

Michael Moorcock's

# GLORIC

## OF MELNIBONÉ



CITIES OF THE YOUNG KINGDOMS:  
THE SOUTH

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## CITIES OF THE YOUNG KINGDOMS - THE SOUTH

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# CITIES OF THE YOUNG KINGDOMS - THE SOUTH



This is the first in a series of volumes detailing cities of the Young Kingdoms. Throughout the *Etric* saga frequent mention is made of many cities and in some stories these cities are described to a certain degree but never in a great amount of detail. What each book of the Cities series aims to do is present three cities mentioned in the saga and detail them in terms of their layout, function, governance, allegiance (Law, Chaos and so on) and personalities. The description of each city will give *Etric of Melniboné* Games Masters not only a wealth of information but also countless scenario ideas and hooks for their own adventures.

Each Cities volume, will also include a campaign arc; a campaign basis incorporating all the cities included in a volume with enough detail for Games Masters to run a series of linked adventures involving each city and with enough scope for adding their own adventures as they see fit.

*Cities of the Young Kingdoms Volume I* features the southern continent and details Alorasaz (Lormyr), Raschil (Filkhlar) and Ryfel (Pikarayd). Each is very different in character and represents the three principal allegiances of the *Etric* saga: Law, in the case of Alorasaz; the Balance, in the case of Raschil; and Chaos in the case of barbaric Ryfel.

The structure of the cities' description allows a great deal of exploration and interaction with its inhabitants – the 'sandbox' approach. Although each city is different the description follows the same format:

## *Location*

The city's location in its home country.

## *Overview*

The city's history, its function, industries and services.

## *Key Facts at a Glance*

Population, area, defences and other statistics useful to Games Masters and players.

## *Government*

Who rules and how they rule. Implications for the populace and Adventurers including law and order, city defences and so on.

## *Allegiance*

What higher power the city may be allied with and how this manifests in the city: temples, priests and so on.

## *Points of Interest*

Key areas of interest and exploration, further detailed in the Gazetteer section.

## *Gazetteer*

A description of the city's districts, streets, function and personalities.

## *Personalities*

Additional information on local movers and shakers, with full statistics.

## *Campaign Arc*

How the Campaign Arc from the Southern Cities Campaign Chapter relates to the city and adventures occurring within it.

## CITY RESOURCES

The cities presented in the *Cities of the Young Kingdoms* volumes describe very specific places with living, active populations. It is unlikely that every city of the Young Kingdoms will be detailed and it is also likely Games Masters will create their own cities or

use for their campaigns. The Resources section offers an overview of cities generally and gives some guidelines for Games Masters to use for quickly developing the particulars of a city or things available there.

## *Cities in General*

Cities are major hubs of commerce and habitation. Protection is offered by a wall, palisade or earthwork and a citadel (and in larger cities, several) is always present, housing one or more garrisons responsible for the city's defence against invaders and internal troublemakers.

Markets, shops, taverns and inns all proliferate in cities, whatever their size, and most Adventurers' needs can be accommodated for a price. An armed militia enforces law and order (although not always fairly), and guilds can be expected to regulate trade and prices (again, not always fairly).

Cities always maintain some form of local government, with a titled noble or similar dignitary serving a regional power. It is common for cities to be divided into wards for easier administration, especially in large cities and metropolises, and ward governments may run to their own agendas and enforce particular by-laws depending on local circumstances.

Living conditions in cities are far from splendid. They are crowded, cramped, dirty and frequently dangerous. The rich and poor might occupy different districts but it is not uncommon for them to live cheek-by-jowl, which makes the division between wealth and status all the more acute. Vermin, from mice and rats through to feral dogs and cats (and perhaps more tenacious creatures) are an ever-present nuisance, carrying disease that infects food and water. Indeed clean water is always a problem in the city. It might be built on a natural spring or next to a sweet river but human waste quickly pollutes, especially where sewers are little better than open drains. A general disregard for hygiene and the presence of vermin means that disease is a common threat and plagues a very real worry. In such cramped, intimate conditions, contagion spreads rapidly and with frightening ease.

It is easy to find anonymity in a city but it is equally easy to find casual cruelty and predatory behaviour in ways that are unheard of in smaller settlements. Laws tend to be designed to serve and protect the wealthy, not the poor and anonymous. They are less about ensuring fairness and more about keeping people in their place. For instance the punishment for theft or despoiling property is often more harsh than for crimes involving physical violence. Murder is always the most heinous crime but those enforcing the law are more likely to investigate the killing of a wealthy merchant or guild fellow than they are the killing of an itinerant, peasant or humble artisan.

## *City Statistics*

Use these cities to quickly create the basics for a city not described in one of the *Cities of the Young Kingdoms* volumes.

### **Small City**

*Examples: Ryfel, Chalal, Alorasaz*

Population: 500–3,000

Citadel/Fortress: 1

Temples: 2D4–1

Shrine: 2D4

Guilds/Schools: 1D8

Tavern/Inn: 2D6

### **Medium City**

*Examples: Karlaak, Dhakos*

Population: 2,000–8,000

Citadel/Fortress: 1

Temples: 2D4+1

Shrine: 2D4+2

Guilds/Schools: 2D6

Tavern/Inn: 2D6+4

### **Large City/City State**

*Examples: Ilmar, Baksbaan, Vilmir*

Population: 6,000–24,000

Citadel/Fortress: 1D3

Temples: 2D6+1

Shrine: 2D6+4

Guilds/Schools: 2D6+2

Tavern/Inn: 4D6

### **Metropolis**

*Examples: Imryrr, Hwamgaarl*

Population: 25,000+

Citadel/Fortress: 2D3

Temples: 3D6

Shrine: 3D6+1

Guilds/Schools: 3D6+4

Tavern/Inn: 3D10+4

## *Services and Tradesmen*

A key reason to visit a place is to get access to goods and services. Clearly the availability of services will vary from place-to-place and with the size of the settlement. Local legislative and religious practices and beliefs will also dictate what is *openly* available, what is restricted and what is illegal. And, obviously, restricted

and illegal goods and services will be more expensive to obtain – not just because of the risk of falling foul of the Powers That Be; suppliers are canny and know that restriction fuels demand, creating a sellers' market. The prices charged by the black market will typically be 50% to 100% higher than in settlements where similar goods and services are legal or unrestricted; however it is not uncommon for prices to reach 200%, 300% or even as high as 500%, depending on the circumstances.

The following chart details a range of professional services typically found in urban areas, along with the primary skills a typical provider has and their expected aptitude. Naturally there

will be providers who are more or less skilled and their prices are likely to reflect their expertise and reputation. The table also lists the settlement types where these trades people are most likely to be found. If a particular settlement is not mentioned, this does not mean a representative of that trade cannot be found there; it is simply less likely and the Games Master should make the decision as to whether or not a particular trade is available, based on the size of the settlement and the nature of the trade. The Cost per Day column gives *typical* daily costs for employing or retaining a provider; adjust these prices to suit the market, the provider's expertise and the availability/legality of what they are selling.

### Services

Profession	Primary Skill & Aptitude	Where?	Cost per Day/Use (wage)
Accountant	Lore (Appraisal) 60%	Town, City	1 SP
Acolyte	Lore (Religion) 70%	Camp, Village, Town, City	5 CP
Advisor	Influence 65%	Camp, Town, City	1 SP
Alchemist	Lore (Alchemy) 75%	Town, City	5 SP
Animal Trainer	Lore (Regional) 60%	Camp, Hamlet, Village, Town, City	1 SP
Apothecary	First Aid 45%	Village, Town, City	6 CP
Armourer	Craft (Armourer) 65%	Camp, Town, City	2 SP
Barber	Craft (Grooming) 70%	Village, Town, City	3 CP
Barkeep	Craft (Libations) 65%	Hamlet, Village, Town, City	4 CP
Blacksmith	Craft (Blacksmith) 70%	Hamlet, Village, Town, City	1 SP
Bowman	Bow or Crossbow 50%	Village, Town, City	8 CP
Bowyer	Craft (Bowyer) 60%	Camp, Town, City	5 CP
Brewer	Craft (Brewer) 70%	Village, Town, City	3 CP
Burglar	Stealth 60%	Everywhere...	100 SP
Butcher	Craft (Butcher) 70%	Camp, Village, Town, City	2 CP
Butler/Page	Craft (Husbandry) 60%	Town, City	5 CP
Carpenter	Craft (Carpenter) 65%	Camp, Village, Town, City	2 CP
Cartographer	Craft (Cartography) 70%	Town, City	3 SP
Cavalryman	Spear and Lance 60%	City, Citadel	1 SP
Chandler	Craft (Candle making) 75%	Village, Town, City	2 CP
Chef	Craft (Cooking) 70%	Town, City	4 SP
Clerk	Influence 50%	Town, City	3 CP
Cobbler	Craft (Cobbler) 65%	Village, Town, City	4 CP
Coinsmith	Craft (Minting) 70%	City	7 CP
Cook	Craft (Cooking) 50%	Camp, Town, City	4 CP
Cooper	Craft (Barrel-making) 65%	Village, Town, City	3 CP
Courier	Riding 40%	Camp, Town, City	1 SP
Courtier	Influence 70%	City	50 SP
Delegate	Influence 60%	City	60 SP
Doctor	First Aid 75%	Village, Town, City	10 SP
Driver	Driving 60%	Camp, Hamlet, Village, Town, City	4 CP
Dyer	Craft (Dyeing) 70%	Village, Town, City	2 CP
Engineer	Engineering 65%	City	1 SP

<b>Profession</b>	<b>Primary Skill &amp; Aptitude</b>	<b>Where?</b>	<b>Cost per Day/Use (wage)</b>
Entertainer	Acrobatics, Dance, Play Instrument or Sing 65%	Everywhere	1 SP
Farmer (Agricultural)	Craft (Farming) 50%	Hearth, Hamlet, Village, Town	1 CP
Farmer (Livestock)	Lore (Regional) 50%	Hearth, Hamlet, Village, Town	1 CP
Fisherman	Craft (Fishing) 65%	Hamlet, Village, Town	5 CP
Fletcher	Craft (Fletcher) 65%	Camp, Town, City	4 CP
Furrier	Tracking 70%	Hamlet, Village, Town, City	7 CP
Gemcutter	Craft (Gemcutting) 70%	City	2 SP
Guard	Sword and Shield 50%	Camp, Village, Town, City	5 CP
Guide	Culture (Local) 70%, Lore (Regional) 60%	Hamlet, Village, Town, City	6 CP
Healer	Healing 50%	Camp, Village, Town, City	8 SP
Herald	Lore (Heraldry) 75%	Camp, Town, City	2 SP
Hunter	Survival 65%	Hearth, Hamlet, Village, Town	1 SP
Interpreter	Language 60%	Camp, Town, City	1 SP
Jester	Influence 75%	Town, City	2 SP
Jeweller	Craft (Jeweller) 70%	Town, City	1 SP
Labourer	Athletics 65%	Hamlet, Village, Town, City	1 CP
Leatherworker	Craft (Leatherworking) 65%	Camp, Village, Town, City	3 CP
Locksmith	Mechanisms 60%	Town, City	3 SP
Maid	Craft (Cleaning) 50%	Hamlet, Village, Town, City	4 CP
Man at Arms	Spear and Shield 55%	Town, City	1 SP
Metalsmith	Craft (Metalsmith) 65%	Camp, Town, City	8 CP
Midwife	Craft (Midwifery) 40%	Camp, Hamlet, Village, Town, City	3 CP
Miller	Craft (Milling) 70%	Hamlet, Village, Town, City	3 CP
Navigator	Navigate 60%	Camp, Town, City	7 CP
Nurse	First Aid 40%	Village, Town, City	2 SP
Painter (Artiste)	Art (Painting) 65%	Village, Town, City	10 SP
Painter (Limner)	Craft (Painting) 40%	Village, Town, City	2 CP
Papermaker	Craft (Papermaking) 60%	Town, City	1 SP
Pikeman	Spear or Polearm 50%	Town, City, Citadel	1 SP
Porter	Athletics 40%	Village, Town, City	3 CP
Potter	Craft (Pottery) 65%	Camp, Hamlet, Village, Town, City	5 CP
Priest/Priestess	Lore (Religion) 80%	Camp, Hamlet, Village, Town, City	10 SP
Prostitute	Seduction 65%	Camp, Town, City	25 SP
Sage/Soothsayer	Lore (Regional) 75%	Everywhere	10 SP
Sailor	Boating 65%	Village, Town, City	2 CP
Scribe	Craft (Calligraphy) 70%	Camp, Village, Town, City	2 SP
Sculptor	Craft (Sculpting) 65%	City	6 CP
Seamstress	Craft (Sewing) 50%	Camp, Village, Town, City	2 CP
Shepherd	Lore (Goat/Sheep) 75%	Hearth, Hamlet, Village	1 CP
Shipwright	Craft (Shipbuilding) 50%	Town, City	3 CP
Surgeon	Healing 75%	Town, City	25 SP
Tailor	Craft (Tailoring) 65%	Village, Town, City	6 CP
Tanner	Craft (Tanning) 70%	Camp, Village, Town, City	6 CP
Undertaker	Craft (Mortuary Arts) 55%	Village, Town, City	4 CP
Vintner	Craft (Winemaking) 70%	Town, City	2 SP
Weaponsmith	Craft (Weaponsmith) 65%	Camp, Town, City	1 SP
Yeoman	Bow 65%	Town, City	2 SP

# OF PROMISES BROKEN: THE SOUTHERN CITIES CAMPAIGN



All the cities described in this book are stand alone and brimming with plots hooks, plot ideas and characters that will drive many, many scenario seeds. However, threaded throughout the cities is a campaign arc Games Masters can develop to put Alorasaz, Raschil and Ryfel to productive use (and, a crucial point this, *get Adventurers to visit them*). This campaign is called *Of Promises Broken*.

## TIME PERIOD

The campaign is set before Imrryr's fall and whilst Elric is still on the Ruby Throne. Yyrkoon plots and schemes and the Black Swords have not been brought back to this world. But one does not need Melniboné to have nefarious schemes and plots: the Young Kingdoms and their human inhabitants are quite capable of treachery and deceit themselves.

## BACKGROUND

There is tension in the city of Alorasaz. The guilds scheme against the nobles and the nobles scheme against the guilds. One individual, Arwenna the Grey, is willing to put in place events that will bring war to the city and invite Chaos into its heart.

When the Guilds Wars of Alorasaz ended an accord was formed that guaranteed the holdings of the nobles in return for the guilds running the city. This accord, this promise, is being broken by Arwenna the Grey's machinations.

She has sent an emissary to find two things: assassins who will murder certain nobles of the city and a sorcerer named Malagan, a wizard of Pan Tang who deals in slaves and death. The emissary fails in his missions but finds the Adventurers instead and, in desperation, they become hooked into Arwenna's plan.

Before formulating and running *Of Promises Broken* you should read through all three cities described in this book and become familiar with the major Non-Player Characters – especially Malagan, Arwenna, Duke Araid, Virelis of Vilmiro and Novis of Alorasaz. The cities themselves will suggest ideas for how the campaign can develop with side plots and so on but the basic crux of the Adventurers' involvement is as follows:

1. The Adventurers come across the dying Strathir who reveals some, but not all, of his mission to the Adventurers.
2. Strathir's words will lead the Adventurers to either Alorasaz or Raschil. In Alorasaz they may finalise arrangements with Arwenna or even work to learn more of what she is up to – and perhaps thwart it.
3. In Raschil the Adventurers must track down further information on the assassins Arwenna seeks to hire and the location of Malagan. This leads them to Ryfel.
4. In Ryfel the Adventurers must locate both the assassins and Malagan and persuade them to work for Arwenna. This done the group return to Alorasaz where Arwenna's treachery becomes fully known and all hell is unleashed on the city.

## PART 1: GRIM INTIMATIONS OF WHAT IS TO BE

This encounter can take place in any lonely stretch of the southern continent but the suggested placing is between Stegasaz in Lormyr and Raschil in Filkhar. The country between the two nations is wild and rugged with wide sweeps of moorland and secluded valleys where bandit gangs dwell, ready to prey on unwary travellers.

One such traveller was Strathir and his bodyguard. Strathir is a member of the Guild of Letters of Alorasaz and he was on the business of Arwenna the Grey, head of the Guild of Letters. Heading for Raschil he has fallen-foul of bandits. They easily overwhelmed him and his bodyguard, robbed both and left them for dead. The bodyguard is dead already and Strathir is dying.

Two bodies are staked out on the ground, their hands and ankles tied so their bodies form a crude 'X'. Both are naked and both badly beaten. Track or Perception rolls indicate the signs of a fight and it is clear that the bodyguard fought to save his master: he has been stabbed several times by spears and probably died quickly. Strathir was tortured for some hours, purely for sport, and then left for the carrion birds and wolves but he lives still, clinging to

life by a short, fraying thread. The Adventurers may believe he is dead already but a stuttering, choking breath is released from his throat and he begs, almost inaudibly, for water. Neither first aid nor water will save him but he tries to offer payment anyway.

'I can give you gold, much gold. Lady Arwenna the Grey of Alorasaz will pay if you will finish my work. In Raschil, there is a man, Menekeyil. Bring him to Lady Arwenna. In Ryfel there is another man, named Malagan. Summon him, too. My gold is stolen as is my life but my guild will pay you and Menekeyil and Malagan. Pay you well.'

He dies before he can say more. Neither the names of Menekeyil or Malagan should mean anything to the Adventurers unless they are already well-versed in the cities of Raschil and Ryfel but Lore

(Regional) rolls do help the Adventurers to realise that if this man is a guild member, serving some kind of scholarly guild, then that guild will have money and his promise of payment should hold true. It is up to the Adventurers what they do but some facts to assist:

- Alorasaz is some 600km to the south-west of where the Adventurers find Strathir.
- Raschil is about 100km north-east, on the coast of Filkhar.
- Ryfel is some 900km north east of Raschil, on the coast of Pikarayd.

Raschil may be the intended destination of the Adventurers anyway and so persuading them to finish Strathir's mission to at least that point might be worthwhile: they have nothing to lose by making enquiries.

### Bandits

These are barbarians of the ungoverned country between Lormyr and Filkhar, rednecks from some forgotten forest village. They are brute thieves and murderers – not calculating highwaymen. Use the same statistics for all six. They rely on ranged weapons to disable their opponents and then charge-in with spears and axes.

The bandits can throw their Wood Axes to a maximum range of five metres.

		1D20	Hit Location	AP/HP
STR	16	1–3	Right Leg	1/7
CON	16	4–6	Left Leg	1/7
SIZ	16	7–9	Abdomen	2/3
INT	6	10–12	Chest	2/8
POW	11	13–15	Right Arm	–/6
DEX	11	16–18	Left Arm	–/6
CHA	9	19–20	Head	–/7

Combat Actions	2	Typical Armour: Hide shirts and jerkins with bear skin coats. –2 Armour Penalty
Damage Modifier	+1D4	
Magic Points	11	Traits: Cannibals
Movement	8m	
Strike Rank	+9 (+7)	Skills: Athletics 60%, Brawn 75%, Evade 40%, Perception 50%, Persistence 43%, Resilience 55%, Stealth 85%, Survival 40%, Tracking 85%

There are six bandits who roam the moorlands and lonely trails, picking on the unwary. They will fight to defend themselves but are no match for seasoned Adventurers, especially if caught unawares. They camp in a small copse near a clear, fresh stream, bedrolls surrounding a small fire they have made, the scraps of a meal scattered around. They have also drunk the wine that formed part of Strathir's provisions and have the two, stout ponies the Lorymyrians had been riding en-route to Raschil.

### Weapons

Type	Size	Reach	Damage	AP/HP	Range
Short Spear	M	L	1D8+1D4	4/5	—
Round Shield	L	S	1D6+1D4	3/12	—
Wood Axe	M	L	1D6+2+1D4	3/8	5m
Sling	L	—	1D8+1D4	1/2	200m

### Combat Styles

Spear and Shield 60%, Axe and Shield 55%, Thrown Axe 45%, Thrown Spear 55%, Sling 70%



For some added colour or incentive the Adventurers may stumble across the camp of the bandits who murdered Strathir and the bodyguard. Since they stripped the two men it is reasonable to assume the bandits have some of their victims' belongings that would act as identification in claiming the promised reward from Arwenna. They may also have money too and the countryside will be well-rid of such scum.

