
 Cosmic Dragon 37
 County Bastis 14, 19

D

Dabask 11, 13, 14
 Dade 106
 Daisor 37
 Damala 37
 Damali 13
 Dar 97, 99, 102, 103
 Dara 55, 57, 83, 97, 99, 102, 103
 Dara Happa 55, 83
 Dark Ashara 17
 Darkel River 11
 Darkness, the 5, 7, 11, 12, 28, 30, 41, 48, 93
 Dawn, the 5, 14, 57
 Deep Eye Spar 57, 61
 Deer Factory 18
 Demon Feeders 2, 65, 66, 85, 96, 110, 113, 114, 115
 Descana 55
 Desdoval 36, 37, 39, 40
 Desdovalli 40
 Digger 11, 32, 62, 63, 65, 70, 97, 108, 115, 122, 123, 124, 125
 Digger's Boys 65, 70, 115, 123
 Diros the Boat-builder 57
 Ditali Tribe 6, 11, 12, 18, 25, 26
 Dizbos 18, 19
 Djim N'Hart 104
 Doctor Raccoon of Mister Rock 62
 Dokal's Vine 29
 Dokal's Mound 11
 Dokal Hairyman 11, 27, 28, 30, 31, 32, 35
 Dokali Hills 11, 12, 14
 Dokali Lakes 11
 Dokal River 11
 Donali 11, 26





Doraer 11
 Doral the Boatman 45
 Dormal 5, 15, 17, 19, 41, 49, 51, 56, 77, 82, 83
 Dormal Rock 56
 Dragonewts 5, 11, 12, 14, 17, 19, 29, 54, 60
 Dragon Pass 4, 6, 7, 17, 18, 19, 48, 50, 57, 81, 107, 131
 Dralkos the Exhumaani 66, 74, 116, 125
 Drogaros the Wanderer 35, 45
 Ducks 6, 29, 50, 54, 57, 63, 81, 84, 124
 Duke-Commander's Rostrum 54
 Duke of Bostalos 48, 60
 Dwarfs 11, 50, 54, 55, 57, 60, 61, 82, 83, 107, 108, 119
 Dwells In Forest Darkness 34
 Dye-Makers Guild 54

E

Eastern Isles 56, 57, 100
 Ehleilm 48, 54
 Ehlím 5
 Einkorn 35, 44, 45
 Elfael 108
 Elk 13, 17, 36, 37, 38, 39, 40, 49, 87
 Elk King 117
 Elkland 11, 13
 Elmal 6
 Elves 5, 6, 12, 19, 27, 29, 30, 105, 117, 131
 Emissaries 66, 68, 112, 121
 Entruli 5, 14, 15, 25, 26, 27, 30, 58
 Entru the Boar 30
 Eodwars 55
 Episiarch of Slontos 48
 Epros 60, 66, 125, 127
 Erenplose 5, 11, 12, 41, 120
 Erfurwal 58
 Ernalda 6
 Ernalda's Wind 6
 Esrola 26
 Esrolia 3, 4, 5, 6, 9, 12, 14, 17, 18, 22, 35, 50, 57, 58, 66, 76, 78, 83, 96, 100, 117, 122
 Esrolians 4, 6, 12, 18, 25, 26
 Estevan 22, 23, 60, 61, 76
 Estevana 22, 23, 105
 Esvulari 4, 18, 27, 54, 61, 81, 83, 94, 98
 Etyries 95
 Exchange, the 56, 61
 Exeks 15
 Eyebite Ironhide 33

F

Face of Lanbril 23
 Factories 18
 Factors 18
 Fair Dealing 16
 Falangian diamond 21, 117
 False Sun 48, 51, 52, 54, 61, 93, 108, 119
 Farkiller 19, 49, 66, 129
 Fast Edistio 105
 Fay Jee 2, 3, 13, 15, 19, 21, 26, 32, 33, 35, 41, 42, 48, 49, 50, 51, 52, 54, 56, 57, 58, 60, 61, 62, 63, 64, 66, 67, 68, 70, 71, 72, 73, 74, 75, 76, 78, 79, 80, 81, 82, 83, 84, 88, 89, 90, 92, 93, 94, 95, 104, 107, 108, 110, 111, 113, 114, 116, 117, 118, 119, 120, 122, 123, 124, 125, 126, 127, 128, 129, 131
 Feather Market 55