The bandits have, in their possession, the following:

- Two sturdy ponies, good for riding long distances but not at speed.
- The mercenary bodyguard's plate breastplate and steel helmet (6 AP), longsword, target shield and shortbow.
- Strathir's shortsword and leather armour (2 AP).
- Trail rations good for 10 days on the road but mostly eaten. All the wine has been drunk.
- Eighty pieces of gold, which carry the marks of Alorasaz and King Montaz of Lormyr – this was destined for Menekeyil and Malagan.
- Around 100 pieces of silver taken from a variety of previous victims.
- A scroll, sealed with wax and bearing a seal unfamiliar to the Adventurers. It has been discarded by the illiterate bandits and requires a Perception roll to find. If opened, it reads:

*Sir,*

*I represent a group of people in need of your service. My city will pay well for your skills. My emissary who has delivered you this note can arrange for a down-payment in gold, which is yours to keep whether you aid me or not. Should you aid me, at least double this amount – and perhaps much more – will be yours, in addition to other rewards that we will negotiate.*

The scroll is not signed.

## *The Journey to Raschil*

Under normal conditions the journey to Raschil should take the Adventurers four days at walking pace or two days riding, with rest stops. Games Masters can place any encounters they wish as obstacles, using the encounter tables from pages 192 onwards of the *RuneQuest Core Rulebook*:

- The first half of the journey uses the Wilderness Encounter table.
- The second half uses the Urban and Road Encounter table as the Adventurers approach Raschil.

The Adventurers cross high ground as they get near to Filkhar's capital. Scaling a low rise, they can smell the ocean and hear the call of gulls. Eventually, as they crest a low rise, they can see the city dominating the bay, below them and to the north, only a few hours walk or ride down hill, approaching the city via the South Gate entrance.

## PART 2: IN RASCHIL'S STREETS

The second part of the campaign involves locating Menekeyil. The Adventurers do not know that he is an assassin, nor what he looks like, where he lives or anything else about him. Raschil is a busy, large,

port city: locating Menekeyil should not be a quick task or an easy one. This is an opportunity to engage with Raschil's inhabitants, visit its taverns and inns and become involved with the city.

The Adventurers will need to devise a strategy for finding Menekeyil – and he does not use this name all the time. Lacking a description means that the name must be relied upon, with a great deal of questioning, returning to sources and so forth. The most likely process to follow is:

- Adventurers trawl inns and taverns putting out the name. There is a 10% chance in each hostelry that someone, either a customer or serving staff, has heard the name but cannot put a face to it. For a fee the Adventurers can ask this contact to keep an eye out or ear to the ground and either get a message to the Adventurers or arrange to return for more information. If someone in a tavern or inn has heard the name, there is then a 15% chance that, in 2D6 days, they will have more information – either another lead to follow-up or firmer information. See the *Searching for Menekeyil* table on page 9.
- Adventurers question market traders and stall holders. Again there is a 10% chance that the name has been heard and, if so, a 15% chance that a lead can be provided, leading to a roll on the Searching for Menekeyil table.
- Approaching city officials (tax collectors, public records at the citadel and similar) does not yield anything. Menekeyil does not use this name in official business; he instead uses the name Ramian of Sequaloris, although he does not come from that city and is not obviously Jharkorian. If the Adventurers come by the name of Ramian through other leads then there is a 40% chance that some public record (rent or lease record) identifies a house or lodging Ramian has used in the past six months. Menekeyil does move around though and uses different names. There is a 30% chance that an address the Adventurers secure is still being used by Menekeyil: otherwise he is no longer there.
- Targeting someone who 'knows everyone...' like Ranyart Finn, has a 25% chance of securing a roll on the *Searching for Menekeyil* table. Engaging a character like Finn will cost more money but he put the word in places that more informal enquiries will not reach.
- Menekeyil gets wind of the Adventurers' search for him: there is a 25% chance per day of this happening if the Adventurers use inns, taverns or someone like Finn. Menekeyil then launches a search for the Adventurers, taking 1D3 days to locate them and a further 1D4 days of him keeping them under surveillance. Adventurers can use Perception rolls at a -40% penalty to see if they spot Menekeyil watching them. If noticed, Menekeyil does not run or flee but remains calm, does not confirm his name initially and arranges to meet the Adventurers the same evening at an inn called 'The Shield Sent Spinning' in Anchor Ward. Proceed to 'The Deal'. If the Adventurers remain oblivious to Menekeyil's surveillance he has word sent to them by a street messenger to meet with him that evening at 'The Shield Sent Spinning.'

## Searching for Menekeyil

1D100	Nature of the Lead
01–20	A face is put to the name but the description is inaccurate and done for the money. It costs the Adventurers 1D20 silver pieces only to come up with a dead-end.
21–40	A face is put to the name and the description is accurate. The Adventurers can now offer a description to go with their enquiries. Improve the chance for further leads by 20%.
41–50	Someone claims that a man going by a similar sounding name rents a room in a private house in Anchor Ward. For 10 silvers the contact can secure an address. The information is false and the contact disappears with the money.
51–60	As for previous but the information is accurate. Menekeyil, however, is no longer there. The Adventurers can get a description of him. Improve the chance for further leads by 20%.
61–70	Someone has heard the name Menekeyil and also the name Ramian of Sequaloris. It could be the same man. There is no description but further information and leads are improved by 10%.
71–75	Someone knows a man called Ramian and confirms any description given, or provides one. This costs 15 silver to secure. The information is accurate and the contact tells the Adventurers that Menekeyil/Ramian is living somewhere in Broads Ward. Improve further attempts to gain leads by 25%.
76–80	As for previous but the contact also gets word to Menekeyil that people are looking for him. Menekeyil begins surveillance as described in the earlier bullet points.
81–90	Someone has Menekeyil's description and name but not his location. It costs 15 silver pieces to get this information. If the Adventurers also succeed in an Influence roll the contact tells them that Menekeyil has worked as a thief and an assassin. Improve the chance of further leads by 20%.
91–95	Someone who knows Menekeyil has seen him in the past day or so in and around Broads Ward. This information costs 25 silver pieces and is accurate; it also yields a description of the man. Finding Menekeyil in Broads Ward requires either a Perception roll at –20% or a Streetwise roll at its normal level. This roll can be made once per day. For every failed roll there is a 25% chance Menekeyil learns people are looking for him and puts the Adventurers under surveillance.
96–00	Someone knows Menekeyil and, for a fee of 50 silvers, informs the Adventurers that, if they visit an inn in Anchor Ward called The Shield Sent Spinning and leave a message at the bar for Tenesir the Wanderer, it will reach Menekeyil and he will arrange a meeting with them at the Shield. This information is accurate and a meeting is arranged within 1D4+1 days.

## Meeting Menekeyil

Menekeyil arranges a meeting in the inn called 'The Shield Sent Spinning'. He is there before the Adventurers arrive, occupying a private booth close to one of the fireplaces. A very cautious man, he sits with his back to the wall and a very good view of all who enter the common room. He does not look dangerous to the Adventurers; indeed he is very non-descript, the kind of man who easily blends into the background. His eyes, however, never stop moving, scanning the crowd, scanning faces, scanning surroundings. His hands are quite the opposite: very still and, when they do move, very careful and precise.

He begins the audience in a soft, quiet voice: 'You've been looking for me,' he says. 'And now you've found me. What is the nature of your business.'

If the Adventurers question him on thievery or assassination he offers a wry smile, sighs and shakes his head. 'Such things are illegal. I am insulted you consider me capable of them.' But he does not leave. He listens to anything else that the Adventurers have to say but it requires a successful Influence roll, opposed by Persistence, to agree to anything that they offer or suggest.

If there is no talk of assassination, or theft, and the conversation is kept to Strathir's message and mission, he listens carefully. Make

a Persistence roll for him. If successful, then he agrees to travel to Alorasaz to learn more but makes no guarantees of the outcome. If offered some of the gold Strathir was carrying and had stolen, then he automatically agrees. 'I know Alorasaz,' he says. 'It is controlled by the guilds and I have heard of the Guild of Letters. They are very wealthy. It will be intriguing to learn more and, as it happens, I am... between employers.'

At no point in the conversation does Menekeyil ever mention his trade or experience. If questioned on these, he remains silent. A successful Insight roll tells Adventurers that pressing the point would be *dangerous*...

## Next Stage Preparations

Having found Menekeyil certain possibilities suggest themselves:

The Adventurers remain in Raschil, enjoying the sights, whilst Menekeyil makes his way to Alorasaz alone. He has no qualms about doing this.

The Adventurers return to Alorasaz with Menekeyil and present themselves and him to Arwenna the Grey at the Guild of Letters. This means interaction with the city of Alorasaz and certain activities with Arwenna. See the Campaign Arc section of the Alorasaz chapter for more details. However, the Adventurers can

### *Menekeyil; Master Thief, Assassin and Fixer*

A relatively unremarkable-looking man in his forties, Menekeyil is notable only for his wide face – characteristic of the people of the Ilmioran city states – doleful eyes and shock of curly black hair that creates a long, unruly mop flopping down to his shoulders. He dresses in monochrome: white shirt, black trousers and boots and a dark grey waistcoat. His only nod to colour is the scarlet sash he wears around his waist, which holds his daggers and anchors the scabbard of his long, thin sword to his side. Menekeyil rarely smiles. His air is one of utter competence; one gets the feeling that there is *nothing* he is not capable of doing. He has innumerable contacts across the Young Kingdoms and he can call upon any number of assassins, thieves, spies and other mountebanks to do his, or his employer's, bidding. His chief skill is in, as he calls it, *facilitating* but equally Menekeyil is an amoral assassin and thief in his own right.

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	12	1–3	Right Leg	–/6
CON	12	4–6	Left Leg	–/6
SIZ	15	7–10	Abdomen	1/7
INT	17	11–12	Chest	1/8
POW	12	13–15	Right Arm	–/5
DEX	18	16–18	Left Arm	–/5
CHA	15	19–20	Head	–/6

Combat Actions	3	Typical Armour: Linen padding worn beneath shirt. –1 Armour Penalty. When needed he wears leather across all locations save the head.
Damage Modifier	+1D2	
Magic Points	12	Heroic Abilities: Deflecting Parry; Duellist
Movement	8m	
Strike Rank	+18 (+17)	Skills: Athletics 65%, Brawn 30%, Culture (Ilmar) 60%, Evade 75%, Evaluate 80%, Insight 85%, Lore (Regional) 70%, Perception 85%, Persistence 75%, Resilience 68%, Sleight 80%, Stealth 98%, Streetwise 110%, Unarmed 90%

Passions: Love Intrigue 90%.

### **Weapons**

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Dagger	S	S	1D4+1+1D2	6/8	10m
Longsword	M	L	1D8+1D2	6/12	—
Main Gauche	S	S	1D4+1D2	6/7	—

Menekeyil always carries four daggers; two in his scarlet sash and one tucked into each boot.

### **Combat Styles**

Longsword and Main Gauche 115%, Thrown Dagger 110%. Note Menekeyil's Heroic Abilities.

expect the following from Arwenna if they bring Menekeyil to her:

- Payment of 50 silvers apiece plus papers that secure free guild services for a month.
- Close interrogation of the Adventurers as to what happened to Strathir: successful Influence rolls persuade her that they are telling the truth.
- Offer of payment of a further 150 silvers apiece if they will travel to Ryfel in search of Malagan. She does not reveal who Malagan is although, if Menekeyil is present at this discussion, he raises an eyebrow and smiles to himself – he knows... Critical Influence rolls manage to extricate from

Menekeyil an inkling that he is, perhaps, a sorcerer. 'You've *not* heard of Malagan of Hwamgaarl? My, I *am* surprised...'

The Adventurers are, however, sworn to say nothing of any meeting they have with Arwenna; nor does she discuss what plans she has for Menekeyil's services. There are, though, opportunities, described in the Alorasaz chapter, for the Adventurers to learn more.

If the Adventurers remain in Raschil, simply enjoying the city, Menekeyil himself returns 15 days later bearing the offer of 150 silver each if the Adventurers will go in search of Malagan and persuade him to go to Alorasaz. If the Adventurers refuse he

shrugs and makes it known that he will therefore perform this errand for them and stands to collect the same money that would have been paid to all the Adventurers combined.

If the Adventurers find themselves en-route to Ryfel, proceed to Part 3: Sweet Smell of a Great Sorrow.

## PART 3: SWEET SMELL OF A GREAT SORROW

Ryfel is a fair distance from either Alorasaz or Raschil. The following table gives travel times in days by a variety of means.

	Alorasaz to Ryfel	Raschil to Ryfel
Ship	30 days	15 days
Mount	45 days	23 days
Foot	90 days	45 days

Sea is by far the most efficient means of reaching Ryfel but the key issue is finding someone prepared to go there. The sea ways around the Yellow Coast peninsula are rife with pirates who prey on the Argimilian and Purple Towns merchant vessels that sail between the two countries and Ryfel's reputation is as a hive of scum or villainy. Still, any Adventurer who can succeed in a Streetwise or Influence roll at -40% can persuade a shady ship captain to complete the voyage and bring them back – although the cost for doing so will be 1,000 silver pieces: this amount will be paid by Arwenna the Grey. Ship captains prepared to make the voyage can be found in both Raschil and Trepasaz, the latter being the closest Lormyrian port Pikarayd.

Travelling overland on foot or by horse/wagon is cheaper but longer and riskier. It involves crossing the Argimilian plain, which is home to bandits, petty barbarian warlords, wild beasts and so on.

Ship or land, the journey entails risk. For every 10 days of travel roll on the appropriate column of the Ryfel Route Risk Table.

*Ryfel Route Risk Table*

	Sea	Land
01–50	No Hazard	No Hazard
51–60	Storm	Storm
61–70	Ship Malfunction	Natural Disaster
71–80	Pirates	Bandits
81–90	Navigational Error	Navigational Error
91–00	Sea Monster	Creature

### No Hazard

Self Explanatory.

### Storm

A storm quickly brews and strikes either at sea or on land. The storm brings heavy driving rains, fierce winds and freezing conditions. It lasts for 1D3 days. Adventurers must do the following:

- Make a Resilience roll once for each day of the storm.
- If the Resilience roll fails then a level of Fatigue is gained and remains until the Adventurer has had three days of full rest. Adventurers with Survival may substitute it for the Resilience roll if Survival is higher.
- Make either an Athletics or Brawn roll, whichever is higher, for each day of the storm. If the roll fails the Adventurer sustains 1D8 damage to a random location as a result of a fall, collision or being hit by a moving object. If the Athletics or Brawn roll is fumbled then eight points of damage is taken. The damage cannot be properly healed – although First Aid will stabilise it – until civilisation can be reached.

### Ship Malfunction

A yard-arm breaks, oars snap, timbers come loose or some other mishap befalls the ship. The voyage is increased by 1D10 days whilst repairs are made. Any Adventurer who has either Engineering, Mechanisms or Shiphandling can assist with the repairs. If the roll is successfully made that Adventurer gains an *immediate* Improvement Roll in the skill used.

### Natural Disaster

A landslide, minor earthquake, rockfall or some other form of natural phenomenon causes a hazard for the travellers. Each Adventurer should roll against the highest of Acrobatics, Athletics, Brawn or Survival and note the result:

- Critical Success: No damage taken.  
 Success: Roll Resilience; if successful, no damage. If unsuccessful 1D8 damage to a random location.  
 Failure: 1D4 damage to two random locations.  
 Fumble: 1D8 damage to two random locations.

### Pirates

The ship carrying the Adventurers is attacked by pirates. Resisting the attack can be played-out as a full scenario or combat with the outcome determining what happens next. The pirate ship fields 1D10+10 pirate boarders. Statistics for typical pirates are as follows:

## Pirates

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	13	1-3	Right Leg	2/5
CON	12	4-6	Left Leg	2/5
SIZ	13	7-10	Abdomen	2/6
INT	13	11-12	Chest	2/7
POW	10	13-15	Right Arm	-/4
DEX	14	16-18	Left Arm	-/4
CHA	9	19-20	Head	-/5

Combat Actions	3
Damage Modifier	+1D2
Magic Points	10
Movement	8m
Strike Rank	+14 (+12)

Typical Armour: Linen jerkin and trews: -2 Armour Penalty

Skills: Athletics 75%, Acrobatics 70%, Boating 75%, Brawn 60%, Culture (Pirate) 80%, Evade 50%, Insight 44%, Lore (Regional) 70%, Lore (The Sea) 30%, Perception 55%, Persistence 56%, Resilience 70%, Shiphandling 75%, Unarmed 63%

Passions: Love Plunder 75%

## Weapons

Type	SIZ	Reach	Damage	AP/HP
Shortsword	M	S	1D6+1D2	6/8
Shortspear	M	L	1D8+1D2	4/5

## Combat Styles

Pirate Skirmishing 60% (Sword and Spear)

## Bandits

	<b>Value</b>	<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	13	1-3	Right Leg	2/5
CON	12	4-6	Left Leg	2/5
SIZ	13	7-10	Abdomen	3/6
INT	13	11-12	Chest	3/7
POW	10	13-15	Right Arm	2/4
DEX	14	16-18	Left Arm	2/4
CHA	9	19-20	Head	2/5

Combat Actions	3
Damage Modifier	+1D2
Magic Points	10
Movement	8m
Strike Rank	+14 (+10)

Typical Armour: Leather kilt and breastplate with linen padding, leather helm, leather greaves and vambraces: -4 AP

Skills: Athletics 45%, Brawn 60%, Culture (clan) 80%, Evade 50%, Insight 44%, Lore (Grome or Chaos) 30%, Lore (Regional) 70%, Perception 55%, Persistence 56%, Resilience 70%, Unarmed 63%

Passions: Love Clan 75%, Love Lord 80%

## Weapons

Type	SIZ	Reach	Damage	AP/HP
Shortsword	M	S	1D6+1D2	6/8
Shortspear	M	L	1D8+1D2	4/5
Target Shield	L	S	1D4+1D2	4/12

## Combat Styles

Pikaraydian Warrior (Spear, Shield, Sword) 75%. Shield Wall (Spear and Shield) 65%. Shield Wall is used when the warriors are locked into a Shield Wall; when not in a wall they use the Warrior style.

Warriors in a Shield Wall increase their Armour Points by the Hit Points of the shield they are using but, due to being locked by the wall, reduce their Strike Rank to half.

The pirates are also slavers, working out of Ryfel. The pirates work to kill the most active resisters but are really looking to subdue and take prisoners. If the Adventurers are captured or forced into a surrender, then they find themselves being sailed to Ryfel to be sold in the upcoming slave auction.

### Bandits

The Adventurers are attacked by Pikraydian clansmen who have crossed the border looking for slaves to trade in Ryfel. There are 1D10+4 members of this slaving party with the following statistics:

The clansmen aim to capture as many living prisoners, uninjured, as possible. Fierce resistance is met with utter brutality but otherwise the clansmen are looking to capture as many people unharmed as they can.

Captured Adventurers are hauled back to Ryfel for sale at the forthcoming slave market. They are secured with very stout ropes, tied together at the waist and have their arms forced over spear hafts that are fastened around their shoulders, minimising the chances of escape. Whippings to keep the captives moving are frequent.

### *Plesiosaur*

	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6	21	1-2	Tail	5/10
CON	4D6	14	3-4	Right Hind Flipper	5/6
SIZ	6D6+12	33	5-6	Left Hind Flipper	5/6
INT	3	3	7-10	Hindbody	5/11
POW	3D6	11	11-14	Body	5/12
DEX	3D6+6	17	15-16	Right Front Flipper	5/6
			17-18	Left Front Flipper	5/6
			19-20	Head/Neck	5/10

Combat Actions 2

Damage Modifier +1D12

Magic Points 11

Movement 10m

Strike Rank +12

Typical Armour: Scales. No Armour Penalty

Traits: Excellent Swimmer, Formidable Natural Weapons

Skills: Athletics 80%, Brawn 75%, Evade 50%, Persistence 43%, Resilience 52%, Stealth 45%, Tracking 60%

### Weapons

Type	Size	Reach	Damage	AP/HP
Bite	H	VL	1D8+1D12	As for Head

### Combat Styles

Bite 65%

### Combat Notes

Plesiosaurs are capable of seizing smaller creatures in their long, powerful jaws and thus use the Grip Combat Manoeuvre before exercising a bite. Naturally the creature can plunged beneath the water to drown captive prey but most often it simply bites and swallows.

Lenient Games Masters may wish to give the Adventurers an opportunity to escape. This will depend on the skills and will of the captives. However a rival clan may well attack the party transporting the captives, intent on taking these slaves for themselves. In the mayhem the Adventurers may have the opportunity to slip away – although they are likely to be pursued by whoever wins the inter-clan skirmish.

### Navigational Error

The way is lost, whether by sea or land. It takes 1D3 days for the Adventurers to realise that they are heading in the wrong direction. Either a Navigate or Survival roll is needed to get the Adventurers back on track but at a loss of a further 1D3 days. If Navigate or Survival skills are unavailable, Perception can be substituted but at a -30% penalty.

### Sea Monster/Creature

The Adventurers are attacked by either a sea serpent, intent on destroying the ship, or a group of wasteland predators, intent on an easy meal. The Adventurers have a fight on their hands, either way.

If a sea monster, the creature is a plesiosaur-like creature intent on seizing prey from the deck and sinking the ship so that survivors can be picked-off in the water.

When a plesiosaur rears up from the water to seize prey, only its Head/Neck Hit Location can be struck – the rest remains safely submerged.

For the first two rounds of combat the plesiosaur attacks the hull of the ship beneath the water line. The ship has six Armour Points and 20 Hit Points. It directs all Combat Actions against the hull of the ship intending to do as much damage as it can. Then, for the next two rounds, it attacks the deck before returning beneath the water to continue damaging the ship. When the ship is reduced to zero Hit Points in the hull it starts to sink. Those on board have 1D6 minutes to escape or they will be dragged into the sea and drowned as the ship goes down: their souls will join Pyaray's undead fleet. If in the sea they will need to find broken timbers

to cling to which will increase Swim rolls by +40%; however the sea monster may still continue its attacks. Lenient Games Masters could have the monster simply devour the remains of the ship's crew and leave the Adventurers alone.

Swimming to the shore to continue the journey by land is possible. Cruel Games Masters could have the Adventurers rescued – by a Ryfel-bound pirate ship or slaver. The crew of the slaver may masquerade as helpful merchants to begin with but once they have the Adventurers safely aboard and in a position where they cannot resist, their true motives become clear...

If a creature, Games Masters are at liberty to use whatever creature or monster they feel fits the nature of the group but choose something

## Wyvern

		1D20	Hit Location	AP/HP
STR	26	1–3	Right Leg	5/9
CON	19	4–6	Left Leg	5/9
SIZ	26	7–8	Abdomen	5/10
INT	7	9–11	Chest	5/11
POW	11	12	Tail	5/9
DEX	14	13–14	Right Wing	5/8
		15–16	Left Wing	5/8
		17–20	Head	5/9

Combat Actions	3
Damage Modifier	+1D12
Magic Points	11
Movement	8m/16m
Strike Rank	+14

Typical Armour: Scales. No Armour Penalty.

Traits: Dark Sight, Night Sight, Poison Sting

Skills: Athletics 60%, Brawn 80%, Perception 35%, Resilience 67%, Survival 40%

## Weapons

Type	Size	Reach	Damage	AP/HP
Bite	H	VL	1D10+1D12	As for Head
Sting	H	VL	1D6+1D12+ Poison	As for Tail

## Combat Styles

Bite 55%, Sting 70%

## Combat Notes

The sting is the favoured weapon of the wyvern and it has the following characteristics:

**Application:** Injected or smeared.

**Onset time:** Immediate.

**Duration:** 1D6 Days.

**Resistance Time:** Daily. The first Resistance roll must be made at the end of the Onset Time, then daily thereafter. Successfully resisting the poison allows the victim to avoid suffering the Conditions until the next roll must be made.

**Potency:** 50+ CON of wyvern.

**Resistance:** Resilience.

**Conditions:** Agony and Paralysis.

**Antidote/Cure:** Healing skill and magic.

that hunts in the wilds and perhaps in a small pack. Wolves or sabre-tooth tigers would be ideal but something more esoteric is certainly appropriate: we have given Characteristics for a wyvern – a two-legged, winged (but flightless) carnivore that has a draconic appearance – on page 14. A wyvern is a solitary hunter with some nasty weapons and protection but should not overwhelm a group of smart Adventurers whilst still proving a challenge to defeat.

## Reaching Ryfel

Sooner or later, in some shape or form, the Adventurers reach Ryfel. Here they will see for themselves – and probably experience first-hand – Ryfel's squalor and degradation. They arrive just as a slave market is beginning and may even arrive as slaves themselves. How they escape such a fate is up to them and their ingenuity.

Their task, though, is to find Malagan. Malagan is known and feared throughout Ryfel; he will certainly attend a slave auction along with Governor Kaden Boorg and he may even be encountered out and about in the streets of the city – see the Ryfel chapter for more details. But, gaining an audience with Malagan is not easy. First of all, he trusts no one and any attempts at gaining an audience with him straight out are met with disdain and possibly brutal rebuttal by either his dog, Cur, or his Black Guard bodyguards. To get to see Malagan requires the Adventurers to secure something guaranteed to get his attention. Some suggestions are:

- Finding a particularly attractive slave to add to Malagan's collection for sacrifice.
- Volunteering to join the Death Bringers cult.
- Working out that Malagan is obsessed with Elnassa, the daughter of the clan chieftain and finding a way to get her to him.
- Kidnapping Ebrina, his Dorelite captive and offering her back.

Any and all of these alternatives carry risk of angering Malagan and bringing down his wrath but the sorcerer does recognise ingenuity and once he has acknowledged that the Adventurers genuinely need to meet and talk with him, he listens.

When talk turns to Alorasaz he frowns deeply and seems to be searching his mind. 'I travelled there in dreams,' he drawls. 'I saw death stalking its streets and the shadow of the reaper high over its palace. Tell this Arwenna that I shall come but she must prepare the way for me. Or, rather, you must prepare that way for me. There are three things I want done.'

He names the things that the Adventurers must arrange if Malagan's presence in Alorasaz is to be guaranteed.

- One of the Adventurers must agree to initiate into the Death Bringers cult. Failing that, he wants Elnassa, Kanegal's daughter: the Adventurers must choose which of these two to fulfil.

- He has dreamed of a Priestess of Law who dwells in Alorasaz. She should be captured and held safely until Malagan arrives.
- A great spirit roams the forests near the city: it must be captured or killed, the spirit or its pelt delivered to Malagan along with the priestess of Law.

The Adventurers must complete or facilitate the completion of these conditions. Once they are accomplished – and Malagan will know – he will come to Alorasaz.

Each of these conditions will take time to plan, prepare and execute and carry much risk. The Adventurers will have to work hard in Ryfel and Alorasaz to achieve success. If they fail, Malagan does not come and Arwenna the Grey will call on the Adventurers to assist her in Malagan's absence; see *Part 4: Plumes of Smoke Rise*.

Malagan does not accompany the Adventurers back to Alorasaz but says he will make his own way there once the business he has in Ryfel is complete: there is no negotiation on this point and although the Adventurers will be questioned on this by Arwenna when they return, no one has much choice in the matter. Malagan arrives in Alorasaz six weeks after the Adventurers arrive back.

Of course the Adventurers could always try to kidnap Malagan and take him back. This is possible but obviously highly risky. The outcome of such a strategy rests entirely on what the Adventurers do and plan whilst in Ryfel. There are plenty of people with a grudge against Malagan who would help them to get rid of the sorcerer.

## PART 4: PLUMES OF SMOKE RISING

This part of the campaign sees several things happening:

1. The Adventurers completing the conditions Malagan has stipulated.
2. Arwenna commissioning the Adventurers to fulfil certain tasks if Malagan and/or Menekeyil have not been successfully engaged.
3. The Adventurers understanding the plot Arwenna is triggering – and how they respond to that.
4. Becoming engaged in the other side of the plot – the nobles resisting the guild conspiracy and taking action against it.

Point 4 is an opportunity to engage the Adventurers further and take them back to Raschil.

### *Myshella's Plans*

Myshella, Empress of the Dawn, is always seeking heroes to create stability and thwart Chaos, whatever form it takes. Depending on how the Adventurers are engaged in the campaign and the side they have taken, Myshella may attempt to use them to thwart Arwenna's moves against the nobles: the Adventurers become pawns in Myshella's schemes just as they may have become pawns in Arwenna's.





Myshella is a powerful sorceress in her own right and has the ability to create consensual dreams, negating the need for her to leave Castle Kaneloon. The Adventurers – or one, chosen Adventurer, especially any agent of the Balance or loyal servant of Law – are subject to such a dream.

The Adventurer dreams of a snowy, frozen landscape. He is cold, tired and hungry, struggling against the blinding snow and chilly winds. In the distance are lights, barely visible but beckoning. The Adventurer is drawn towards them and soon he sees the shape of a castle rising from the plain, its great gates open; as is the door to the hall.

He makes his way inside. In the great hall is a fire and a table set out with food and wine – the best he has ever tasted. A goblet of the wine restores all energy. Around the walls are many standards and shields: the relics of heroes who have served whoever owns this castle.

A voice calls his name: soft and musical. Descending a long, grand staircase comes a beautiful, raven-haired woman dressed in scarlet samite. From an unseen room a great, snow-white bear pads, pausing to join Myshella as she reaches the foot of the stairs. She smiles at the dreamer. The bear regards him with intelligent, penetrating black eyes. The dreamer feels no fear.

‘In the city by the river,’ Myshella says, ‘great evil stirs. Murder is planned. Chaos will follow in its wake. Servants of the Gods of Entropy are at work in this city. I need help in preventing war and death. I need people to work for me. I offer no reward save the gratitude of the powers I serve and my own. I can give love, comfort and warmth. I can give reason to live and a reason to serve.’

‘In the city by the sea a Queen, remote from her people, owns a battle standard. She does not know its importance. It must be fetched from her and brought to my knights in the River City. This standard belonged to my most beloved servant, Duke Aubec. It was blessed by his hand and my kisses. He carried it when he carved these lands from the stuff of Chaos and, in the hands of my servants in the River City, it will bring them victory against those who would bring war and death.’

‘Will you go to the city by the sea? Will you find Lord Aubec’s standard and take it to those who are doomed without it? Will you serve me?’

If the dreamer answers in the affirmative Myshella smiles and kneels before him, embracing him and warming him with sweet kisses and pure love. If he refuses, she smiles sadly and watches as the bear turns away and goes to wherever it came from. ‘I cannot compel you. I simply hope you understand the choice you have made. May whatever gods you pray to protect you, for I cannot.’

And the dream ends.

If the Adventurer has committed to finding the standard of Aubec he awakes with a new Passion: Loyalty to Myshella at 40%+ his POW and CHA scores. If he refused, he feels a strange emptiness that takes a number of months to lift equal to his POW. If he later comes to serve Myshella or her followers in some way, the feeling lifts of its own accord.

## AUBEC'S STANDARD

Aubec’s battle standard is an important treasure to Myshella and to the nobles of Alorasaz committed to her cause. When brought to those who serve Myshella the standard confers the following properties, when unfurled and in sight of those who serve her:

- All combat skills are increased by half again.
- Resilience and Persistence rolls are increased by half again.
- Any character with a Pact to Law has his Pact increased by half again.

The standard is held in Raschil, in the palace of King Jerned, where his queen, Senerra, has become intrigued with, and obsessed by the story of Aubec and Eloarde. She believes her destiny is somehow bound-up with this tragic pair and every day she sits in the presence of the standard and the rose.

Gaining the standard means dealing with the reclusive Queen Senerra. She receives visitors but only those who can bring her stories of Aubec and Eloarde. She will, of course, see anyone who has a Pact with Aubec, Myshella or who has undergone the dream. But, gaining such an audience means dealing with layers of obstructive courtiers and the indefatigable Lord Segaeis, who is intolerant of time-wasters. There are three ways of gaining an audience:

1. Deal with Segaeis and other dignitaries of the Royal Court. This can be abstracted to a series of three Influence rolls; the first to gain an audience with a general member of the Royal Household – this is at normal chance. The second roll is to deal with one of Lord Segaeis's secretaries and is much more difficult: -40%. Finally, Lord Segaeis himself attempts a dissuasion and the Adventurers must win an opposed test of their Influence versus Segaeis's Persistence of 80%. If any roll fails, then someone else may make the attempt; otherwise an audience is denied. Ingenuity and good roleplaying here should be rewarded with bonuses to Influence skills.
2. Via Ranyart Finn or Nhialian of Jadmar – both storytellers who attend Queen Serenna from time-to-time to recount stories they have come by or invented. Finn can be persuaded through listening to his general stories and plying him with alcohol. Nhialian is more suspicious: he demands favours and money and may even request that the Adventurers, in return for gaining audience with the queen, sabotage or discredit Finn in some way. If the Adventurers try to gain access to the queen through either storyteller it takes 1D3 weeks for that audience to be granted.
3. The Storytelling Contest. King Jerned is holding a storytelling contest at the palace. Anyone can enter and the contest is likely to draw bards and raconteurs from all over the Young Kingdoms: it will certainly draw Finn and Nhialian. The contest is held in the presence of the entire court and the best, most amusing, most moving and most well-told story will be declared the winner by a panel including the king, queen, several favoured courtiers and Lord Segaeis. To win the contest the Adventurers must come up with an original story. This can be anything they please and can be based on legends, myths, real experiences or simply a work of complete fiction. They must then deliver the story using either Oratory, Craft (Storytelling) or, if they have neither of these, at CHA x2. An interesting twist would be to have the players write and deliver the story as if they were present at the contest and telling it to the panel. If Games Masters encourage this, a hefty bonus should be given to the roll used to determine the level of success. To win the contest, the Adventurers must score a Critical success in their roll. Hero Points can be used to turn a failure into a success. It costs two Hero Points to turn a successful roll into a Critical result. The winner of the contest is approached by one of the queen's servants who commends the storyteller and invites them to attend the queen for a private, repeat rendition of the story. They also win 100 Gold Pieces.

Gaining audience with Queen Serenna gives the Adventurers the opportunity to request the loan of the standard and/or the rose. If the Adventurers have Pacts with Aubec or Myshella, then their destiny is bound-up with the queen's and she will agree, if they perform a task for her. If the Adventurers have no such Pact then Influence rolls, opposed by Serenna's Persistence of 58%, are needed. She agrees to loan the standard on one condition; a task that must be accomplished for her.

*'I had a dream, not once but many times, of a woman taken in her prime. She was Queen Eloarde of Klant, but not Eloarde; a woman of this city, I believe. She was entombed in crystal and the resemblance between her and Eloarde was uncanny. Find this woman; discover who she is and bring me the news. I would visit her to see her and gaze on Queen Eloarde's beauty with my own eyes. Do this for me and the standard is yours to use. But it must remain a secret between us and must be returned.'*

The woman Serenna dreamed of is the wife of Lord Levern or Raschil. The Adventurers must somehow track her down, using whatever resources they can in the city. How this works is up to the Games Master to decide but Lord Levern himself, or his daughter, will be honour-bound to allow the Queen to gaze upon Lord Levern's wife. Queen Serenna then takes it upon herself to send out for a cure to the woman's condition, listening carefully to the deal Lord Levern describes. This may well involve the Adventurers as a later strand to this campaign, but for now, it will help secure them the Banner of Aubec.

The safety of the banner, though, is not guaranteed. Malagan learns of it through spies, agents or his own dreams and seeks it for himself. He will attempt to steal the banner from the Adventurers using either his own magic (including a demon summoned for the purpose) or agents of Arwenna the Grey. If Malagan succeeds then the banner, in the possession of Arwenna, is used in rituals conducted by Malagan to weaken the cause of Alorasaz's nobles: the Adventurers may find themselves engaged in a quest to retrieve the banner again or must accept its loss and, with it, the friendship of Queen Senerra.

## PART 5: DRAWING THE PIECES TOGETHER

Depending in how previous events have shaped, certain things will have happened:

- Malagan has come to Alorasaz.
- Menekeyil has begun to assassinate certain members of the Alorasaz nobility.
- The nobles who cleave to Myshella have, in their possession, the banner of Aubec.

Alorasaz now becomes a dangerous place as the militant factions in the Guild Council move to eradicate the city of its ancient nobility. The city descends into civil war.

Depending on which side the Adventurers have chosen, and depending on what they do, the fate of Alorasaz could be in their hands. Certain other events come to pass that Games Masters will need to adjudicate according to circumstances:

- The guild and nobles conduct open warfare in the streets of Alorasaz. The city divides into east/west lines. In the west, the nobles hold ground. In the east, the guilds, under Arwenna and Malagan's command. Street battles seek supremacy with the guilds aiming to kill the Duke and the nobles aiming to kill Arwenna and her supporters – which include the militant priests of Law. Whichever side wins results in either the nobles being driven from Alorasaz or the guilds' hold being broken forever, returning the city to how it was a century or more ago.
- Myshella and Sardik the bear intervene, on the side of the nobles. Sardik descends from the mountains and enters the city, laying waste to anyone who stands in its way. The bear finds its way to the nobles and becomes part of their army, aiding the war against the guilds. Malagan and Menekeyil bend their wills to killing the great bear. Myshella herself, if all becomes desperate, comes to Alorasaz, riding atop her immense mechanical bird. Her power and aura is such that all fighting ends and she decrees that those who have proven loyal to her are the rightful rulers of Alorasaz. The Duke becomes the High Duke and the guilds are forced to accept the position. The militant priests of Law are cast out of the city and the rule of Lady Mirath becomes prevalent (for Myshella wants no enduring part in the city's fate). For her intervention Myshella demands that one of the nobles accompany her to Kaneloon, to continue the work begun by Duke Aubec – carving lands from the raw tumult of Chaos. Indeed, this might be one of the Adventurers.

- Queen Senerra learns of the strife in Alorasaz and persuades King Jerned to send reinforcements to aid the nobles. The Adventurers might be instrumental in bringing this help to the city. Likewise, though, Malagan summons help from Governor Kaden Borg in Ryfel, bringing Black Guard troops of Pan Tang to fight on the side of the guilds. If they prevail, Pan Tang gains a toe-hold in Alorasaz which, in time, will pose a direct challenge to the King in Iosaz.

Much, naturally, depends on how the campaign has been framed and played-out. Some, all or none of the above may occur. Games Masters may take individual plot elements from the campaign to create something more intimate and less apocalyptic.

The key to bringing all this together is as follows:

- Read the city descriptions carefully, paying close attention to Non-Player Character motivations.
- Use these motivations to decide what shape and extent the campaign will take.
- Make the campaign an extended exercise that plays out over many months. Use the Cities in this book as a backdrop for other stories involving the Adventurers. Put the Adventurers to work in the three cities, and make the cities and their characters work with the Adventurers.

This means some effort for the Games Master but this volume of *Cities of the Young Kingdoms* contains innumerable opportunities for all kinds of adventure: petty squabbles, politicking, slavery (or breaking its hold), grand gestures of mythic figures like Myshella, or simple – yet entertaining – encounters, sandbox style, with the many Non-Player Characters described herein.

These cities are yours to use – campaign backdrops, key characters in this campaign, or simply places to visit and engage with as the Adventurers chart their course through the Young Kingdoms.

# ALORASAZ



Alorasaz is the most southerly city of Lormyr and the Young Kingdoms. Built on the Zaphra Trepek River, in the shadow of the Klant Mountains, it was never conquered by Melniboné and remains a resolutely human place tracing its history over 500 years. It is also the city closest to the strange castle known as Kaneloon, abode of the Lady Myshella, one of Law's staunchest champions. Alorasaz, though, has little to do with her and whilst certain figures in the city's history have ventured to Kaneloon, these days the castle remains little more than a myth.

## HISTORY

'Alorasaz' means, in the Low Tongue of Melniboné, 'River City of Alor' and Duke Alor of Klant was its founder. It began life, 600 years ago, as a hunting outpost and lodge so that Duke Alor could hunt the bears, wolves and other game that proliferate in the chilly forests of the Klant Mountain foothills. Gradually others came to the region, drawn by the large amounts of game that yielded valuable furs and the prodigious forests offering high quality timber in abundance. These frontier settlements were semi-permanent at first, being deserted in the freezing winter months but gradually, as trade with the more northerly cities developed, the settlements became permanent. After Duke Alor's death (from old age) the settlements took his name and so Alorasaz became a place of permanent residence for the hardy southern Lormyrians.

Melniboné, of course, ruled most of the world during this period although its rulers expressed little interest in the frozen south. Still, the duke who was granted possession of Alorasaz, Duke Sorbec, decided to protect the settlements against possible Imrryrian predation and enclosed its buildings in the wall that still stands, firm and strong, today. At the time of Sorbec's rule Alorasaz was not officially part of Klant province, which did not extend this far south but Sorbec's interest in the small city resulted in Alorasaz being integrated, politically, into the Klant dominion, which was administrated by Duke Aubec as part of the kingdom of Malador. After Sorbec, Duke Aubec, a close relative, came to Alorasaz frequently but he never ruled from here. Instead Alorasaz was gifted to another branch of Duke Sorbec's family

by Queen Eloarde and this family, the Thrains, guided the city's development. Alorasaz has remained under Thrain control ever since but always loyal to, and observant of, the royal family of Lormyr resident in Iosaz.