Festival of the Episiarch 52, 95, 110
 First Stones 48
 Fisher Twins 35
 Flaming Blood Epros 67
 Fleshman 62, 97, 101
 Fleshman Hills 62, 97
 Fodluth 12
 Fogram 24
 Fonrit 56, 95
 For Others 23, 45, 71
 Fort Digger 11, 32, 62, 63, 97, 108, 122, 123, 124, 125
 Fort Digger Road 63
 Fort Thomble 12
 Fralor 37
 Fraternal Society 66, 68, 82
 Fraternity of the Turning Wheel 22
 Free City 12
 Freeloading 45
 Frestuli 11, 13
 Futurists 55

G

Gallows Brook 62
 Galsaxo 55
 Gandaawna 57
 Ganeshi Vendamanhaya 55
 Ganval Mighty Stallion 30
 Garath 11
 Gemborg 11, 54, 57
 General Biendien 12
 Gerard 127
 Ghost of the False Sun 54
 Ghost Tower 52, 119
 Gift Canoes 106
 Gin 96, 107
 God Learners 5, 12, 25, 35, 42, 47, 57, 69, 83, 118, 120, 121
 Golden Age 5
 Golden Kareeshtu 95
 Golden Marissa 98, 100
 Goldgotti 18, 19, 77, 97, 99, 100, 101, 102, 103
 Good Forest 28, 30, 34
 Gorphing River 11
 Gorphing Valley 11
 Granbon 106
 Grand Tour 19, 66, 71
 Great Caravan 117, 118
 Great Good Canoe 105, 106
 Great Healer of Mercy 51
 Great Sepulcher of Lukae 121
 Great Trek 20, 21, 22, 24
 Greatwood 5
 Green Age 5
 Green Otter Clan 101
 Greenrock Otter 34
 Grey Lions 125
 Greymane 3, 6, 11, 15, 18, 19, 25, 26, 27, 60, 64, 65, 104, 109, 117, 118, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131
 Grey Stones 21
 Gualal 11
 Guild Council 49
 Gyorge duDerysi 121

H

Half-bloods 20, 51

Half-Moon Expeditions 55, 61
 Haliik's Clove 12
 Haloral 51
 Handra 12, 13, 16, 19, 41, 52, 56, 57, 64, 119, 124, 125, 131
 Harand Boardick 27
 Harandings 27
 Haran Two-Bear 33, 93, 104, 124
 Hardral the Claw 26, 127
 Hard Roads Lead to Solace, the Travels of the Humble Penitent 23, 24, 35
 Harpoon Sea-slayer 16
 Harrek the Berserk 16, 47, 49, 117, 119, 131
 Haunted Fields 11, 12, 29, 57, 70, 81, 107, 124
 Hazia 57
 Helamakt the Warrior 35
 Heler 6, 7, 11, 14
 Heler's Fleece 14
 Heler's Beard 6, 14
 Heler's Breath 7
 Heler's Wool 14
 Helerhara 35, 45
 Helerings 5, 11, 26, 44
 Heler Rams 6
 Hell Castle 12
 Hellwind 14
 Hen's Teeth 62, 92, 93
 Heort 25
 Heortling 34, 54, 83, 95, 98
 Heortlings 4, 18, 25, 81
 Herder 43
 Hereol 49
 Herilia 5, 12
 Hermitage Bay 12
 Herolal 12, 108
 Heronwalk 32, 94
 Heroral 12
 Heroral Darkdeal 57
 Herowal 19
 Hibour 11
 High City 52
 High Road 7, 11
 Highwater 13, 17, 19, 21, 24, 117
 Highwater portage 19
 Hill, the 50
 Hills of Vengeful Ghosts 12
 Himmii Dyebelt 57
 Hjolla the Flayer 51
 Hofhadalos' Folly 41
 Holy Country 5, 12, 16, 17, 21, 26, 27, 41, 48, 49, 50, 62, 64, 83
 Homeward Ocean 84, 131
 Hoof and Antler, Leaf and Stone 28, 39
 Hot Point 12
 House Acrotos 11
 House Bastis 19
 House Caroman 2, 3, 19, 21, 33, 43, 49, 50, 52, 54, 58, 59, 61, 63, 64, 65, 70, 71, 72, 73, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 95, 96, 97, 103, 104, 105, 108, 109, 115, 116, 117, 118, 119, 120, 121, 122, 126, 131
 House Green-on-Ochre 19
 House Jhoraz 8, 15, 18, 19, 26, 49, 52, 64, 66, 78, 79, 106, 118, 126, 129, 130, 131
 House of the Red Lotus 54, 61, 93, 95
 House of the White Spring 54, 61, 70