The history of the city under the Thrains is a continuation of the two industries that founded it: hunting/trapping and timber production. The Thrains ensured secure markets throughout Lormyr and beyond it, establishing the Guild of Merchant Venturers in Alorasaz to evangelise the city's trade far and wide. Whilst this guild developed so did others; the Guild of Trappers, the Guild of Hunters, the Guild of Woodsmen and so on. Each guild took control of the standards and enterprise for their respective crafts and began to establish their own powerbases. Over the course of 100 years or so, the guilds came to pose a challenge to the Thrain rulership of the city and, two centuries ago, war broke out between the guilds and the Thrains, who sought to crush the very institutions they had created.

The Guild War of Klant ended in a political defeat for the Thrains. Under truce terms an accord was reached that allowed the Thrain family to rule Alorasaz in name only, with all decision making devolving to the Guild Council, which consists of elected members of the various guilds of the city – usually the senior guild officers. The Thrain representative of the council can ratify city laws but not annul or amend them: in effect the Thrains have been stripped of power and left in a ceremonial capacity – something the nobles of Alorasaz deeply resent and want to see changed. The guilds, meanwhile, exercise considerable power that goes far beyond the daily protection of guild interests and there are plenty of people in Alorasaz who see guild domination of the city as a bad thing. The council rarely agrees on anything and it can take an age for anything in the city to get done. Meanwhile individual guilds ensure their own members are looked after handsomely – often at the detriment of the non-guild city folk.

Things are therefore coming to a head in Alorasaz. The old regime is beginning to reassert itself and the new regime is too concerned with its petty squabbles to see what might be happening under

# Alorasaz



## Key

- |               |                        |
|---------------|------------------------|
| 1. Kahl House | 4. Lauselm House       |
| 2. Lower Gate | 5. Palace & Guild Hall |
| 3. Upper Gate | 6. Barracks            |

its very nose. People are taking sides – and it is impossible to stay for any length of time in Alorasaz without being drawn into this complex web.

## OVERVIEW

The Guild Council wields executive power in Alorasaz and the Thrain family – a sprawling melange of nobles – wields ceremonial power only. The nobles are allowed to own property and land but are expected by the Guild Council to remain removed from municipal life. This is a condition of the accord reached at the end of the Guild War but is a convention rather than a solid piece of documented legislation. Nobles are often consulted on municipal matters but they are forbidden to sit at council meetings or influence votes. Furthermore the nobles are forbidden to own interests in the hunting, trapping and lumber businesses that keep Alorasaz alive; other businesses are not exempt.

The city is built next to the mighty Zaphra Trepek River, which flows out of the Klant Mountains, winding its way through Iosaz and Stegasaz before flowing into the Oldest Ocean. Barges of the Bargees' Guild take furs, preserved meats and both prepared and unprepared lumber downstream to these prime markets where the merchants secure sales in Lormyr, Filkhar, Argimiliar, Shazaar and Jharkor. The river is Alorasaz's blood, the things the city produces its soul. The timber of the Klant Mountains is of uniformly high quality. Wolf, beaver, mink, otter, bear, stoat and deer are found in abundance in the forests and along the river banks. During the winter the hunters and trappers spend their time hunting those animals, like wolves, beavers and mink, which do not hibernate. In the spring, they allow the hibernating animals to emerge and breed, and then prepare for the grand hunts of late summer and autumn when the young have been whelped and weaned, so keeping the animal populations stable.

The craftsmen of Alorasaz are experts in preparing and preserving furs, meats and other products from the hunts and traps. The timbermen of the city operate watermills to strip and cut wood felled from the hills and floated down to the city as great rafts. Alorasaz is industrious and wealthy although, in terms of size, it does not rival Iosaz or Stegasaz.

In general Alorasaz is a friendly and welcoming place. Strangers are rarely viewed with suspicion and the many taverns and inns are open to all-comers with the staff and customers always curious to hear a traveller's stories and history. Adventurers coming to Alorasaz will find themselves in a friendly city controlled by the power of the trading guilds. As long as they understand this and do not knowingly contravene guild rules, they will remain welcome. However if Alorasaz law is flouted or ignored then the punishments are hard, swift and humiliating. Lormyrians are a welcoming people but if slighted they take their punishment seriously and aim for humiliation and the teaching of lessons.

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## *Winter*

Southern Lormyr becomes very cold in the winter months. Temperatures regularly plummet to –20 degrees Celsius and remain that way from around the second month of winter until the spring thaw. Snow is common from early winter, even before the temperatures have dropped that low, and as winter takes hold snowfalls of around a metre in depth are common: the snow stays until the spring, thawing gradually as temperatures rise.

In Alorasaz people prepare for the winter throughout the spring and summer. Foods are preserved, wood is cut and stockpiled and houses repaired. As the first winter winds begin the bite, the Guild Council has the streets of the city filled with braziers, which are kept aflame morning, noon and night to provide warmth and light constantly to the city. The Chandlers' Guild is responsible for maintaining the braziers and it is the job of apprentices to take responsibility for several streets in a district and ensure a constant supply of fuel, even tending the braziers overnight. The apprentices are given thick pelts of wolf or bear to keep themselves warm and can be seen hauling wood-laden sleds through the streets to ensure the braziers remain burning. Any apprentice who lets a brazier burn out can expect severe punishment by his guild. Anyone extinguishing a brazier deliberately faces time in the public stocks which, in the winter's depth, is extremely unpleasant.

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## *The Nobles of Alorasaz*

There are three separate noble families in Alorasaz, all with some connection to the ancient dukes like Alor or Sorbec, or the Thrains. The nobles are nowhere near as wealthy as they were when the guilds first came into existence and because they are denied investment in the key industries of trapping and forestry they are forced to invest privately in small enterprises or outside the city. The nobles therefore live off old money and are resentful of their current plight. The families are:

### **Thrain**

These are the core descendants of Duke and Duchess Thrain of Stegasaz, the ones who became the city's custodians on Duke Sorbec's death. The Thrains are dwindling in number now and their influence dwindles with them. It has traditionally been a Thrain who is the Duke of Alorasaz but ever since the Guild Wars the other two families have been able to assume that position, as ineffectual as it now is.

The Thrains control Thrais district, a collection of grand houses in the south of the city and there they keep themselves in relative isolation from the commoners, the guilds and the other nobles.

## **Lauselm**

The Lauselm family married their sons into the Thrains and cleverly established themselves as a presence in Alorasaz when their estates near Iosaz failed. Considered traitors by the Thrains, the Lauselms sided with the guilds during the Guild Wars and so one of their number became the first Duke of Alorasaz when the accord was achieved. The Thrains and Lauselms loathe each other and keep well apart. The Lauselms control the Elms district in the northern part of the city.

## **Kauhl**

Earl Kauhl was a knight of Malador in the old days and so the Kauhl name still has much respect across Lormyr. The family fell on hard times when Lormyr warred with Argimiliar and the family moved to Alorasaz to begin again, investing modestly in timber and fur as a way of regaining status slowly. The Kauhls have married sons into the Thrain and Lauselm lines but the Kauhls have much more in common with the Thrains than the Lauselms.

The Kauhls live in River Edge, on the western side of Alorasaz.

## *The Guilds of Alorasaz*

Whilst the affairs of the city are run by the Guild Council, local trade is controlled by the guilds. Broadly speaking each trade or craft or profession is managed by a guild: hunters, trappers, timbermen and so on. Traditionally the Alorasites group their professions into five orders according to whether they are concerned with men, nature, things, ideas or the gods. The gods are served by the priests, naturally enough (see Allegiances); herbalists and physicians, lawyers and mercenaries, performers and courtesans serve the minds and bodies of men and women. Charcoal burners and trappers, lumber cutters and hunters, are concerned with the natural resources. Millers and brewers work on their raw materials. Things – artefacts – are made by the carpenters, furriers, smiths, carpenters and so on. Finally, scholars and seers, teachers and tutors, working closely with the priests, deal with ideas.

Many guilds are single guilds representing a single profession. Others are ‘city guilds’ that represent a range of related or interdependent skills and these, such as the Crafters’ Guild (representing carpenters, smiths, cabinet makers and so on), are the largest and most influential in the city.

Each guild is permitted to have representation on the Guild Council and the senior officer of the guild is always guaranteed a place. A guild can have one additional representative for every 100 members and this means that the city guilds generally dominate the council leaving the single guilds sidelined – save for those times where votes are split and the allegiance of a single guild officer of a lowly guild can make all the difference.

Whatever a guild’s scope its purpose is the same: the protection of the interests of the profession. Guilds seek this in a number of ways. First, they maintain a monopoly over the management of the profession – hence only guild members may practice in Alorasaz. Second, the guild’s goods and services are exempted from taxes and tolls. Third, the guild produces standards that all members must work to and abide by, thus maintaining quality. Fourthly the guild ensures equality between its members by supervising work practices and techniques, standardising hours, ensuring an appropriate scale of wages and education amongst members. Finally, the guild offers financial insurance during times of hardship and in times of disaster. If a guild member dies then the guild assumes the costs of the funeral and a stipend is paid to surviving relatives.

The guilds also, through ceremonies, rituals and events, provide a social hub for their members. In return for all these things, the guilds ask only for loyalty, obedience and regular payments of dues.

## **Guild Membership**

All the guilds have a hierarchy of members. Lowest is the apprentice, learning the trade. A child is apprenticed at around the age of 11, for seven years. For a fee and for the apprentice’s labour a master will keep the apprentice and give him a technical, general and moral education. Upon completion the apprentice may join the guild as a Companion; allegiance to the guild and payment of guild dues guarantees that a companion can work for wages in the city. Finally a companion may become a Master if he has saved enough money to rent or buy a workshop, has paid dues for at least five years and can pass the Masters’ Test, which is set by the guild’s longest serving masters. The examination involves answering oral questions of a technical or professional nature and producing a master-piece, which is examined and judged by his peers. Masters are eligible to take on apprentices, employ companions and, after a further five years, stand for the Guild Council.

## **Officers of the Guilds**

The guilds’ affairs are run by its members. In all cases these include all the masters and, in some guilds, it involves the companions too. In city guilds it includes the representatives of the subordinate companies – such as the senior master of the carpenters in the Craftsmen’s Guild, for instance. Each guild makes its own rules with ratification by the membership at an annual assembly held at the guild hall. The rules are carried out and enforced by the officers of the guild. The nature and number of officers differs from guild to guild but usually comprises of a small number of senior masters who are accorded the title of Rector, Consul, Prefect or similar to differentiate themselves from the masters. It is usual for a treasurer to be appointed, as well as a standards officer and a proctor, who manages discipline and ensures dues are collected. These offices are usually held for a particular term – commonly five years although some guilds do have life officers owing to particular standing and endeavour.

## Guild Resources

The Alorasaz guilds derive their income from membership dues, paid monthly and always at a percentage of earnings. Companions pay 10% and masters 15%. The bulk of this money is spent on members' welfare but other expenses, such as the upkeep of a guild hall and other premises are significant, as well as hiring other services the guild may need for administration, staging ceremonies and so forth.

## Guild Ceremonies

Every guild is entitled to hold an annual feast, staged at the guild hall and open to all members, companions, apprentices and officers, plus their families. These are usually boisterous affairs with much dancing, eating, drinking and merriment. Guild ceremonies do not have religious overtones unless a guild is especially reverential to one of the Lords of Law. The feast normally follows the annual meeting and is used to celebrate successes, appointment of new officers, the elevation of companions to masters, apprentices to companions and so forth. Other ceremonies involving just the masters or just the companions may also be held and some guilds even hold parades through the streets of Alorasaz, flaunting their wealth and position.

## The Guilds and the Guild Council

Alorasaz has some 40 guilds, ranging in size and influence from a few dozen members up to a few hundred. At one time there was only one guild: the Merchant Venturers, which was all-embracing and included all those who traded on behalf of the city. Steadily, with time, the Merchant Venturers fragmented into discrete guilds recognising individual professions and these sought and gained autonomy. The Merchant Venturers guild still operates but has been superseded in terms of power by the Craftsmen's Guild. If a new guild wants to form it must petition the Guild Council and prove it has enough members to warrant a guild (at least a dozen of a single profession operating in the city) and show it can assemble and administrate its own rules. If these tests are passed then the guild is granted a warrant to operate and, after five years, its chief officer can join the Guild Council.

Although the guilds are there to maintain order there is a history of conflict within and between guilds: between competing guilds; between crafts within guilds; between officers and masters; between masters and companions; between guilds and the nobility. And, whilst the guilds are also there to ensure equality, many officers have the opportunity to exploit the guild's rules for personal gain and power. There is always rivalry for status and, at the Guild Council level, rivalry for control of the city overall.

The Guild Council consists of, currently, 100 members, all drawn from senior officers of the nearly 40 guilds of Alorasaz. The council elects a First Minister every five years and the First Minister is the effective head of the Guild Council and the one who has the casting vote on key matters of city administration. The First Minister appoints a chancellor who is responsible for all financial affairs and then committees who assist in administrating legislation and other key areas. One post that is not part of the

Guild Council system, but falls under its remit, is the Alorasaz militia. The militia is set apart from both guild and noble affairs but functions under a joint administration with the nobility. See Government below.

## Guild Summary

The table beginning on the following page summarises the guilds of a city. The Guild column notes if a profession has its own guild or belongs to a city guild of several professions (such as the Craftsmen's Guild).

# THE CITY AND LORMYR

Although Lormyr is a monarchy its cities act independently as city states. This means Alorasaz exercises autonomy from Iosaz, the capital, even though the nobility of the country is sworn to the loyalty of the royal line.

King Montaz, Lormyr's ruler, is an indolent man. He rarely interferes in the lives of his nobles and is content as long as taxes and tribute flow into his treasury. Had Alorasaz not established its accord that maintained a duke but also a council of power, then perhaps the royal armies would have imposed a solution. But Alorasaz runs itself well and King Montaz is happy. Indeed the current Duke, Araid Lauselm, has done much good in rigorous ambassadorial visits that have strengthened the city and boosted Lormyr's own, jaded, position in the world. King Montaz sees no reason to disturb the status quo.

## Key Facts at a Glance

Area:	725,000 square metres
Wall Height	4 metres
Wall Thickness	1 metre
Warriors/Guards	700 (Militia and mercenaries)
Population	12,000
Gender Demographics	Male: 5,400 Female: 6,600
Age Demographics	0-14 years: 1,300 15-30 years: 5,300 31-60 years: 5,000 61 years +: 400

# GOVERNMENT

Since the Guild Wars Alorasaz has been governed by the Guild Council with a selected noble acting as a ceremonial head. This is no democratic monarchy though; because the Guild Council is made up of guild officers, the common people of the city have little direct say in who governs them.

The Guild Council meets twice a month for sessions that discuss city affairs. Much of the work of government is conducted by the many committees that the First Minister appoints and which are, naturally, made up of guild members. The Guild of



## *Alorasaz Guilds*

<b>Profession</b>	<b>Guild</b>
Apothecaries	Single
Armourers & Brasiers (armoursmiths and workers in brass)	Craftsmen's Guild
Bakers	Single
Barbers (including barely trained surgeons and dentists)	Single
Barge Makers	River Guild
Bargees	River Guild
Basketmakers	Single
Blacksmiths	Craftsmen's Guild
Bowyers (bow makers)	Craftsmen's Guild
Brewers	Single
Broderers (embroiderers)	Single
Butchers	Single
Carpenters	Craftsmen's Guild
Cartwrights (makers of carts)	Craftsmen's Guild
Chandlers (candle makers)	Single
Clothworkers	Craftsmen's Guild
Cobblers	Leatherworkers' Guild
Coopers	Craftsmen's Guild
Cordwainers (leatherworkers and shoemakers)	Leatherworkers' Guild
Cordwainers (workers in fine leather)	Leatherworkers' Guild
Curriers (dressers of tanned leather)	Leatherworkers' Guild
Cutlers	Single
Dyers	Woolers' Guild
Farriers (shoers of horses, distinct from blacksmithing)	Single
Fishmongers	Single
Fletchers (arrow makers)	Craftsmen's Guild
Girdlers (girdles and belts as clothing)	Single
Goldsmiths	Jewellers' Guild
Grocers/General Supplies	Merchant Venturers
Hunters	Hunters and Trappers
Jewellers	Jewellers' Guild
Lorimers (tack, stirrups and other harness for horses)	Single
Masons	Craftsmen's Guild
Magistrates/lawyers	Guild of Letters
Mercenaries	Single
Mercers (general merchants)	Single
Merchants (all types)	Merchant Venturers
Needlemakers	Single
Pattenmakers (makers of wooden clog-style footwear)	Single
Physicians	Single
Plasterers	Craftsmen's Guild
Plumbers	Single
Poulters	Single
Priests	Priests

<b>Profession</b>	<b>Guild</b>
Saddlers	Leatherworkers' Guild
Salterers	Single
Scribes and Scholars	Guild of Letters
Scriveners (writers of court letters and legal documents)	Guild of Letters
Silversmiths (silver workers)	Jewellers' Guild
Skinnerers	Single
Tallow chandlers (candle makers)	Candlemen's Guild
Tax Collectors	Guild of Letters
Trappers	Hunters and Trappers
Upholders (upholsterers)	Single
Vintners	Single
Wax Chandlers (candle makers)	Candlemen's Guild
Weavers	Single
Wheelwrights	Single
Woodsmen/Lumberjacks/Tree Fellers	Timbermen's Guild
Woolmen (winders and packers of wool)	Woolers' Guild

Letters operates a branch that functions as the Guild Council's bureaucracy, which further entrenches the guild way of doing things into the fabric of Alorasaz's governance.

The Duke of Alorasaz is an appointed position from amongst the three noble families of the city. The families each propose a candidate and the First Minister, aided by guild counsellors, decides which candidate will hold the title of duke for the next five years. The Duke is paid a stipend, allowed to live in the ducal palace and is required to attend city ceremonies, host foreign dignitaries and ratify legislation drafted by the council. The only real power the Duke has concerns the militia, which is administered jointly by the Guild Council and the Duke. The accord that ended the wars stipulates that the military protection of Alorasaz cannot be controlled by a single body and so the Duke has a direct say in which officers are appointed to run the militia, what its duties should be and so forth. In reality Alorasaz is a peaceful place and the militia has little to do.

The current Duke is Duke Araid Lauselm, the head of the Lauselm noble family. He is a popular Duke whom the Guild Council believes it controls easily. Duke Araid is prepared to let the Guild Council run the city whilst he uses his position almost like that of an ambassador, promoting Alorasaz as widely as possible.

## *Militia*

The Alorasaz militia is a relatively small force of volunteers who agree to spend three days of each week conducting the militia's duties of watchtower and gate tending, night-time patrols of a particular district and to defend the city if the Duke and Guild

Council commands it. In return the militia receives training, equipment (a halberd, a broadsword and leather armour) and an annual stipend of 150 Silver Pieces. The militia is not noted for being overly diligent in its duties but this is largely because Alorasaz is a peaceful enough place. Most crime involves drunkenness, the occasional brawl and petty theft such as burglary and pick-pocketing but most people are happy to walk the streets at night and to leave their doors unlocked. News travels quickly in Alorasaz, so anyone known to be causing trouble, or taking advantage of others, soon finds their activities are known by the wider community and dealt with in an appropriate way.

The militia is 700 strong, mostly men, although a few hardy women have also joined the ranks. The militia wear green cloaks trimmed with beaver fur over brown leather armour with a simple, polished steel helmet. When on general patrol, they work in pairs and always to the orders of a sergeant at arms. The militia headquarters is in Highergate and it is here that their six hour watch starts and finishes.

The militia is supplemented by mercenaries. The mercenaries are warriors for hire who act as bodyguards for those who need them and escorts for goods sent down river to the other Lormyrian cities. In times of crisis the mercenaries can be called upon by the Guild Council and the Duke to assist the city therefore increasing the size of the militia. The mercenaries have their own guild and therefore a place on the Guild Council. They do not conduct the same duties as the militia and cannot enforce law and order in the streets of the city unless the Guild Council and Duke have sanctioned it beforehand – effectively co-opting the mercenaries into the militia structure. All mercenaries are bound by the laws

limiting weapons and armour but this does little to impact on their trade. Those needing a mercenary can hire through the Mercenary Guild in Thrais district. Those who come to Alorasaz seeking work as mercenaries – Adventurers perhaps – must be willing to join the guild before being allowed to practice. Those who attempt to sell their services without guild membership are, if caught, expelled from the city after having their weapons and armour confiscated.

## *Taxes in Alorasaz*

Tax figures large in the life of Alorasites. The guilds demand their monthly dues and the Guild Council demands taxes for a variety of other things. Because guild goods and services are exempt from tax, revenue must be levied in other ways:

**Hearth Tax:** Every person pays half a shilling per month (five copper pieces) for every hearth or fireplace their dwelling has. This goes towards general upkeep and maintenance of the city, including Guild Council expenses.

**Window Tax:** Every person pays a copper piece each month for every glazed window their property has. This goes towards the stipend paid to the Duke.

**Poll Tax:** Every household pays a half shilling per adult (over the age of 14) person dwelling in their property. This goes towards the upkeep of public buildings including the temples of Law.

The Guild of Letters includes tax collectors amongst its membership and so it is this guild's responsibility for collecting taxes each month. The tax collectors are a busy outfit, travelling through the city, from door-to-door, tallying what is owed and issuing a tax notice for payment. Individuals are required to bring their payment to the Council Hall each month and pay in full according to the tax demand issued. The tax collectors keep meticulous records of what is owed, what is outstanding and so forth. Those who fall into arrears can have property seized and guild membership revoked; the ultimate sanction is to be expelled from Alorasaz and be made homeless. Tax collectors have the power to enter every home to assess occupants, hearths and windows, to ensure the right level of tax is paid. Tax evasion is a serious offence

## **Crime and Punishment in Alorasaz**

The Guild of Letters presides over a weekly court of session where criminals are tried and punishments dispensed. Most crimes are of a petty nature and punished by fines or punishments of humiliation.

If a fine cannot be paid in full, property up to its value is confiscated and auctioned. Any financial shortfall is converted into public service with one day equal to each silver piece outstanding. Public service includes cleaning, property repairs and public works but extends to any arduous or unpleasant duties the magistrate deems appropriate.

### *Sample Crime*

### *Typical Punishment*

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Affray	1D3 days in the public stocks
Arson	Death
Assault	1D8 days in the public stocks and a 500 SP fine
Burglary	Branding and 1D8 days in the public stocks
Carrying an unlicensed and/or unbound weapon	200 SP fine and confiscation
Grievous harm	2D6 days in the public stocks and 2,000 SP Fine
Manslaughter	20 days in the stocks followed by expulsion from the city
Mugging	Branding and 1D8 days in the public stocks and 2,000 SP Fine
Murder	Death
Persistent non-payment of guild dues	Expulsion from guild
Pick-pocketing/Shoplifting	1D3 days in the public stocks
Public Drunkenness	1 day in the public stocks and 100 SP Fine
Rape	Death
Tax Evasion	Seizure of property, 1D8 days in the stocks and possible expulsion from the city
Trading without guild membership	Expulsion from the city
Vandalism/Property Damage	1D8 days in the public stocks and fine equal to the cost of the damage

The stocks are used as the key method of punishment. Wooden stocks capable of holding half a dozen wrong-doers are found around the city and someone sentenced to a term in the stocks must endure the taunts and abuse of locals, hunger, thirst and, in winter, freezing conditions. A scroll outlining the crime is hung around the prisoner's neck so that all can see what crime has been committed. Relatives and friends are allowed to bring food, drink and blankets to those confined in the stocks but whether such luxuries appear or not depends largely on whether relatives want to be openly associated with a criminal. Denying someone confined to the stocks is a way of distancing oneself from the inevitable shame; those who bring supplies to stocks prisoners are often construed of being complicit in the infraction.

No weapon longer than a broadsword may be carried on open display within the walls of Alorasaz (with the exception of the militia) and all weapons must be bound to their scabbards with a length of scarlet ribbon, purchased for the cost of 1 SP from the militia. Long-hafted weapons and bows must be surrendered to the militia upon entry to the city and they are returned upon leaving and on production of the receipt issued at the time of surrender. Openly worn metal armour is also forbidden and those who wear it must remove their armour before being allowed into the city.

## *Trapping and Timber*

The city is founded on trapping and lumber. The Hunters and Trappers and Timbermen's guilds are a powerful force in the city even though their members tend to do most of their work outside of the walls, in the foothills of the Klant Mountains. Furs and skins are of excellent quality in Alorasaz and those who turn skins, pelts and furs into other things abound throughout the city. Those engaged in these trades spend a great deal of time, in all weathers, in the hills, returning weekly or sometimes even less frequently to trade their goods, pay their taxes and, dues and replenish supplies. Even though the winters of southern Lormyr are harsh this does not deter woodsmen, lumberjacks, trappers and hunters because there is always work to be done and it is only when the snow is so deep, or the temperatures so low, that work becomes impossible that they retire to the city to wait for a thaw.

Along the river, both north and south of the city and on either bank, there are many mills that use great waterwheels to power saws and strippers, grinding stones and threshers. These mills are all considered to be within the city and so are part of the guild and tax systems.

## **ALLEGIANCE**

Alorasaz is nominally allied with the Lords of Law but religion is not a dominant force in the city. There are several temples scattered about the city, all of them dedicated to Law but no single Lord of Law is venerated above others. Still, there is an active priesthood and here the priests also comprise a guild, with Initiates considered Apprentices, Acolytes equating to Companions and High Priests being the Masters.

Each district of the city has a temple of Law. These are large, grand, buildings of stone and wood that are decorated with arrows and triangles, the traditional symbols of the Lords of Law. Each temple is supported by a staff of between three and eight priests and holds between two and four shrines dedicated to various Lawful Lords. Arkyn, Donblas and Mirath are universally represented but the temples in Thrais and River Edge also venerate Aubec in the form of the Knights of Malador.

Worship is a purely personal affair for most Alorasites. The temples hold regular, weekly ceremonies where the Lords of Law as a whole are venerated but there are no city-wide ceremonies or rituals that compel people to worship publicly. This makes the Church of Law somewhat distant from the people and the guilds have largely replaced the role of the church in peoples' daily lives. Yet there are many devout Alorasites who regularly attend a temple, offer prayers and seek counsel from the priests.

## *Myshella, Aubec and the Knights of Malador*

To most, Myshella is a myth. She dwells in Castle Kaneloon far to the south of Alorasaz on the edge of the world where the raw stuff of Chaos boils and seethes. Those lands were created by Duke Aubec of Malador more than 500 years ago and they helped bring Lormyr into existence. Since then, Myshella has not been seen and many believe that she may no longer exist.

There is, though, a core of people who do still believe in Myshella's existence and believe that she protects Alorasaz from Chaos merely by always living as close to it as possible and preventing whatever horrors it might spew from reaching into Lormyr. The Kauhls are foremost in this belief and it is a tradition for males of the Kauhls family to become members of Duke Aubec's cult, the Knights of Malador. The Kauhls family believes that it is their destiny to serve Myshella at some time in the future – and that time might soon be at hand – and she will call to them when they are needed. In River Edge district, where the Kauhls live, there are shrines to both Myshella and Aubec, both in the temple and in the Kauhls' grand house. Those who venerate Aubec and Myshella are welcomed by the Kauhls and any mercenary or warrior who is a member of either the Knights of Tovik or the Knights of Malador will have little trouble in finding work with the Kauhls. And, because the Kauhls are active in the Mercenaries Guild, they can help such Adventurers to easily attain guild membership and avoid falling foul of Alorasaz's guild system.

## *Other Gods*

The bargees that ply the Zaphra Trepok River are a superstitious people and they believe that the river itself is a great spirit associated with Straasha that must be propitiated correctly if the bargees are to remain prosperous. This spirit has no name and is simply referred to as the River Spirit and neither does it have any temples or even a proper cult dedicated to it. Instead the bargees always make a small offering of food or drink, thrown

into the river, accompanied by a simple prayer asking for blessing, before each and every voyage. If the river swells or floods, then the bargees know that the spirit is angry and are careful to make their offerings and prayers more heartfelt. Only the bargees maintain these beliefs; most others take the reverence seriously and are careful not to offend the bargees but do not make prayers or offerings of their own.

## GATES AND DOCKS

Alorasaz has three points of entry. Land traffic comes into the city by either the northern gate (Highergate) or southern (Lowergate). Six metre high watchtowers keep an eye on the approach roads with large, oak and bronze gates being used to close the city when needed. This is a rare occurrence; the gates are normally left open year-round and even at night time the gates are not closed, although gate sentries are present at all times.

The sentries are militia and work in teams of six. They are there to enforce the weapon and armour laws and occasionally to stop and question newcomers but the city is generally welcoming and unless people are arriving with what may be construed as hostile intent, arrivals have few problems entering the city.

The third point of entry is the docks along the river. The docks mostly service barge traffic moving both up and down river and they are always busy. Two groups of four militia sentries watch the docks traffic and again, enforce weapons and armour laws but otherwise have an easy time of things, simply watching the barges come and go and chatting with the locals and regular traders.

## WALLS

The walls are four metres high and encircle the northern, eastern and southern city reaches. The walls are a metre thick and made of blocks of dressed stone fetched from the Klant Mountain quarries. Along the river front the wall breaks for the dock areas in Elms and River Edge. Watch towers, six metres high, are positioned at strategic intervals and manned by groups of three militia sentries in eight hour shifts.

## GAZETTEER

Alorasaz is divided into five districts, as follows:

Thrais  
Elms  
River Edge  
Highergate  
Lowergate

Each district has its own tax collectors and a Guild Council representative who is responsible for representing the needs of the district although, in reality, most representations are

made through appropriate guild channels rather than to the councillor directly.

## Thrais

Thrais district is dominated by the metal working guilds, from goldsmiths through to blacksmiths, which dominate the narrow, old, cobbled streets. The sound of metal work rings through the courtyards and between the buildings and the open workshop fronts allow potential customers to see the workers' specialisation and quality of work without having to step inside. Each street of the district sees a different form of metal working: the gold and silversmiths congregate along Gold and Silver Streets; the blacksmiths and associated smiths congregate along Anvil Street and the weaponsmiths form their own community along Hilt Street.

This is one of the oldest districts in Alorasaz and was, until the Thrain dynasty came to the city, known as Old district. The Thrains, though, built their grand complex of houses at the northern end of the metal workers' streets and made such an impression through their patronage of the metal workers that Old district fell into disuse and Thrais (pronounced thRAZE) became used – the place of the Thrains. What remains of the old Thrain noble house is found in the north of the district: a collection of large stone houses built in a long terrace of eight houses across the top of Gold and Anvil Streets. The houses are uniform in design: four storeys apiece with tiled roofs, elaborate stone porches with stone steps leading to thick, oak and brass doors. From the outside the houses look small and cramped but the buildings extend back considerably and the eight houses are spacious and grand inside, with ballrooms, banqueting rooms, many bedrooms, servants' quarters and so on. The houses are all interconnected with the different branches of the Thrain family occupying different suites of rooms on different levels, some having more (and grander) rooms than others.

When the Thrains ruled the city as the Dukes of Alorasaz they were a frequent sight in the city's streets. The Duke, of course, lived in the palace but the extended Thrain clan have always lived here. Now that the Thrains are dwindling in number and long-since lost their power, seeing a Thrain in person in the streets is a rarity. When they do venture out it is usually in an enclosed carriage, drawn by a pair of horses and driven by servants. Usually, the servants who run the Thrain households conduct all the errands on behalf of their masters. It is as though the Thrains, stripped of power, have retreated to their compound through shame and humiliation.

## The Thrain Family

The Thrains are an old dynasty who can trace their lineage back to the first kings of Lormyr. When Melniboné ruled the southern continent they were avid supporters of the Ruby Throne and grew rich because of it. When Melniboné was forced into retreat,

and Duke Aubec led the revolt against the dragon folk, the Thrains rapidly switched sides and became staunch supporters of Queen Eloarde and the nobles Aubec led against the Immyrian conquerors. Always an opportunistic dynasty, the Thrains ensured their interests were represented in the key Lormyrian cities and also ensured that the ruling noble families of those cities were joined by marriage with Thrain blood. Earl Maric Thrain was the first Thrain Duke of Alorasaz and he brought his entire family with him when he took control of the city. The Thrains ruled, without much in the way of opposition, for many years and ensured that the Merchant Venturers Guild was well supported so that everyone, the Thrains especially, would prosper.

As the Merchant Venturers Guild grew in size and different specialties of profession wanted to split away and form their own guilds, the Thrains opposed the move and tried to prevent the fragmentation of their power base. Ultimately they were powerless to prevent different professions forming their own guilds and when the Thrains attempted to run the leaders of these new guilds out of the city, taking personal control of Alorasaz's key industries, rebellion was assured and this led to the Guild Wars that saw the power of the Dukes watered down to that of mere ceremony.

The last Thrain Duke was Duke Lehmira and that was more than 20 years ago. Lehmira continually challenged the Guild Council, seeking more power for the nobles but in particular the Thrains and so subsequent ducal choices came from the Lauselm and Kauhls houses – a source of deep irritation for the current Thrain family.

The Thrains are governed by Duke Ilius and Duchess Annetta. Ilius is the grandson of Duke Lehmira but is a weak and ineffectual man prone to poor health brought on by alcoholism. Duchess Annetta is the polar opposite: a stern and driven woman with a keen mind and determination to make the Thrain family strong again. She knows that the Guild Council must be broken and the way to do this is devalue the guild system in the eyes of the people. To that end she knows that corruption must be allowed to seep into the Guild Council and steadily permeate, as it will, down to the individual guilds. Annetta Thrain therefore works carefully and steadily through intermediaries, ensuring that bribes reach the right people, in the right amounts and at the right time to erode the strength of the guild system. She targets the Single Guilds rather than the City Guilds but she has her plants in the City Guilds too and, when the time is right, she will go to work on them. Once the City Guilds are weakened by corruption, she will have it exposed to the people to Alorasaz, showing how the guilds use taxes and dues to line their own pockets at the expense of the honest, hard-working people of the city. Once that rot is visible, she intends to use the Mercenaries' Guild, where she has some excellent contacts, to move against the Guild Council and seize all guild halls and assets. The one obstacle to this plan is the loyalty the mercenaries show towards the Kauhls: loyalty to Thrain is paramount if the plan is to work – and this means that the Kauhls, too, must be discredited.

Aside from Duke Ilius and Duchess Annetta, the Thrain family numbers around 80, not including the servants. The family is a network of direct family members, cousins and half-cousins, some with only the most tenuous of links to the Thrain line. Marriages made with ranking guild officers in the city have helped establish the inroads for Duchess Annetta's plans but, by and large, the Thrains marry into nobility and try to keep the 'old money' within the family. The Thrains own grain mills up and down the river, plus own that ply the Zaphra Trepok, so there is a steady income for the family even though it is nowhere near as rich as it once was. The younger members of the Thrain family are frequently spoiled and quite happy to squander the generous allowances Duchess Annetta provides them with in the inns and taverns of the city, whilst also managing to avoid any form of work. In fact, of the Thrains it is the younger members that are most often seen abroad in Alorasaz although it is rare for them to venture outside of Thrais district.

One notable younger member of the Thrain clan is the tempestuous Karo Thrain, Ilius and Annetta's youngest son. Karo is, like his father, a drunk and a gambler; he is hot-headed and believes himself a master swordsman. If he loses at cards or dice he usually finds an excuse to accuse the winner of cheating and then challenges his victim to a duel: he has seriously wounded three people in this way and avoided public punishment only through hastily arranged bribes by his mother. Karo Thrain is a regular customer of the 'Gold Scales' tavern in Thrais district although he may be encountered at most of the drinking holes, attended by his fawning lackeys who live on the Duchess's purse via Karo's misplaced generosity.

## *Places of Interest in Thrais District*

### **Dozal's Armoury**

Here Dozal has his forge and workshop, turning out weapons and armour of decent quality. He supplies the militia and the mercenaries but also undertakes private commissions and ad-hoc repairs. Dozal is a huge, bald-headed man, gruff but fair, who leaves the business-side of things to his cousin Nyel. Nyel is small, sharp and has a fine eye for quality weaponry but not the skill to make it or wield it.

### **Yuris the Goldsmith**

Occupying one of the larger workshops on Gold Street Yuris is a master of filigree work and produces some of the finest chains and ornamental work in the whole of Lormyr. He believes he should be allowed to charge more for his work but the guild sets the prices and this has made him somewhat bitter over the years. Yuris has supplied the Thrain family with gold jewellery for many years and he is one of Duchess Annetta's agents within the Jewellers' Guild – although he does not suspect that he is being used.

### **Thrais Yard Smithy**

Run by brothers Solnir and Halnir, the Thrais Yard Smithy has a reputation for the best horseshoes and ironmongery in Alorasaz.

## Karo Thrain

A sullen and dark-haired young man with bright, brown eyes and a sneer permanently on his thin lips. He lives to drink, gamble and carouse. The prospect of duels fascinates him and he is always ready to make the challenge, especially after a night of drinking and gambling. He is always accompanied by 1D3+1 lackeys – usually well-to-do locals who sponge off Karo's seemingly bottomless purse but are, ultimately, shallow and untrustworthy.

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	9	1–3	Right Leg	–/5
CON	8	4–6	Left Leg	–/5
SIZ	13	7–10	Abdomen	1/6
INT	12	11–12	Chest	1/7
POW	11	13–15	Right Arm	–/4
DEX	14	16–18	Left Arm	–/4
CHA	9	19–20	Head	–/5

Combat Actions	3	
Damage Modifier	+0	
Magic Points	11	
Movement	8m	
Strike Rank	+13 (+12)	
Passions: Love Gambling	70%, Love Duels	75%

Typical Armour: Linen quilted jerkin. –1 Armour Penalty

Skills: Courtesy 45%, Culture (Alorasaz) 60%, Evade 42%, Evaluate 60%, Gambling 68%, Influence 41%, Insight 36%, Lore (Regional) 28%, Perception 55%, Persistence 43%, Resilience 34%, Streetwise 50%

## Weapons

Type	SIZ	Reach	Damage	AP/HP
Dagger	S	S	1D4+1	6/8
Rapier	M	L	1D8	5/8
Buckler	M	S	1D3	4/10

## Combat Styles

Duelling 65%

The brothers supply all three noble families and that patronage guarantees them custom from all across the city. Halnir is one of the Guild Council members from the Craftmen's Guild and so much of his time is spent on council business. To compensate Solnir has taken on two new apprentices and a companion but he is still struggling to cope with demand. He would be happier if Halnir stepped down from the council but Halnir has developed a taste for politics and has his eye on the position of First Minister.

## Sanascha the Jeweller

Sanascha is a specialist in precious stones, which are mined in the Klant Mountains. She works her gems into settings bought from Yuris, polishing the stones is her large polishing tumblers in the back of her workshop. When the weather is good, she works on the pavement outside her workshop, sitting cross-legged with a wooden tray in her lap for her tools and materials. Sanascha is a pretty woman who has no shortage of admirers but has never taken a husband. In reality Sanascha has eyes only for Inara Thrain, Duchess Annetta's niece and a blond-haired beauty that often accompanies Karo Thrain, her cousin.

## Krade's Tools

Krade specialises in making tools, although he is a competent all-round blacksmith. A jovial, friendly man, Krade can make any tool to order or sell a ready-made implement from a wide selection of precision-made stock. He claims to owe his skill to Lord Arkin and he is a dutiful visitor to the temple of Law where he gives weekly thanks and leaves a generous donation to the temple's coffers. He always works the arrow of Law into his tools, usually quite discreetly, and so any tool found with an engraved arrow, usually small and tough to spot, is made by Krade.

## The Gold Scales

This tavern is on the corner of Gold and Silver Streets and is the favoured haunt of the gold and silver merchants. Many deals are struck in this homely tavern with its quiet, private booths and settles, over a mug of the fine ale the owner, Talnir, serves. The Gold Scales has a separate, upstairs room for gambling, where several tables are set-out with throwboards for dice or set aside for card games such as *Nine-Fingered-Whist* and the fiendishly complex Melnibonéan card game *h'jhayt*, which uses three decks of tarot cards.

## The Temple of Law

The temple in Thrain district is a narrow, domed building that is surprisingly airy inside. It is a place of veneration as well as home to Virelis, a priest of Donblas originally from Vilmir but a long-time resident of Alorasaz. The temple has shrines to Donblas, Arkyn and Mirath but Virelis also has a private shrine, in the basement of the temple, dedicated to Miggea. Virelis is a staunch supporter of the guild system and holds a particular hatred for the Thrain family whom he sees as decadent and useless. His prayers to Miggea call for the destruction of all the noble houses, which must surely impede stability and progress. He keeps his veneration of Miggea to himself but is pacted to both her and Law generally.

## Elms

Elms district is dominated by those who work wood: carpenters, coopers, barge builders and so on. The district gets its name for the glade of elm trees that existed here before the city came into being and a single elm from that time still stands in the market

place: ancient, exceedingly gnarled but still clinging to life as though possessed by some form of spirit. It is the habit of the guilds resident in Elms to mark their products with a stylised elm tree, showing the origin of the goods.