House Philiam 15, 18, 19, 21
House Termar 121
Howler Volcano 12, 14, 26
Hsunchen 3, 5, 13, 15, 17, 25, 27, 28, 34, 36, 37,
38, 39, 43, 105
Hullslicer 7
Hungry Maw rapids 105
Hysop-Mother 57

I

Ice Mountain 12, 29
Idwal 32
Illyapas Sangfroy 96, 97, 98, 100, 101, 102, 103
Imarja 25
Imp 74
Inanna Falabdur 55
Indigo 58, 107
Industry 54, 61
Inhuman King 29
Inica 26, 32, 35, 46, 57
Inora 7
Inshore Squadron 61, 65, 67, 68, 73, 114, 115,
123, 129
Invisible God 17, 20, 21, 83, 87, 121
Iphara 6
Iphara's Fog 6
Iridwin the Diver 12, 120
Iron Elk 39, 87
Iron Harpoon 14
Iron Stag 21
Irskagill the Silent 66, 74, 84, 85, 86
Islanders 3, 6, 16, 18, 29, 32, 41, 44, 45, 46, 49,
50, 55, 82, 119, 123
Island of Golden Plenty 12
Isle of Thieves 60
Issaries 18, 76, 77, 102
Ivine 120, 121
Ivine's Peace 121

J

Jack-o-bears 12
Jackrun 70
Jacques the Carter 118
Jadnor 11, 12, 14
Jalamrajya-Vardhana 55
Jestocos the Stern 61, 71, 73, 85
Jhoraz Boats 8
Joleki 29, 57, 124
Jonus Pohar 93
Joral 14, 15, 18, 19, 26, 58, 64, 118, 122, 129
Jrustela 54, 55, 60
Jrusteli 5, 8, 11, 12, 14
Jubal Town 12, 19, 108, 118, 122, 124, 125, 126,
127, 128, 129

K

Kaagran Twice-Gazed Thrice-Minded 48
Kadirii 108
Kanchipur 55
Karuu's Walk 52, 84
Katai's House of Things 54, 61
Kaxtor 41
Kaxtorplose 5, 12, 14
Kazkurtum 12
Keets 57
Kegrend the Burrower 32
Kelli Otter-friend 106

Kennington 60
Kesari Mercytears 54
Kestogrus 66, 75
Kethaela 4, 17, 22
Kingdom of Herilia 5
Kingdom of Lukai 49
Kingdom of New Herlaning 12
Kingdom of Smelch 15
Kithma 12
Knights of the Silver Shield 13
Knowledge Gift 5
Kolat 32
Korgatsu 36, 37, 39
Kostaddi 107
Kralorela 17, 57, 83
Krijalki 3, 17, 21, 60
Kurgan Flamesoul 127

L

Lalmor 5
Lanbril 23
Last Movement 83
Lawstaff 27
Leather Sandals 68, 75, 77
Lightbringers 5, 12, 14
Lion's Tribute 15, 19, 26, 27, 117, 118, 122, 126,
127, 128
Lion Banner 122, 125, 126, 127
Lion Orlanth 122, 127, 129
Little Paddle 92
Llyarwn the Otter 25
Lodge of the Black Ashara 57, 61, 94
Long Winter 37
Lords of Oak and Storm 20, 27, 34
Ludoch 16
Lukae 12, 22, 48, 50, 121
Lunar Empire 6, 17, 79, 81, 96, 131
Lunars 6, 17, 26, 57, 79, 81, 95, 96, 107, 108,
131
Lung Rot 58
Lutrai 105, 106, 124

M

Maalkon 51
Macalah the Storyteller 23
Madame Callyi 54, 93
Magasta 51
Maldros 11, 13, 25, 26, 41, 44, 45
Maldros Tribe 13
Mali 56
Malkion's Word 17, 121
Malkioni 17, 25, 42, 46
Manifested Heart of Venom 125
Maniria 2, 3, 4, 6, 7, 12, 22, 25, 26, 29, 30, 38,
42, 79, 81, 83, 105, 121
Manyeye Hummingbird 55
Marrak Thrice-ready 33, 61, 118
Marshall Outfitters 55
Mask of God 21, 121
Mask of the Invisible God 17, 20, 21, 83
Masons Guild 54
Master of the Blue Glove 24, 64, 65, 66
Masters of the Ochre Tiles 2, 65, 66
Meat Onna Stick! 84
Medicine Lodges 34
Meetinghall Island 12, 41
Merbuli River 12, 49

Merchants Guild 54
Merfolk 12, 14, 16, 41, 46
Midbridge 109
Middle Sea Empire 5, 35, 41, 42, 48, 49, 50, 66,
121
Mikael 15, 19
Miracles of the Saints Volume IV 23
Mislari Mountains 4, 6, 7, 12
Mister Toivo 87, 88, 89, 91, 95
Moon, the 1, 55, 83, 107
Moonboat 107, 108
Moscha 37
Mother Loon 35
Moursea 5, 11, 12, 13, 14, 15, 26, 41, 44, 49,
57, 58, 61, 63, 66, 68, 73, 80, 106, 117, 119,
120, 124, 125, 131
Moursea League 119, 124, 125
Mralot 37
Mraloti 5, 15
Murder Wind 6
Murex 57, 83
Murex Lady 57, 83
My Island Home 44, 45

N

Nahora 51
Nanilal 13
Narbo leVine 104
Necropolis 57
New Bay 63
New City 52, 54, 55, 57, 60, 91, 114
New Coast 2, 4, 6, 13, 14, 17, 18, 20, 25, 41, 42,
43, 44, 45, 46, 47, 48, 58, 61, 70, 73, 81, 83,
106, 121, 131
New Coast for the New Coasters 61
New Deal 21
New Fens 11, 13, 41
New Mortar and Old Stone 61
New Revelation 20
New Shipyard 56
Newtlings 12, 13, 29, 81, 84, 124
Niccolo the Manipulator 80, 84, 92, 104, 110,
117, 131
Nimistor 11, 12, 13, 14, 15
Nimistor River 12, 13, 14, 15
Nimistor River Mouths 63
Nimistor tribe 25
Nimistor Valley 70, 131
Nochet 63, 66, 75, 108
No God Church 44
Nolos 12, 48, 49, 56, 83, 106
Noshain River 11, 12, 13
Notched Cliffs 24
Notslor the Trim 88
No Wind 6
Nysalor's Bright Empire 5

O

Oak Woman 28, 30, 31, 35
Ochre Tiles 54, 59, 61, 65, 66, 68, 75, 83, 85,
114, 115, 123
Ogres 13, 95
Old Nochet Road 63
Old Slontos 6, 24, 25, 50, 68, 69, 71, 83, 123
Old Wenelian Road 9, 17, 49, 60
Olone Goodjug 99
One King, One God, One Church 120