The buildings in Elms are predominantly wood although there are stone buildings, most notably those belonging to the Lauselm noble house, scattered amongst the wooden structures. The buildings lean into each other but the streets are wide enough for two carts to pass and are cobbled throughout. The district is adjacent to the river and breaks in the wall allow wood floated down river to be collected and transported to those who buy it for the things they make and sell. The quayside is home to several warehouses and storage yards where timber is stacked for storage and seasoning and there is always a consignment of wood being brought by barge from the sawmills upriver or felled trees that have been floated part-way downriver and then collected for further treatment in Elms district.

## Priest Virelis of Vilmiro

Tall and owlsh, Virelis sports bushy, mutton-chop sideburns to detract attention away from his thinning red hair. He does not suffer fools and is constantly berating his three Acolytes for their stupid and slovenly ways. He immediately spots any fellow Miggea worshippers and warms to them – as long as they share his strict notions concerning guild dominance. Nobles or anyone who displays wealth ostentatiously immediately attract his polite derision.

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	12	1–3	Right Leg	–/6
CON	12	4–6	Left Leg	–/6
SIZ	14	7–10	Abdomen	–/7
INT	14	11–12	Chest	–/8
POW	13 (5 dedicated)	13–15	Right Arm	–/5
DEX	10	16–18	Left Arm	–/5
CHA	13	19–20	Head	–/6

Combat Actions 2  
 Damage Modifier +1D2  
 Magic Points 8  
 Movement 8m  
 Strike Rank +12  
 Passions: Love Miggea 75%, Hate Thrains 75%

Typical Armour: None

Skills: Culture (Vilmir) 68%, Evade 26%, Evaluate 48%, Influence 62%, Insight 57%, Lore (Law) 79%, Lore (Miggea) 81%, Lore (Regional) 35%, Perception 57%, Persistence 49%, Resilience 36%

Pacts: Law 65% (1 dedicated POW)  
 Miggea 75% (4 dedicated POW)

Gifts: Natural Recovery, Ward (Runes)  
 Compulsions: Perfectionist, Lust for Miggea

## Weapons

Type	SIZ	Reach	Damage	AP/HP
Dagger	S	S	1D4+1	6/8

## Combat Styles

Dagger 35%



Before the Guild Wars the Lauselm family, companions to Duke Sorbec, controlled the timber business and thus the whole of the district. Now that the noble families can no longer hold investment in timber the Lauselms have turned to craftsmanship instead, sponsoring many of the craftsmen who live and work in the district, securing them markets beyond Alorasaz. The Lauselm family is, like the Thrains, old money. Unlike the Thrains they readily accepted guild dominance in Alorasaz and so were accorded more privileges when the noble stranglehold on commerce was finally broken.

Naturally those craftsmen who are patronised by the Lauselms place their loyalty to the guild first and the Lauselm name second but the Lauselms continue to be a vibrant presence in Elms district due to their ready acceptance of guild superiority. It has profited them ever since.

### **The Lauselm Family**

The Lauselms originated in Iosaz, well-to-do merchants with a knack for marrying into the right circles. The family held considerable estates outside of the city but a blight that swept through their crops (some hold that this was a curse brought about by a Melnibonéan sorcerer) devastated their holdings and they were forced to come south. Back then relations with the Thrains were excellent: marriages between Lauselm and Thrain sons and daughters were common and this helped establish the Lauselms in the city.

However, when the Guild Wars took hold the Lauselms sided with the Craftmen's Guild – one of the most powerful in the city – and readily rescinded their interests in timber, built up over previous generations. Thrain took this as a sign of treachery and cut-off all relations with their former friends. The Lauselms cared little: the future was, and is, the guilds. The founders of the dynasty were merchants themselves and so the family found it far easier to accept the rise of the guilds and the subsequent power shift. It was no surprise, therefore, when the first Duke appointed after the wars was a Lauselm – although this proved the family's treachery to the embittered Thrains.

Duke Araid Lauselm is both the patriarch of the family and the presiding Duke of Alorasaz. A well-travelled man, he uses his position to act as Alorasaz's emissary and so has established excellent trading and political connections across Lormyr, well into Argimiliar and as far east as Filkhar. He has his eyes on establishing close relations with Jharkor, a ready market for the things Alorasaz produces.

Araid is popular in the city and with the Guild Council because he knows his place, knows his strengths and lets the council do its work whilst he acts as the city's voice far and wide. He takes an interest in the decisions that the council makes but never passes an opinion. He ensures guild prices for goods sold outside the city are maintained by engaging in tough negotiations with those who control trade in whatever city he is visiting.

Araid's wife, the Lady Elerin, is from the Isle of the Purple Towns, which is why she does not hold the title of duchess; that right is only for those of Lormyrian birth. She runs the houses that form the Lauselm compound within the city and is also a follower of Lady Mirath of Law, being a frequent visitor to the Elms district temple.

The Lauselms are not schemers: a strong ethic of honesty and pragmatism flows through them. Duke Araid insists that all younger members of the family get out into the city and spend at least two years, if not longer, as apprentices in a trade. These Lauselm workers may join a guild and even become masters but, due to their blood, are forbidden from sitting on the Guild Council or from becoming senior officers within a guild. Nevertheless, this practical approach to getting the nobles of his family to work, and therefore *understand* work, helps keep the Lauselms popular. The Thrains simply consider them to be jumped-up shopkeepers who should have stayed loyal when the Guild Wars erupted.

The Lauselm compound is a square of four houses clustered around a central courtyard and stable. The buildings are clearly well made and of careful design but there are not ostentatious or overly conspicuous. The four houses are each three storeys high and, like the houses of Thrain, interconnected permitting the family to range through the suits and rooms without going outside. The family numbers 30 and has a staff of 20 servants. Duke Araid and Lady Elerin have four children, two of which are married (both to Kauh family members) and two who are engaged as apprentices in Elms district. Falsir, the elder of the two, is 18 and is apprenticed to a cabinet maker. Lara, the younger, is 17 and apprenticed to a linen embroiderer.

The rest of the family consists of brothers, sisters, nephews and cousins. One of Lady Elerin's brothers and his wife and children moved out to join the family from Menii and Duke Araid's younger brother, Devid, occupies a large suite of rooms with his wife and six children. Devid is actively petitioning for the post of Duke when Araid retires at the end of his term in two years; this means courting the Guild Council members, making friends and demonstrating that he can be the same kind of duke as his brother. But Devid is not as personable or skilled socially as Araid and so the councillors are looking at others, as well as the ambitious Devid – although Devid is unaware of this. Duke Araid, consulted on Devid's suitability, has quietly pointed out that Devid would never be his own person and has not the social skills to continue the work he has started. The Guild Council agrees and so Devid's ambitions may well come to nought – and, if he knew of his brother's counsel, may well split the family.

## *Notable Places in Elms*

### **The Bright Carvers Society**

Not a guild but a company of master craftsmen who specialise in carpentry and cabinet making, the Bright Carvers number 15,

## Duke Araid Lauselm

A tall, grey-haired, patrician-looking man with a regal bearing and sharp, grey eyes. He has a ready laugh, a quick wit and a formidable business and social acumen. He makes for a loyal friend and most who meet him like him on sight, whatever their feelings towards nobles generally.

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	9	1–3	Right Leg	–/4
CON	10	4–6	Left Leg	–/4
SIZ	14	7–10	Abdomen	1/5
INT	17	11–12	Chest	1/6
POW	15	13–15	Right Arm	–/3
DEX	7	16–18	Left Arm	–/3
CHA	16	19–20	Head	–/5

Combat Actions	2
Damage Modifier	+0
Magic Points	15
Movement	8m
Strike Rank	+12 (+11)

Typical Armour: Linen waistcoat (–1 Armour Penalty)

Traits: None

Skills: Athletics 22%, Brawn 20%, Commerce 99%, Culture (Alorasaz) 110%, Evade 35%, Evaluate 90%, Insight 94%, Lore (Regional) 64%, Lore (Royal Court) 85%, Perception 90%, Persistence 53%, Resilience 38%, Unarmed 55%

Passions: Love Elerin 80%, Loyalty to Alorasaz 70%

with three masters, six companions and six apprentices. They occupy two large workshops joined together on the river side of the district. Their premises have large storage yards for dressed and seasoned timber and the copious workshops allow them to make everything from simple storage boxes up to huge armoires and dressers. The masters of the Bright Carvers are Breygen, his brother Toras and their cousin Hanir. Their family has owned the Bright Carvers workshops for over 80 years and the three are just the latest in a long-line of master craftsmen. All three are active in guild business, being leading fellows in the Craftmen's Guild although none of them has sought a seat on the Guild Council. All have grown wealthy through their quality work and own decent houses within easy distance of the workshops. Toras has never married and has his eye on Lara Lauselm: in fact he is besotted with her delicate beauty. Her brother, Falsir, is one of the Bright Carvers apprentices and this has allowed Toras to come into contact with her frequently – and experience that always leaves the gruff carpenter red-faced and tongue-tied. Breygen is friendly with Duke Araid and intends to approach him, when the time is right, about the possibility of a union between the two families.

### The Chisel and Awl

A popular tavern and inn amongst the Elms district carvers, The Chisel and Awl has 10 moderately-sized rooms for rent, a large common room and bar, as well as stabling for six mounts. Evenings see it packed with local craftsmen and there is a generally friendly atmosphere amongst the drinkers and throwboard players. The place is run by Arris Mousir, a good host and landlord and also an active member of the Elms district temple of Law where he considers Lord Arkyn to be his patron. The food prepared by

Arris's wife, Olwen, is considered to be some of the best fare in the city, her pies and stews a particular favourite especially on the cold winter nights.

### Launir the Cooper

Launir runs a coopering business not far from the Chisel and Awl, the barrels he makes being used throughout the city by brewers and inn-keepers. He has a companion and an apprentice and their workshop is always busy, shaping, forming and hammering together the tough oak barrels that are Launir's speciality. The master cooper is highly suspicious of the Lauselm family, despite their popularity in the district. Like some in the city he believes the nobles simply drain resources and the Guild Council should be the lone power. Even though he holds strident views on the old money he has prospered under trade deals that Duke Araid has arranged so some view his position as somewhat hypocritical.

### Kavenos the Coffin Maker

A small and spritely man with a face of thick whiskers, Kavenos is the Elms district coffin maker. It is the habit of Alorasaz folk to inter their dead in a wooden coffin, which is then placed on a raft and sailed onto the river, then set ablaze so that the remains join the water and flow to the sea. Kavenos makes both the coffins and the rafts and his skill is such that he does not need a tape measure to assess a body's vital statistics. He numbers his coffins from Number 1 up to Number 12, the number indicating the dimensions required. It gives him sly amusement, when greeting anyone, to tell them their coffin number. Kavenos is the son of bargees and so he shares the traditional bargee superstitions and belief in the Great Spirit of the Zaphra Treppek. He finds the presence of the Lords of Law an amusing diversion but holds that

they care nothing for Alorasaz. ‘The only god worth thinking about is the Great Spirit,’ he holds. ‘The river gives us life and takes it away. Do the gods of Law do that? I think not.’

### Uhlisa’s Pasty Shop

The meat pasty is an Alorasaz tradition. An entire meal encased in pastry, the city agrees that Uhlisa’s are the best. Generous lumps of meat and vegetables in one half, separated from fruit and spices in the other by a pastry wall. One of Uhlisa’s pasties costs half a shilling but is a good 30 centimetres in length and five thick. All her meat is sourced from butchers in the city and also hunters and trappers. She will use whatever meat is available and whatever vegetables are in season, altering the spices and ingredients to suit. It is therefore not uncommon to find otter and apple pasties on sale next to beef and vegetable. People come from all across Alorasaz to buy from Uhlisa and long queues are assured first thing in the morning as people queue for the first racks of pasties to come hot from the ovens.

### The Temple of Law

The Elms district temple of Law is run by the priestess Mernita, a disciple of Lady Mirath. She is of noble breeding but not any of the three noble families of Alorasaz. Instead her family comes from Trepasaz in the far north of Lormyr and she came to Alorasaz because she was forbidden by her strict father from entering the priesthood. Mernita is middle aged and grey haired but she is a compassionate

and wise soul who loves Elms district and the city and has made it her business to become familiar with all the locals and their concerns. Her closest friend is Lady Elerin who is a frequent visitor to the temple and worships at the shrine to Lady Mirath. Mernita acts as good, solid counsel for the level-headed Lady Elerin and the friendship between them is extremely strong. Although Mernita is active in the Priests’ Guild, along with Virelis of Thrais district, she cannot stand the man. Neither does she believe that the nobles should be rejected completely. The Lords of Law, she remarks, are all noblemen of the Otherworld and tend to the common folk. Without them, Chaos would reign and the common people would be easily corrupted for what they need is leadership.

Mernita has two junior priests and two acolytes who work with her. All of them have other jobs and one of the junior priests is Arris Mousir, who leads the veneration of Lord Arkyn.

### River Edge

River Edge is the district of merchants, traders and bargees. It is the home of the Merchant Venturers, the guild that began the guild system of Alorasaz but is no longer the power that it once was. It is also home to the guild houses of the River Guild (bargees and river workers) and the Mercenaries’ Guild. Many other smaller guilds call River Edge their base too: all those small traders and grocers who rely on the Zaphra Trepek for their livelihoods.

### Priestess Mernita, Mother of Mirath

		1D20	Hit Location	AP/HP
STR	9	1–3	Right Leg	–/4
CON	11	4–6	Left Leg	–/4
SIZ	8	7–10	Abdomen	–/5
INT	16	11–12	Chest	–/6
POW	10 (5 dedicated)	13–15	Right Arm	–/3
DEX	11	16–18	Left Arm	–/3
CHA	13	19–20	Head	–/4

Combat Actions 3  
 Damage Modifier –1D2  
 Magic Points 5  
 Movement 8m  
 Strike Rank +14  
 Passions: Love Mirath 80%

Pacts: Mirath 58% (5 dedicated POW)

Gifts: Divine Training, Enhanced Learning, Healing

Compulsions: Armour Rejection, Chaste, Close Combat Pacificism

### Combat Styles

Not appropriate. Mernita cannot enter combat as her compulsion forbids her to do so. She abhors violence of any form.

Typical Armour: None

Skills: Culture (Lormyr) 74%, Evade 21%, Evaluate 37%, First Aid 75%, Healing 67%, Influence 59%, Insight 86%, Lore (Law) 83%, Lore (Mirath) 88%, Lore (Regional) 49%, Perception 63%, Persistence 40%, Resilience 33%

As a Mother of Mirath Mernita acts as a healer and physician for Elms district although she is quick to direct those needing help to a guild physician, tending to the sick and injured only if there is no alternative.

The district stretches for the length of the network of quays that give access to the river but it also dives deep into urbanised Alorasaz too. The streets here are wide, with low buildings of stone and wood, and older than other parts of the city, because this was one of the first areas to be fully settled in Alorasaz's early years and before the city was enclosed by its wall.

River Edge is also the base of the Kauh noble house. The Kauhls have good links with the merchants and mercenaries of the city, particularly the latter. They have always had such a relationship; a tradition of Kauh males is to become warriors of the Knights of Malador, the order to which Duke Aubec once belonged and an order that is found all across Lormyr acting as its noble, chivalrous defenders. The Temple of Law in River Edge is dedicated to Duke Aubec and Queen Eloarde as well as other heroes of Lormyr's illustrious past. The Kauh family maintain the age-old tradition of martial service and this has created strong links with the mercenaries who hire their services to protect both land and river merchants. Although Lormyr is largely peaceful there are still roving bandit gangs that watch the waterways and isolated roads, eager to prey on lone barges or heavily laden caravans. Thus, the Mercenaries' Guild offers reliable, experienced bodyguards and scouts that are oath-sworn to protect their employers from such predations. The Kauh family has long patronised the guild and its sons have been members in the past.

### **The Kauh Family**

The Kauhls trace their line back to Earl Kauh of Selariz, a small, northerly province of old Lormyr that has long since been absorbed into modern Trepasaz. Earl Kauh was a knight of the Maladorian Order and fought against the Melniboneans when the country rose against its dragon-born masters. For his bravery Earl Kauh was awarded lands in Selariz and there he started the family that eventually found honour in the courts of several kings of Lormyr and earned glory in the wars against Argimiliar. Like the Lauselms the Kauhls came to Alorasaz as their influence further north diminished and strong trade opportunities presented themselves in the south. Descendants of Earl Kauh came to become hunters and trappers but found themselves often acting as bodyguards to these professions rather than doing the work themselves. Later, as river traffic blossomed, Kauhls became protectors of the waterways too and the founding of the Mercenaries' Guild owes much to Kauh efforts and money although, now, it is a fully independent organisation.

The Kauhls have, in the past, married sons and daughters into the Thrain and Lauselm lines, interlinking the families. That has not happened for many years, though. The Kauhls supported the Thrain claims to power during the Guild Wars and so came

to oppose the Lauselms: they could not, though, persuade the mercenaries of the city to fight on behalf of the noble side and the Thrains became suspicious of the Kauh's motives. Bad blood arose: why would these Knights of Malador not use their power and influence to assist the noble families who had made Alorasaz the successful city it had become? The Kauh duke, at the time, explained that in visions a raven-haired goddess had decreed Alorasaz's future and that it was a time for the guilds, not the nobility and that bloodshed should be avoided, not prosecuted. Believing these visitations of a Lady of Law, the Kauhls stepped back and this allowed the guilds of River Edge district to consolidate power and win the Guild Wars. Thrain has never forgiven the Kauhls – even though there is much common blood and heritage between them.

The Guild Council recognised this Kauh loyalty by favouring its nobles for the title of Duke of Alorasaz and three dukes of the city have come from the Kauh line. The Thrains and Kauhls are estranged but this may change as Duchess Annetta Thrain begins to manoeuvre. Her grand plan for toppling the guilds requires the support of the mercenaries: that means gaining the support of the Kauhls. And that means rapprochement. The old rifts must be closed and the old wounds healed. The Kauhls must be given a second chance to side with the nobility and bring their influence to bear so that the mercenaries and even warriors from further afield will serve the old money.

The current leader of the Kauh family is Lord Tegeus, recently made a widower when his beloved wife, Soffilia, succumbed to a fever of the brain and passed away in much pain. His children are fully grown and have been sent to the court of King Montan in Iosaz, leaving their father with only his sister-in-law, Losellia, her husband, Colinus (also a Knight of Malador) and a clutch of nephews and nieces. Their grand house overlooking the river is characterised by a pair of slender towers that offer unparalleled views both up and down river. Lord Tegeus can be seen here often, alone, just watching the river. He is lonely and increasing amounts of his time is spent visiting the shrines of Duke Aubec and Myshella where he is convinced that the Empress of the Dawn is preparing to call him to some great destiny. So, Lord Tegeus Kauh is lonely and vulnerable, mourning his wife's death and searching, or waiting, for that one summons to greatness. His influence with the Mercenaries' Guild is still strong and those who venerate Aubec amongst the private warriors are aware of Tegeus's belief that Myshella is preparing to summon her would-be champions to arms. They are sworn to secrecy in this regard but there are murmurings. Some think grief has driven Tegeus mad; others believe, sincerely, that something is going to happen. Yet they are loyal to Lord Tegeus and, when he summons them, they will ride, march and fight with him.

## Lord Tegeus Kahl, Duke of the Kahl Noble House

STR	13
CON	11
SIZ	13
INT	13
POW	10 (2 dedicated)
DEX	14
CHA	13

1D20	Hit Location	AP/HP
1-3	Right Leg	2/5
4-6	Left Leg	2/5
7-10	Abdomen	2/6
11-12	Chest	2/7
13-15	Right Arm	2/4
16-18	Left Arm	2/4
19-20	Head	-/5

Combat Actions	4
Damage Modifier	+1D2
Magic Points	8
Movement	8m
Strike Rank	+14 (+11)

Typical Armour: Leather -3 Armour Penalty

Skills: Courtesy 74%, Culture (Alorasaz) 77%, Evade 55%, Evaluate 42%, First Aid 46%, Influence 72%, Insight 48%, Lore (Aubec) 52%, Lore (Law) 44%, Lore (Regional) 46%, Perception 57%, Persistence 61%, Resilience 67%, Ride 94%, Unarmed 61%.

Passions: Love Soffilia 90%, Belief in Myshella 60%

Pacts: Aubec 63% (3 dedicated POW)

Gifts: Combat Acuity, Sixth Sense, Weapon

Compulsions: Love for Soffilia, Myshella Obsession, Merciful

As an Earl of Klant Tegeus has two Guiding Principles: Belief in a Singular Purpose and upholding the Law of Chivalry. Everything he is and does is founded on these two principles and he will never willingly betray either.