Opening, the 5, 7, 13, 16, 17, 19, 23, 26, 41, 44, 45, 52, 57, 58, 108, 121
 Oran the Chandler 61
 Order of Light in Darkness 52, 66, 67, 74, 107
 Order of Merciful Saint Xemela 83
 Order of the Cerulean Gauntlet 23, 24, 71, 107, 123
 Order of the Knights of the Silver Shield 13
 Ordestes The Esrolian 61
 Original Man 28
 Orlanth 7, 11, 27, 31, 102, 122, 127, 129
 Orlanthi 5, 11, 17, 19, 25, 26, 27, 28, 30, 32, 34, 44, 58, 108, 118
 Orvian Wall 24
 Otter Rock 33
 Oxgate 55, 57
 Oxgate Market 57

P

Paddle to the Sea 22, 24, 31
 Palangio the Iron Vrok 5, 11, 12, 29, 48, 120
 Papyrus 62
 Parade of Sacred Beasts 32
 Parzal 131
 Pasos 49, 50, 56, 68, 73, 83, 88
 Pauzal the Impaler 16
 Peelo 11, 13, 41, 56, 58, 119, 124, 125
 Peelo Tears 41, 58
 Pelaskos 16, 33, 35, 42, 44, 45, 51, 57
 Pelican Islands 51
 Pelorians 83
 Pelushii, God of the Blazing Spear 45
 Pelushi Volcano 11, 13
 Pendali 13, 27
 Pendali River 13
 People of the Storm 82
 Petrified Sea 13
 Petri the White 66, 75, 84, 85, 86
 Pharaoh 49, 62
 Pieter's Borough 70, 123
 Piggums 96, 97, 98, 99, 100, 102, 103
 Pirate City 15
 Pirate Isle 15
 Plaza of Ochre Tiles 66
 Poison Shore 13, 14
 Poverri 35
 Pralor 36, 37, 38, 39, 40
 Pralor, Father of Elk Tradition 37, 38, 39
 Pralorela 11, 13, 17, 38
 Pralori 3, 5, 13, 17, 18, 19, 27, 36, 37, 38, 39, 40, 49, 63, 69
 Prax 4
 Prince, the 12, 52, 54, 57, 58, 62, 64, 66, 68, 75, 79, 81, 82, 83, 84, 87, 89, 90, 91, 96, 97, 108, 109, 110, 111, 116, 117, 119, 120, 121, 127
 Prince-Bishop of Kaxtorplose 12, 83, 108, 121
 Prince's Dock 54, 129
 Princely Reward 73
 Provost House 55
 Pure Citizens 49, 50, 54
 Pythos University 13

Q

Quinpolc League 15, 47, 49, 56, 61, 64, 68, 73, 88, 119

R

Raiding of Aron 5
 Ralios 3, 5, 6, 9, 12, 13, 14, 17, 19, 22, 27, 38, 41, 74, 83, 105, 117, 129
 Ramalia 5, 13, 15, 41
 Receive-Not-The-Wine 121
 Red Beach 14
 Redfish 60, 61, 107
 Red Moon, the 83
 Respected Sodality of Heralds 22
 Return to Righteousness Crusade 121
 Reward of Service 66
 Right of Custom 19
 Rikard Bearskin 68, 74, 89, 114
 Riptide 51
 River Carts 9
 Rivergate 55
 River Guild 54
 River of Cradles 57
 River Rats 22
 Roaring Zone 32
 Rogis Bastis 95
 Rokari 17, 21, 22, 23, 24, 52, 54, 55, 60, 61, 67, 71, 73, 81, 83, 85, 107, 108, 109, 112, 114, 115, 116, 120, 121
 Rokari Inquisition 24, 81, 107, 115
 Roof of the World 12
 Rouzenan duDerysi 85, 96, 97, 98, 99, 100, 101, 102, 103
 Ruby Tiger 24
 Rufelza 107
 Ryzel 11, 13, 14, 29

S

Saber-toothed Lion People 11
 Sacred Fire 35
 Sacred Reciprocal Exchange 117, 118
 Sacred Stone 48, 61
 Sacred Wagon 117
 Sadavelii 11
 Safelster 64, 68, 80, 96
 Saint Ashara the Dark 105
 Saint Caselain 2, 3, 8, 13, 17, 19, 20, 21, 22, 23, 24, 25, 29, 33, 35, 39, 43, 47, 50, 54, 61, 64, 65, 66, 68, 69, 70, 71, 72, 73, 76, 80, 81, 82, 83, 85, 87, 89, 91, 92, 94, 96, 100, 105, 112, 113, 114, 115, 117, 118, 119
 Saint Gerlant 23, 61, 72, 77, 82, 83, 130
 Saint Gilles 23, 24, 35, 76, 77, 83
 Saint of the Ebony Lance 69
 Saint Steube 23, 75, 76, 77
 Saint Xemela 23, 45, 71, 83, 116
 Samori 26
 Samurai 94
 Sanuel Caselain 17, 19, 21, 22, 23, 24, 35
 Sartar 54, 109
 Satemos 14
 Satri Lynxstride 97
 Scarlet Truffles 96
 Scintillating Brillfish 105
 Sea-folk 51
 Sea-Road 82
 Seal-folk 16
 Sea League 83, 104, 105
 Seravus the Enchanter 5, 30
 Seshnegi 4, 5, 18, 24, 48, 52, 54, 61, 71, 73, 109, 116
 Seshnela 17, 24, 38, 58, 79, 83

Seven Storms 32
 Shadow Markets 57
 Shadow Plateau 14
 Shatterri Six-Footed-Twice-Blessed 107
 Ship-sheds 56
 Ship of Life Church 44, 45, 83
 Shipstead 16
 Shrine of the First Ones 54
 Sidrosi 57
 Sign of the Raven 54
 Silver Age 5
 Silverbark the Great Canoe 28, 31, 35, 77, 92
 Siren Falls 14
 Sir Ethilrist 12
 Sisin 51
 Sison 51
 Sisters of Mercy 14, 54
 Slavers 41, 44, 47, 73, 100
 Slonta 5, 35, 41, 44
 Slontos 5, 6, 11, 12, 15, 23, 24, 25, 35, 41, 44, 45, 48, 49, 50, 57, 67, 68, 69, 71, 74, 83, 120, 121, 123, 131
 Slontos Church 67
 Slontos Einkorn Mother 45
 Smelch 15
 Solanthi 6, 11, 12, 14, 15, 18, 25, 26, 65, 117, 122, 126, 127, 128, 129
 Solanthi River 11, 14
 Solanthi tribe 25
 Solanthi tribes 26
 Solung 14, 17
 Sorani River 14
 Spike, the 5
 Spirit War 29
 Splendid Sandalwood Palace 66
 Spoke Eaters 24
 Springtime 6
 Squirrel-fox 106
 Stag Hearth 63
 Starbrow's Rebellion 54
 Stately Blue Heron 57
 Staton 14
 Steersman Montrainii 56
 Stephan duDerysi 22, 61, 71, 73, 84, 85, 86, 94, 112, 113, 114, 115, 116, 129
 Stone-thieves 49
 Storm Age 5
 Stranger Path 30
 Stygian Lance 61, 69, 72, 74, 75, 110, 111, 112, 114, 115, 120, 123
 Stygian Lancers 65, 68, 89, 116
 Sunstones 58
 Surtax of Pain 21
 Swamp Fox 33, 61
 Sweetgrass 46
 Sweetgrass Baskets 46
 Swine Bond 121

T

Tad Marshwalker 33
 Tallcastle 19
 Tarinwood 4
 Tarsh 70
 Telmor 37, 40
 Telmori 39
 Temple of Peace 14, 21, 54
 Teshnans 48, 55