### Weapons

Type	SIZ	Reach	Damage	AP/HP
Shortsword	M	S	1D6+1D2	6/8
Longsword*	M/L	L	1D8 (D10)+1D2	6/12
Lance	L	VL	1D10+1+1D2	4/10

\*Tegeus's longsword is a family heirloom and is called Cromis. Its blade is forged from the finest quality steel and its hilt carved into the wings of a swan. Tegeus only wears Cromis when called to battle.

### Combat Styles

Knight of Malador 96% (Sword, Shield, Lance).

## Notable Places in River Edge

### The Knights' Shield

This tavern is close to the Temple of Law in River Edge although it is not advertised by the usual sign depicting its name. Instead it is a non-descript house set back from the street and easy to miss. This is the haunt of mercenaries and warriors. The place is simple: a wooden floor covered with sawdust, a few private booths for contracting business and an otherwise functional but snug common room. The landlord, Savaral, is a retired mercenary, having lost a leg to a bandit attack some years ago. He makes do with a wooden peg replacement and hobbles around the tavern at some speed. Savaral's contacts in the Mercenaries' Guild mean that anyone wanting work or looking to join the guild will find good advice from the landlord - although there are plenty of swordsmen for hire to be found almost any evening of the week in The Knights' Shield and so competition for work can be fierce.

Savaral is always suspicious of itinerant sell-swords who drift into the district looking for bodyguard work. Some of the bandits that prowl the isolated stretches of the river have sent men down to Alorasaz to pretend to be reliable warriors looking for honest work, only to either rob the merchants or barges, or send word to those who will rob them later. Savaral always wants some proof of honesty, or someone to vouchsafe character before he provides information or help.

Although he is not an inn and forbidden by guild rules from offering accommodation, Savaral does have a spare room that he is prepared to hire out for a silver per night. The room is equipped with two bunks and can sleep up to four.

### The Bargees' Haul

This rowdy inn is on the waterfront and is the favoured drinking place for the Alorasaz bargees. Anyone entering Alorasaz by barge and looking for somewhere to stay is recommended to this place

without a second thought. The food is reasonable and the rooms adequate but the Bargees' Haul is, first and foremost, a drinking establishment for the river people. They are open, honest and friendly, although very superstitious. It is a good source of information and gossip, either costing only the price of a mug of ale. Naturally anyone wanting to hire river passage or arrange transportation by barge need look no further than here. Someone always knows someone who is heading up or down river and to which town or city. The bargees also always know who and what is coming into the city, or leaving it, by river. For the right price and the right courtesies they will tell what they know.

### **Bauld's Emporium**

Bauld is a provisioner and grocer selling a huge variety of foods and wares from the two floors of his overfilled shop. Aside from weapons and specialised items such as tools, Bauld usually has it in stock: fresh food, dried food, salted food, pickled food. He carries a wide selection of basic hardware provisions too: candles through to rope; lamps and lamp oil through to small tents. Bauld himself is a vast, round, jovial man with a full head of chestnut hair and an impressive moustache that marks him of Schlan heritage. Bauld likes to chat – especially to foreigners. He likes to know what is happening in the world, especially in the western and northern continents and he is keen to pass on what he knows about Lormyr. It is impossible to buy anything from Bauld without him pin-pointing one's accent or dialect and then becoming engaged in an exchange of news, or being forced to listen to one of his many tales.

### **Saldine's Merchant Services**

Saldine operates a merchant company that specialises in exporting and importing products rather than trading them themselves. Saldine can arrange everything for a merchant: transport, bodyguards/scouts, letters of mark and even insurance against loss, damage or theft of goods. Saldine knows the best markets for whatever is being sold, regardless of the city. He knows the best markets in Alorasaz and who wants what from outside the city.

### **Mercenaries' Guild Hall**

The Mercenaries' Guild occupies a non-descript two storey building behind the warehouses of the River Edge quays. The building backs onto a large courtyard hidden from the street that serves as a training area. The lower storey is given over to a meeting hall and an office. The office is where a clerk of the guild – always a retired mercenary – co-ordinates jobs and requests for bodyguards. Of one needs the services of a mercenary or more, the clerk checks the register to see who is available, pairs skills with the nature of the job and then sends word to those individuals who may best suit.

The upper floor is where the guild officers meet and have their offices. Head of the guild is Duranir, a highly experienced ex-militia commander turned sword for hire who knows the city, its environs and the Zaphra Trepek well. He has successfully

accompanied dozens of merchant and bargee expeditions along the Zaphra Trepek's length and as serving member on the Guild Council he ensures that the mercenaries of the city are well represented at the highest level. Duranir has a close personal friendship with Lord Tegeus and is an Initiate of the Knights of Malador although not a practicing member of the order owing to guild commitments. He is used to dealing with itinerant warriors coming to Alorasaz in search of work and always favours Lormyrian nationals over others. Local knowledge is important for any mercenary hoping to work in the city and not simply a matter of securing local interests (although that is a prime guild consideration).

Duranir is concerned that the Guild Council is neglecting the expertise and advice the nobles can offer. His feeling is that the noble families, Kauhl in particular, have long ceased to want personal power in the way it used to exist before the Guild Wars. This brings him into conflict with those Guild Council members who are keen to see the nobles made fully redundant and are pressing for the dissolving of the post of Duke, that role being absorbed into the role of First Minister. He quietly reports what he hears to Lord Tegeus and certain other noble contacts he has, taking care to be discrete at all times. It would not do to have the Guild Council believing he was attempting to subvert the current regime.

### **Highergate**

Highergate is the administrative heart of Alorasaz. Here are the Ducal Palace, which is still used by the Duke of Alorasaz, and the Guild Council chambers. The two buildings occupy the same area – the small hill rising up from the plain – but are not cut-off from the rest of the district.

The most important guilds have their guild halls in Highergate: the Craftmen's Guild, the Guild of Letters and the Jewellers' Guild being the most prominent. Aside from the specialised crafts found in Thrais, River Edge and Elms, the city's craftsmen congregate in Highergate's open, regular, ordered streets. One can find just about every craft represented aside from those crafts associated with skins, fur and leather, which are found in Lowergate. As is traditional, like crafts accrete in like areas: thus Candle and Wick Streets are home to candlemakers; Baker and Bread Streets are home to many bakers and breadmakers. The streets of Highergate teem with activity from dawn until dusk – both with the activity of the craftsmen who live and work here and visitors from the other districts who transact business with them.

The most prestigious workshops are those following the hill up towards the Palace and the Guild Council Chambers. The Craftmen's Guild Hall is just south of the Guild Council chambers and proximity to it is considered symbolic of the prestige of the craftsman who rents or owns the workshop. Locals call advancement of this kind 'Sliding Up Hill', a euphemism both for bettering one's self and for perhaps bribing guild officers to gain advancement.

## Notable Places in Highergate

### The Guild Council

The Guild Council building is a grand, multifunctional building that was once part of the Ducal Palace and used for formal banquets. The banquetting chamber was turned into the Council Hall, where the members sit in session weekly, and bedrooms and private chambers were turned into offices. A smaller ballroom was converted into the courthouse and this is where the magistrates sit in their weekly sessions, trying whatever offences come before them. Alternating with the magistrates, and using the same courtroom, the guild courts – each guild has its own enforcement court – sit. The council hall and courtrooms are all on the ground level and these are accessible to the public. Both have public balconies where the process of running the city can be watched.

On the second floor are various municipal offices and committee rooms. Included up here is the Tax Office where citizens come to pay their monthly tax dues after receiving their tax assessment. On the third and fourth floors are private offices and chambers: there is no public access to these floors and a couple of militia guards are stationed to ensure only Guild Council members and other, approved officials gain access.

The Guild Council runs the city. All municipal decisions are made by the council members and the committees they establish to oversee all critical city facilities – from rat catching to tax collection (some might call them the same); street sweeping to building repair. The committees ensure that the most competent guild members get the most appropriate jobs and prize contracts

go to the very best guild members; which often means the members of the Guild Council. Despite this nepotism Alorasaz runs efficiently and effectively. Things get done. They also get done properly, because guild standards ensure it. Before the Guild Wars the Duke could decide what got done, in what order and by whom; this meant things benefiting the nobility always received prime attention. Now, the needs of the city are put first.

The Guild Council First Minister is elected by the Guild Council representatives every five years. The First Minister represents the city, appoints the committees, appoints the treasurer and sets-out a municipal plan for his term of service. There is no limit to the number of terms a First Minister can undertake and for the past decade the First Minister has been Olun Radnir, High Master of the Craftmen's Guild. A wheelwright by profession Radnir is a master organiser too, with an uncanny ability to grasp the scale of a problem and establish the most effective steps towards rectifying it. He is also a consummate politician, knowing how to play opposing sides, making the right alliances, making the right promises and then covering his tracks when it proves necessary to change what has been set-up. Radnir is not necessarily popular but he is competent and no one has come along to rival his capabilities so far.

Radnir, though, has enemies. He enjoys excellent relations with Duke Araid and some cynics in the Guild Council believe that the Duke is softening Radnir to allow the nobles more power within the Guild Council and the guilds themselves. These cynics note how the Duke's son and daughter are guild members. They note the weekly dinners the First Minister enjoys. They note the frequent visits Radnir makes to the Lauselm houses in Elms

### First Minister Olun Radnir

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	10	1–3	Right Leg	1/5
CON	12	4–6	Left Leg	1/5
SIZ	12	7–10	Abdomen	1/6
INT	15	11–12	Chest	1/7
POW	12	13–15	Right Arm	1/4
DEX	11	16–18	Left Arm	1/4
CHA	14	19–20	Head	–/5

Combat Actions	3
Damage Modifier	+0
Magic Points	12
Movement	8m
Strike Rank	+13 (+11)

Typical Armour: Linen –2 Armour Penalty

Skills: Courtesy 63%, Craft (Wheelwright) 92%, Culture (Alorasaz) 87%, Evade 23%, Evaluate 85%, Influence 89%, Insight 57%, Lore (Government) 92%, Lore (Guild) 99%, Lore (Regional) 54%, Perception 70%, Persistence 61%, Resilience 34%, Unarmed 22%.

Passions: Loyalty to Council 80%, Loyalty to City 90%

### Combat Styles

No applicable.

district. They find conspiracy where none exists. Much of this conspiracy and rumour is fuelled by Duchess Annetta Thrain's plants and moles; others have reached such conclusions naturally. Radnir dismisses them all – and quite rightly. He and the Duke get on well because the Duke promotes the city and has made himself more useful than any previous ceremonial head. He has asked no favours and Radnir has offered none. But, as always when someone has been in power for any length of time, someone somewhere finds fault. That is the nature of politics.

### **First Minister Olun Radnir**

Olun Radnir is a shrewd man. In his late fifties and with thinning dark hair, his nose is pock-marked and prominent through indulging in fine wine. His face is ruddy, his eyes wide and his lips thick and rubbery. But he is quick, clever and very careful to mind what he says and how he says it. In meetings he is brusque and efficient, tolerating no delays and no excuses. In private he is an open and honest man who is surprisingly easy to get along with. He listens, repeats back to confirm his understanding and always comes across as a man of his word.

### **The Ducal Palace**

Standing in well-tended formal gardens the Ducal Palace is a small mansion that rose from the hunting lodge that Duke Alor originally built on this site 500 years ago. The mansion is very grand and made from polished grey stone mined in the Klant Mountain foothills. Subsequent dukes either extended the original lodge or built their own buildings close by, which is how the Guild Council hall came into existence. The Ducal Palace, though, is reserved as the official residence of the Duke of Alorasaz and his family. In reality, the palace is smaller than the proper homes of any of the nobles and so it is used for greeting important visitors to the city, hosting certain feasts and acting as a symbolic reminder that Alorasaz still has a duke. The Dukes though – at least most of them – reside at their own homes unless pressing engagements mean they need to stay over at the palace.

The palace contains a ballroom, banquet room, great hall, library, excellent kitchen, stores and around 20 bedrooms. A skeleton staff keeps the place aired and warmed but only when a major function needs to take place is a full staff employed to turn the otherwise unoccupied manor house into a palace fit for a duke. Such instances are visits by King Montaz or the Arch-Dukes of the other cities. Under Duke Araid's tenure such visits are not uncommon and even noble visitors from foreign countries have been made honoured guests of the Duke and First Minister in recent years.

### **The Craftmen's Guild Hall**

The Craftmen's Guild is one of the most powerful in the city and its hall, in the shadow of the Guild Council Hall, reflects this. A single-storey great hall, with offices and chambers added as a side-wing, it has a high, steep, peaked roof of red tile, red-brick and dark stone walls and timber window frames whitewashed with black beams and struts. The Craftmen's Guild meets here every fortnight to discuss guild business and review Guild Council

business but the hall is always open with the offices adjoining the large great hall being open for the paying of dues, consulting guild officials on standards, or receiving adjudications on decisions. The great hall is also used for judging of master-pieces completed by companions intending to become masters. The different professions of the guild taking turns each month to host their own masters ceremonies.

The Guild Day is always the shortest day of the year and in the morning the day is given over to guild business and elections. Afterwards those who have become masters that year are granted their Masters' Certificate, which allows them to trade as full guild members and, in the evening, a feast is given for all guild members and their families.

### **The Guild of Letters Hall**

This guild represents the scholars, scribes, teachers and learned people of Alorasaz. Its professions run the gamut of knowledgeable disciplines and the guild's services are contracted by most of the other guilds in some capacity or another.

The hall is a narrow house sandwiched between two craft workshops. The house is narrow but high – six storeys with both basements and an expansive attic. On two of the floors are schoolrooms where select children and students of Alorasaz come to study with master teachers and tutors. These are usually those who will become apprentice scholars, scribes or teachers. On the ground floor is the meeting hall where the guild meets monthly to discuss its current business. The other floors house a considerable number of records, tomes and texts relating to the history of Alorasaz, its politics, guild records, laws and so forth. Learning anything about the city can be done here and the Guild of Letters supplements its income by allowing public access to most of its records (certain guild accounts are kept secret) for a charge of 1 Silver Piece per scroll or tome to be viewed. The public reading room is in the attic and officers of the guild bring requested scrolls to the reader. They are also fonts of knowledge knowing where to find most types of information without the need for a catalogue or index.

Head of the Guild of Letters is Arwenna the Grey. A thin, keen-eyed woman of advancing years she is a scholar and teacher by profession and utterly devoted to the pursuits of learning and communication. She believes that the guilds should be moving to rid Alorasaz of the nobles completely and frequently finds herself in volatile arguments with First Minister Radnir – a man she considers to be a noble sympathiser. It is her intention to challenge Radnir for the First Minister position although it would be highly unorthodox for a woman to become leader of the Guild Council. In fact, Arwenna the Grey's ambitions run deeper are more sinister than just opposing Radnir's stance. She believes that the three noble heads should be assassinated and the families purged from Alorasaz by force; Radnir too, should die, if elected again: she is quite prepared to wage a second Guild War to see the guilds rule the city completely. In this regard she is the *direct* opposite and enemy of Duchess Annetta Thrain. Arwenna has



## Arwenna the Grey

Thin and stern, Arwenna the Grey is a formidable scholar with strong opinions and loyalty to the city. Something of a firebrand she dislikes the nobility with intensity and privately seeks to have them overthrown, believing the current Guild Council administration does not go far enough. She is engaging to talk to when concerned with history but as soon as a discussion about the role of the nobility arises, she becomes a political radical, intolerant of others' beliefs.

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	8	1–3	Right Leg	–/4
CON	12	4–6	Left Leg	–/4
SIZ	8	7–10	Abdomen	–/5
INT	16	11–12	Chest	–/6
POW	10	13–15	Right Arm	–/3
DEX	11	16–18	Left Arm	–/3
CHA	12	19–20	Head	–/4

Combat Actions	3
Damage Modifier	-1D2
Magic Points	10
Movement	8m
Strike Rank	+14

Typical Armour: None

Skills: Art (Poetry) 71%, Craft (Illumination) 62%, Culture (Alorasaz) 95%, Evade 31%, Evaluate 88%, Influence 94%, Insight 65%, Lore (Government) 87%, Lore (Guild) 99%, Lore (History) 99%, Lore (Regional) 62%, Perception 65%, Persistence 74%, Resilience 35%, Unarmed 25%.

Passions: Loyalty to City 95%, Hate Nobles 99%

Arwenna suffers from a heart condition. Any damage taken to the Chest location forces a Resilience roll. If the roll fails she suffers a heart attack inflicting a further 1D6 of damage to the Chest.

## Combat Styles

No applicable.

already set in train certain things to help bring about the deaths of the nobles when the time is right:

- She has secretly contacted assassins from outside the city and offered good money for the murder of all three noble family heads (these could be the Adventurers).
- She has identified the presence of Malagan in Ryfel – a sorcerer who is known to enjoy curses and is willing to sell his services. Now she needs to make contact and discuss specifics.
- She has the backing and support of Virelis, priest in the Thrais district, and Novis, the priest of the Highgate district. Naturally she has not told him of her plans to contact a sorcerer of Pan Tang but Virelis approves in principle for a second attempt at purging the nobility and is attempting to gain Lady Miggea's insight into the best way of achieving this.

It is Arwenna the Grey's plans that inform the *Of Promises Broken* campaign arc.

## Temple of Law

Dedicated to Lords Arkyn and Donblas, the Temple of Law stands close to the Guild Council hall but is otherwise a drab, functional building. Its priest is Novis, a fur trapper who retired from his life in the hills and became the priest of Law under the tutelage of Virelis of Vilmiro. Known as the Winter Monk, Novis was always of fervent belief even when a trapper working the hills and he was

one of the few who relished the winter season, believing the snow represented Law's purity. During the spring and summer months Novis is sluggish and quiet but come the autumn and winter he seems to come alive, striding about the district wrapped in his wolf-furs, brandishing his huge staff and proclaiming the laws of Donblas as loudly as possible. Novis is, like Virelis and Arwenna, fervently opposed to the nobility of Alorasaz and wants to see them purged. When the signs are given he will have no qualms leading a rabble against the homes of the wealthy and having them sent to their deaths. In fact, Novis spends a great deal of his time spreading lies and falsehoods about the nobles – especially Duchess Annetta. Novis is also opposed to the idea of Myshella, believing her to be another noble (albeit a supernatural one) who has no relevance to modern times. He always spits if her name is mentioned and he views members of the Knights of Malador as Myshella's hen-pecked bully-boys.

## The Guild Arms

Foremost of the many inns and taverns of Highergate, The Guild Arms is at the base of the hill leading up to the palace and Guild Council Hall. It is a large, two storey inn with stabling in the rear courtyard, 10 rooms for hire and a large, warm, friendly common room with private booths, communal tables, a central fireplace and a vibrant atmosphere. The landlord is Perris, a scruffy, large, friendly man who occupies the salon bar with a selection of regular cronies who form a boisterous – but good-natured –

gang of drinkers. His wife and daughters tend the regulars and guests, ensuring prompt service and an ability to handle the ribald innuendo. No one would ever knowingly offend Perris or his family; Perris is active in the Guild Council with many powerful friends. Anyone who took the tavern banter too far would find all kinds of guild privileges disappearing.

The rooms at The Guild Arms are spacious and well-appointed. This is comfortable, popular inn and 2D4 of the rooms will always be occupied by travellers.

### Lowergate

Lowergate is the largest of the districts and surrounds the southernmost gate of the city. The district is dominated by the professions that hunt and trap in the hills and forests of the Klant

Mountains. The active hunters and trappers, naturally, spend much of their time outside of the city but their homes are here, as are the stores and workshops of those who process and work with the skins, pelts and furs of the successful catches.

Lowergate's streets are narrow and winding, the buildings simple and unprepossessing. Everywhere is the stink of the trades who deal with animal skins and by-products. Tanners cure their hides in vats of urine collected for the tanning purpose. Wood ash is used to strip hides or hair and the brain matter of the kill to then clean the depilated skins. Vats used for boiling skins, to render fat, are found in many workshops and the thick, sickly odour of rendering fat is common throughout the district at all times of year – and, when the wind blows from the south, that stench wafts across the city. Many craftsmen use the air to dry pelts and it is

### *Novis of Law – the Winter Monk*

A huge, imposing man with a thick, black beard and long, greying hair that is shaved into a tonsure at the front of his head. His eyes are dark and half-hidden by a bushy brow and his lips quiver seemingly uncontrollably. A trapper before he became a priest, Novis wears a thick, rancid bearskin during the winter months and seems overjoyed at the first snowfalls. He stalks Highergate and Lowergate districts bringing Donblas's law to the masses and whipping the otherwise peaceful locals into a potentially rebellious frenzy. A dark and dangerous man.