Teshnos 55, 57, 60, 79
 Tharos the Bold 94
 That Day 48, 50, 51, 52, 64, 74, 108
 The Life of Saint Gerlant the Pure 23
 The Life of Saint Xemela 23, 45
 Theoblanc 54, 61, 71, 83
 Theyalan Council 12
 Thorny Spine Boar 34
 Those Who Were First 54
 Three Mile trail 11
 Three Step Isles 5, 16
 Thunder Brothers 5
 Thundermen 31, 32
 Thunder Rams 7
 Thunder Town 34
 Tienne the Paddler 11, 22, 24, 25
 Tiger Ford 14
 Tigrionor River 11, 14
 Time of Warm Rains 6
 Tishkos 57
 Tiskali Island 14, 16
 Too-Clever Brea 33
 Toread duDerysi 22, 66, 71, 73, 74, 96, 107, 111, 112, 113, 114, 115, 116
 Totem Poles 27
 Towerburg 50, 51, 52, 54, 55, 57, 60, 91, 95, 107, 110, 114, 123, 128, 129
 Tower of the False Sun 51, 52, 54, 93, 119
 Trachodon 15
 Trade Path 3, 7, 9, 14, 17, 18, 19, 43, 66, 78, 82, 83
 Trade Road 9, 17, 18, 19, 41, 43, 65, 83, 117
 Trader Princes 1, 2, 3, 4, 5, 7, 8, 9, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 25, 26, 27, 29, 32, 34, 35, 38, 39, 42, 43, 45, 46, 47, 49, 50, 55, 58, 59, 60, 61, 66, 68, 69, 70, 71, 72, 73, 76, 79, 80, 81, 82, 84, 85, 86, 87, 89, 91, 92, 97, 99, 103, 106, 114, 116, 117, 118, 119, 121, 126, 130, 131
 Trade Wars 20, 81, 89, 117
 Traitor Princes 12
 Transcendent Movement 24
 Trent 70
 Trickster Islands 14
 Troll Mountain 14, 29
 Trolls 5, 11, 12, 13, 14, 15, 17, 19, 21, 29, 32, 54, 56, 57, 60, 61, 70, 81, 82, 83, 94, 105, 107, 108, 117, 124, 125, 129
 True Prince Caroman 60, 61, 113
 Truffles 96, 97, 98, 99, 100, 101, 102, 103
 Truths and Oblivions 67, 74
 Tumbledown 52, 57, 59, 89, 93
 Turtle and Iguana Islands 14
 Two Notch Road 63

U

Ui 11
 Uleria 54
 Uliover 13, 14
 Umathelan 48
 Unclebane 65, 66, 89, 111
 Uncol 37
 Undercity 115
 Underworld 14, 29, 48, 60, 61, 67, 74, 75, 100, 101, 110, 111, 113
 Unknown God Church 44
 Urikel 60, 61

Urunda Helersdottir 32, 35

V

Vadeli 119
 Vadeli Admirals 119
 Vahkani's Bluff 63
 Vale of the Four Winds 32
 Valind 7
 Vanch 107
 Vanuskii 101
 Varstal Ribbreaker 26, 127
 Vathmai 5
 Venn 33, 35, 77, 94
 Veskarten 13
 Vestkarthen 29, 63
 Vingkotlings 5
 Volcano Twins 41
 Volior 7, 11, 14
 Volior River 7, 11, 14
 Volor River 14
 Vorianor River 11, 14, 15
 Voriof The Shepherd 35
 Vorlan 27, 28, 30, 31, 32
 Vormain 94, 95
 Vormaini 48
 Vorstag 32, 33, 92, 118

W

Warmagic of Lost Slontos 23, 25, 71
 Warm River 11, 14
 Watching, Waiting, Warding 23
 Water Striders 70, 128
 Weahkoi 49
 Weahkoi Ford 49
 Weahkoifurd 49
 Weahkoifurd Bridge 49
 Wekoifurd-Bridgetonburgh 49
 Wekoifurdbridgeton 49
 Wenel's Mound 57
 Wenela Inica-mother 26
 Wenela the Queen 32
 Wenelia 5, 6, 7, 8, 9, 11, 12, 13, 14, 15
 Wenelian Isles 41
 Wenelian League 13, 26, 32, 33, 34, 35, 49, 61, 62, 78, 92, 93, 94, 95, 97, 101, 103, 104, 113, 117, 118, 123, 124, 125
 Wenelians 3, 6, 7, 8, 9, 11, 14, 18, 20, 22, 25, 27, 28, 29, 34, 35, 42, 43, 46, 48, 49, 50, 55, 58, 76, 81, 94, 95, 96, 100, 103, 105, 106, 107, 127, 129
 Wenelian Tradition 28, 34, 35, 44, 45
 Wet Season 6
 Whiskered Ormal 87, 88
 White Horse Troop 12
 Wild Elk Forest 37, 40
 Wildest Forest 40
 Woad 58
 Wolf Pirates 3, 16, 19, 26, 32, 41, 43, 47, 48, 49, 50, 51, 52, 55, 60, 64, 67, 72, 82, 118, 119
 Woodrunners 68
 World Council of Friends 5, 14
 Worlevi Four-Fish 70
 Wraith 93
 Wyvern's Rest 55, 61
 Wyvern Ruins 15
 Wyverns 15

Y

Yalonda Confederacy 13, 15, 26, 118, 126
 Yellow Earth Queen 117
 Yellowstone 15, 19
 Ygg 16, 51
 Ygg's Isles 16
 Yorge duDerysi 3, 19, 49, 50, 59, 60, 61, 64, 66, 68, 70, 73, 79, 80, 81, 82, 83, 85, 89, 90, 91, 92, 95, 98, 104, 109, 110, 112, 113, 115, 117, 119, 121

Z

Zadnikel's Fine Weapons 55, 61
 Zustrha Falls 15
 Zustrhan sunstones 15
 Zuthstra 58
 Zzabur the Arch Wizard 6



HEROQUEST

Blood Over Gold

The Trader Princes of Maniria

Across Maniria with Sword and Silvertongue...

The Trader Princes preside over a network of interlocked noble Houses ruling vast tracts of Maniria through treaties, bargains, and pacts. Over four hundred years ago, the Closing blocked all sea travel, and Saint Caselain began his epic journey from Ralios to Esrolia to save his people. He bargained with non-human krjalki, blue-stained barbarians, and beast-worshipping savages to establish his Trade Path. Since then, the Trader Princes have grown wealthy and powerful as caravans carrying goods from everywhere travel under the protection of their knights and castles.

Forty years ago, the seas Opened, undoing everything. Many Houses have sunk into despair and decay, abandoning their heritage to become petty lords over barbarian peoples. However, a few struggle to retain their way of life, seeking new paths as they following in the footsteps of their saintly founder, Caselain the Wanderer.

What's in this book?

This book contains everything needed to explore the dangerous life of working for a Trader Prince. It includes four new homelands, extensive background information on trade and travel in the Manirian wilderness, barbarian customs, Trader Prince Houses, and new occupation and magical keywords. Other sections include a gazetteer detailing Western Maniria, House Caroman (a "typical" Trader Prince family), and their home, the demon-haunted city of Fay Jee. Also provided are numerous adventures and scenario seeds, gathered into a story arc that allows the heroes to rise from humble beginnings to the very pinnacle of their House.

Blood Over Gold is intended for both players and narrators. You must own **HeroQuest, Roleplaying in Glorantha** to use it. **HeroQuest** and **Glorantha** are registered trademarks of Issaries, Inc.

All rights reserved. Discover more at: www.HeroQuest-rpg.com.

ISBN 978-0-9777853-1-5



9 780977 785315



**Moon
Design**
Publications