		1D20	Hit Location	AP/HP
STR	12	1–3	Right Leg	2/6
CON	10	4–6	Left Leg	2/6
SIZ	17	7–9	Abdomen	2/7
INT	11	10–12	Chest	2/8
POW	12 (1 dedicated)	13–15	Right Arm	2/5
DEX	9	16–18	Left Arm	2/5
CHA	9	19–20	Head	–/6

Combat Actions	2
Damage Modifier	+1D2
Magic Points	11
Movement	8m
Strike Rank	+10 (+7)

Typical Armour: Bear skin. –3 Armour Penalty

Skills: Athletics 35%, Brawn 58%, Culture (Alorasaz) 70%, Evade 36%, Evaluate 52%, Influence 70%, Lore (Law) 80%, Lore (Regional) 95%, Oratory 79%, Perception 77%, Persistence 52%, Resilience 75%, Survival 84%, Tracking 90%, Unarmed 66%

Passions: Loyalty to City 88%, Hate Nobles 90%, Hate Myshella 66%

Pact (Law) 40%

Gifts: Endurance

Compulsion: Secretive

### Weapons

Type	SIZ	Reach	Damage	AP/HP
Dagger	S	S	1D4+1+1D2	6/8
Quarterstaff	M	L	1D8+1D2	4/10

### Combat Styles

Trapper (Bow, Spear, Dagger) 78%; Staff of Rightness (Staff) 68%

not uncommon to see skins hanging from lines stretched across the streets or skins stretched taut over special frames and racks (common for larger skins).

Tanning leather or fur requires time and patience and so the folk of Lowergate are patient, unhurried people with a consummate dedication to their craft. Every tanner and furrier has his or her own methods of preparing hides and no tanning formula is foolproof; success can be attained only through hard work, close observation, care and patience. Many use salt and so this is a vital commodity for the district with bargees bringing barrel-loads of salt from the towns and cities downstream of Alorasaz where salt is more readily available. Cleaned and cured hides are then stretched and scraped to produce whatever result is desired: lengths of soft, silky kid-leather for gloves and shoes; thick, hard leather for garments, armour and other products. The workshops front the streets and anyone wandering through Lowergate can see these craftsmen patiently stretching, scraping, oiling and so on, finished skins and pelts piled carefully in batches that are then taken elsewhere for sale and further working.

Butchers abound in Lowergate. The people of Alorasaz make full use of any animal trapped and killed and this means that carcasses of all kinds can be seen hanging in butchers' windows, or in the cool courtyards, waiting to be filleted and preserved. Alorasites eat all manner of meats: from mountain goat through to otter, beaver through to bear. Little is wasted or considered unpalatable. Scraps considered unusable are fed to pigs and many locals of Lowergate keep one or more pigs in straw-filled enclosures where remains are fed to the animals, the pigs later being slaughtered and butchered so that, in reality, nothing is ever wasted.

The professions and traditions of Lowergate are the oldest of any in the city. The locals are descendents of the first trappers who came here after Duke Alor founded the settlement five centuries ago. Hunting, trapping, curing and butchering are in the blood and the people of Lowergate are a very traditional, patient, no-nonsense folk. They are, like the bargees, a superstitious people. Many believe in a Great Bear Spirit that inhabits the foothills of the Klant Mountains: an enormous, white-pelted bear of immense ferocity and appetite that is impervious to mortal weapons. The Alorasaz trappers call this spirit Sardik and are fearful of it. Sardik is ancient, immortal perhaps, and vengeful towards those who hunt bear cubs and females. This does not prevent the hunters and trappers from hunting bear but it does mean that every bear hunt is accompanied by a propitiation ritual involving the slaughter of a lamb or goat to show Sardik that the hunt will take no more than is required and the young and females will not be harmed, so guaranteeing the continuation of bears in the forests and woodlands. A few claim to have seen Sardik: a monster 10 feet high from claw to shoulder on all fours and double that when reared to attack. Sardik is always seen from afar and always on clear, moonless nights.

## *Using Sardik*

Depending on how Games Masters want to develop Alorasaz in their campaign, Sardik can be a superstitious rumour, a real semi-

immortal beast or a predatory ancestor spirit of the bears of the Klant Mountains.

If a rumour, then nothing more needs to be done, save for keeping Sardik's name alive as a hushed rumour or trappers' superstition, used to scare belligerent children or gung-ho hunters.

If a real, physical creature, Sardik's statistics are on the following page. Sardik is a creature beloved of Grome and any Grome worshipper will immediately be aware of that relationship: indeed, Grome worshippers will not be attacked by Sardik unless they act aggressively towards the beast. Others will not be so lucky. Sardik is highly territorial, treating all the upper woodlands of the Klant Mountain foothills as its territory and liable to attack anyone venturing into the remote stretches. Sardik, whilst a creature of Grome, is also a servant of Myshellia. She can command the bear – either to attack or desist in an attack.

Sardik is vulnerable to mortal weapons but if killed its spirit will be reborn into another body within 1D6 years. Anyone who kills Sardik marks himself an enemy of Grome.

If a spirit, Sardik manifests on the physical plane where it can terrify anyone with its pure-white, spectral form. It can only be battled on the Spirit Plane; Sardik has no Discorporate skill and so cannot wrench foes onto the Spirit Plane to kill them – but any shaman that Spirit Walks in an attempt to banish or control Sardik must best the creature in spectral combat.

### *Sardik: Intensity 6 Nature Spirit*

INT 9, POW 40, CHA 4

Spectral Claws and Bite 115% (Spirit Damage 2D6), Track 110%.

Sardik boosts the damage bonus of any allied shaman by six steps. In addition, the shaman may gain a +60% bonus to any of the following skills: Brawn, Perception, Stealth, Survival, Swim, Track, Unarmed.

Sardik's legend has spread throughout Lormyr. No one in Alorasaz is foolish enough to hunt the creature but plenty of hunters from further north have come in search of this mythical creature. Some have been deterred by the trappers who work the forests (some have been killed by them, when they did not heed the warnings and are buried deep in the forests where they will never be found) and some have also fallen prey to Sardik. Despite this, hunters still come to the region intent on killing the creature and becoming heroes amongst their peers.

Lowergate has few inns and taverns. Those it does have are frequented by returning hunters and trappers and these men, used to long periods of solitude and the rigours of the mountains, are taciturn, imposing presences, hunched over their ale. Strangers are viewed cautiously but the trappers can be won-over and they are happy to talk of their work and of Sardik when the mood takes them.

## *Sardik – Supernatural Brown Bear*

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	38	1–3	Right Hind Leg	5/14
CON	30	4–6	Left Hind Leg	5/14
SIZ	38	7–9	Abdomen	5/15
INT	9	10–12	Chest	5/16
POW	17	13–15	Right Front Leg	5/14
DEX	18	16–18	Left Front Leg	5/14
CHA	4	19–20	Head	5/14

Combat Actions	3
Damage Modifier	+2D8
Magic Points	17
Movement	24m
Strike Rank	+14

Typical Armour: Fur, 5 Armour Points

Traits: Formidable Natural Weapons

Skills: Athletics 35%, Brawn 75%, Perception 80%, Persistence 70%, Resilience 75%, Stealth 65%, Survival 90%, Swim 80%, Track 110%, Unarmed 115%

### **Weapons**

Type	Size	Reach	Damage	AP/HP
Bite	S	T	1D8+2D8	As for Head
Claw	M	S	1D6+2D8	As for Leg

### **Combat Styles**

Unarmed (bite and claw) 115%

## *Places of Note in Lowergate*

Lowergate is a practical place of artisans. It does, though, have some notable landmarks.

### **Hunters and Trappers Guild Hall**

Built to resemble a hunting lodge – a large, rough-timbered cabin – this is where the hunters and trappers gather to discuss guild business once or twice a year. Attendance is never complete as so many of the members are out in the mountains plying their trade but the winter meeting, when most are in within the walls of the city, are reasonably attended. The Hunters and Trappers Guild has few rules and regulations. It enforces how much, and what, wildlife can be caught or killed during any particular season and adjusts these limits according to observations on game stocks from its members. Anyone who attempts to flout the rules will be found out: the locals of Lowergate are close-knit and everyone's livelihood rests on sustainable populations of animals.

Head of the guild is Gavanir Bearclaw. He acquired his soubriquet after surviving a ferocious bear attack that left his face, left arm and part of his abdomen severely injured. Superstitious men claim the attack he survived was Sardik but Gavanir dismisses such talk as rubbish: it was an old, fierce bull-bear injured by a previous attempt on its life. The bear's pelt now adorns the beams of the guild hall. Before his injuries Gavanir was rarely in the city and, in his time in the mountains he saw many strange things. He heard Sardik's roar once and glimpsed its pure-white pelt from a distance. Strangest though, was the beautiful, raven-haired

woman, clad in robes of ermine, who he saw wandering through some lonely trails in the early winter. He was besotted by her beauty and tracked her for many miles as she headed south, using paths only Gavanir knew. She knew he was following but never paused to acknowledge him. When she broke free of the trees Gavanir lost her but hanging on a branch, close to the tree line, she left an amulet which Gavanir found and keeps secret. The amulet is made of pure silver, round, about twice the size of a shilling piece and engraved with a rising sun on one side and an arrow on the reverse. Gavanir keeps the amulet well hidden at his home in Lowergate and even his dutiful wife does not know of its existence. The woman was Myshella – Gavanir suspects this – and, if or when she calls to those who serve her, Gavanir will have no option but to answer the summons, serving her just as the Knights of Malador will serve her.

Gavanir hates Novis of Highergate because Novis's contempt for Myshella is well-known. Gavanir never lets the priest know of his experience but he considers Novis an enemy and cannot tolerate his proselytising in the streets of Lowergate. Neither has Gavanir any time for those who want rid of the nobles: the nobles have benefitted Alorasaz. To want them gone now is to doom the city.

### **Seredaya the Skinwoman**

Seredaya is the wife of Jorestal, one of the city's many trappers. She is also one of the best skinners/furriers and tanners in Alorasaz, taking her husband's catches and turning them into furs, hides and leathers of superior quality. The secret of her success is not just her skill but also the concoction of chemicals and natural

substances she uses in the very different curing, cleaning and tanning processes she uses. All are trade secrets, handed down over generations and even her husband has no idea what they are. Plenty want Seredeya's knowledge. The Skinners' Guild has frequently threatened her with censure if she does not reveal at least some of it so that all the skinners, furriers and tanners of the city can gain some parity. Seredeya flatly refuses: she flatly refuses, also, to take an apprentice because she knows full well that her secret would soon find its way into the hands of others. So Seredeya is waiting until her son and daughter, both very young children at the moment, are old enough so they can be taught the secret and then tell their children – just as Seredeya learned. This secrecy is creating enemies for her. One skinner, living on the far side of Lowergate, is so desperate to learn Seredeya's secret he is thinking of ways to extract it from here. One idea is kidnapping her beloved children and ransoming them for the recipes she uses. Of course Yuruthnir is too clever and too cowardly to attempt the kidnap himself but is quite willing to pay others to do the dirty work...

## Sardik's Cave

Sardik's Cave is the most popular of the taverns amongst the trappers and hunters. Close to the gate it is one of the first welcoming places one sees when entering Alorasaz through the south gate. A narrow, cramped tavern with long benches that run parallel to a pair of central hearths, it is usually filled with those who have returned from the wilds or are preparing to go, fortifying themselves against the cold. Trophies from successful hunts adorn the walls; skulls, pelts, tails, jaws, teeth, claws – just about every wild animal hunted or trapped by the people of Alorasaz is represented here. The landlord is Cassir Onetooth, so named because of the single tooth remaining in his jowly jaws. Cassir knows all the hunters and trappers, hears all the stories and knows who is in or out of the city at any given time. He also knows that Seredeya's husband, Jorestal, has been seeing a weaver who lives in River Edge. Of course he intends to keep this knowledge to himself but one of Cassir's failings is his inability to keep a secret for very long. It does not take much to get the voluble tavern keeper to tell what he knows.

## Gavanir Bearclaw

STR	10	<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
CON	13	1–3	Right Leg	2/5
SIZ	12	4–6	Left Leg	2/4*
INT	13	7–9	Abdomen	2/5*
POW	11	10–12	Chest	2/7
DEX	12	13–15	Right Arm	2/4
CHA	12	16–18	Left Arm	2/4
		19–20	Head	–/4*
Combat Actions	3	*Results of the bear attack he survived		
Damage Modifier	+0	Typical Armour: Leather. –3 Armour Penalty		
Magic Points	11	Skills: Athletics 37%, Brawn 52%, Culture (Alorasaz) 78%, Evade 44%, Evaluate 63%, Influence 78%, Lore (Guild) 80%, Lore (Regional) 102%, Perception 74%, Persistence 60%, Resilience 68%, Survival 92%, Tracking 98%, Unarmed 70%		
Movement	7m			
Strike Rank	+13 (+10)			

Passions: Loyalty to Myshella 60%

## Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Dagger	S	S	1D4+1	6/8	10m
Longspear	L	VL	1D10+1	6/12	—
Shortbow	L	—	1D6	4/4	80m

## Combat Styles

Trapper (Bow, Spear, Dagger) 99%

## The Temple of Law

The Temple of Law in Lowergate is largely ignored by the Lowergaters. Most have little time for the higher powers, preferring to remain ignorant of them. The temple, therefore, has no priest of its own and so Novis of Highergate has made it his business to tend to the Lowergate temple's affairs. The A-framed, hall-like building is vacant mostly and Novis keeps it locked for fear of the shrines to Arkyn, Donblas and Mirath being desecrated with furs and pelts or used for worshipping some animal totem. The only time he does open the temple is on the occasions when he comes to Lowergate to stride around and harangue the locals for their lack of faith in Law and for standing by while the nobility keeps them in poverty. Few stand-up to the imposing, sharp-tongued priest but Gavanir, if he catches Novis plying his firebrand evangelism, usually sends him packing with some choice threats and reminders that Novis was, once, a trapper.

## Sarobel's

From the outside, a nondescript three-storey building with each set of windows firmly shuttered or covered by thick drapes. A set of well-trodden stone steps lead to a thick oak door, painted red and

with a face-level trapdoor built into it. Inside, the house is a paradise for those seeking the erotic. This is Sarobel's. Sarobel herself is a hearty and ambitious woman who provides female companionship on an hourly or nightly basis to those who can afford it. Sarobel's presence in Lowergate is frowned upon but tolerated; Sarobel does not care. She attracts clients from across the city.

Sarobel's women – her sisters, as she terms them – come in all shapes and sizes. They are skilled courtesans able to spend their time in relaxing conversation or more vigorous pursuits as the customer so wishes. Five silvers buys an hour; 10 an entire evening. Sarobel spends a little time with each client and, over a glass of mediocre wine, discovers what they wish to do and then selects a woman who will fulfil those needs perfectly. Few emerge from Sarobel's unhappy. Those that do are most likely impossible to please.

## Building Random Function

To determine the function of a building in a particular district, roll 1D100 on that district's Businesses and Premises table.

*Thrain Businesses and Premises Table*

1D100	Business/Building	1D100	Business/Building
01–05	Armourer	57–59	Provisions (Metalworking)
06–10	Blacksmith	60–63	Provisions (Fine Goods)
11–12	Boarding House	64–67	Pewtersmith
13–17	Coppersmith	68–71	Polisher
18–22	Enameller	72–78	Private Residence
23–25	Engraver	79–81	Residence (Decent – for Rent)
26–30	Gemsmith	82–84	Residence (Fair – for Rent)
31–34	Goldsmith	85–86	Scholar
35–39	Inn	87	Scribe
40–44	Jeweller	88–92	Silversmith
45–49	Locksmith	93–94	Stable
50–54	Metal Worker (general)	95–97	Swordsmith
55–56	Provisions/Groceries	98–00	Tavern

*Elms Businesses and Premises Table*

1D100	Business/Building	1D100	Business/Building
01–04	Builder	51–54	Residence (Decent – for Rent)
05–10	Carpenter	55–59	Residence (Fair – for Rent)
11–14	Cabinet Maker	60–63	Scholar
15–19	Carver	64–66	Scribe
20–24	Cooper	67–78	Tavern
25–27	Fletcher	79–81	Vintner
28–33	General Merchant	82–87	Timber Merchant
34–40	Inn	88–94	Warehouse
41–43	Leatherworker	95–98	Wheelwright
44–50	Private Residence	99–00	Whorehouse

*River Edge Businesses and Premises Table*

<b>1D100</b>	<b>Business/Building</b>	<b>1D100</b>	<b>Business/Building</b>
01-05	Animal Trader	56-60	Lantern maker
06-08	Baker	61-70	Merchant Venturer
09-20	Bargee	71-80	Merchant (Local)
21-23	Butcher	81-84	Mercenary
24-27	Carter/Wagoner	85-86	Physician
28-33	Farrier	87-88	Residence (Decent – for Rent)
34-40	Grocer/Provisioner	89-91	Residence (Fair – for Rent)
41-43	Haberdasher	92-94	Residence (Poor – for Rent)
44-45	Herbalist	95-97	Barge Maker
46-55	Inn	98-00	Warehouse

*Highergate Businesses and Premises Table*

<b>1D100</b>	<b>Business/Building</b>	<b>1D100</b>	<b>Business/Building</b>
01-03	Armourer	39	Polisher
04-05	Blacksmith	40-45	Private Residence
06-07	Boarding House	46-50	Provisions (Fine Goods)
08-09	Builder	51-52	Provisions (Metalworking)
10-11	Cabinet Maker	53-60	Residence (Decent – for Rent)
12-13	Carpenter	61-65	Residence (Fair – for Rent)
14-15	Carver	66-70	Residence (Good – for Rent)
16-17	Cooper	71-75	Scholar
18-19	Coppersmith	76-80	Scribe
20	Enameller	81	Silversmith
21	Engraver	82-83	Stable
22	Fletcher	84	Swordsmith
23	Gemsmith	85-90	Tavern
24-26	General Merchant	91-95	Tax Collector
27-30	Guild Officer	96	Timber Merchant
31-34	Inn	97	Vintner
35-37	Leatherworker	98	Warehouse
38	Pewtersmith	99-00	Whorehouse

*Lowergate Businesses and Premises Table*

<b>1D100</b>	<b>Business/Building</b>	<b>1D100</b>	<b>Business/Building</b>
01-08	Baker	62-75	Hunter/Trapper
09-10	Barber	76-84	Leatherworker
11-12	Builder	85	Merchant
13-23	Butcher	86	Residence (Fair – for Rent)
24-30	Candlemaker	87-88	Residence (Squalid – for Rent)
31-32	Brewer	89	Residence (Dormitory/shared rooms)
33-34	Carpenter	90	Ropemaker
35-40	Dyer	91	Sharpener
41-42	Fishmonger	92	Spinner
43-60	Furrier	93	Stable
61	Fortune Teller	94-00	Skinner/Tanner

# STOCK NON-PLAYER CHARACTERS

Key personalities are listed in their appropriate district. This section lists common Non-Player Characters that Adventurers are likely to encounter when exploring Alorasaz.

## Typical Alorasaz Bargee

The bargees are a common sight on Lormyrian waterways so this Non-Player Character is applicable throughout the country. The bargees of Alorasaz are usually ruddy of face, stocky of build and dour of outlook. They are superstitious and always give thanks to the Great River Spirit – although superstition varies in depth from one person to another. It is possible that the odd bargee might even have shamanic abilities and be able to commune with the Great River Spirit and other local spirits. By and large, though, they are simple enough people.

Bargees tend to work in family groups, living on their barges. A family group consists of two adults and 1D4 children. The statistics here are for a typical male adult, although female bargees are just as hardy as their husbands.

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	15	1–3	Right Leg	–/5
CON	12	4–6	Left Leg	–/5
SIZ	13	7–10	Abdomen	–/6
INT	10	11–12	Chest	1/7
POW	10	13–15	Right Arm	–/4
DEX	13	16–18	Left Arm	–/4
CHA	10	19–20	Head	1/5

Combat Actions	2	Typical Armour: Leather Waistcoat and cap –1 Armour Penalty
Damage Modifier	+1D2	
Magic Points	10	Traits: None
Movement	8m	
Strike Rank	+12 (+11)	Skills: Athletics 46%, Boating 90%, Brawn 70%, Evade 26%, Evaluate 55%, Insight 30%, Lore (Regional) 75%, Lore (Zaphra Trepek) 90%, Perception 65%, Persistence 40%, Resilience 63%, Unarmed 45%

## Weapons

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>
Shortsword	M	S	1D6+1D2	6/8
Quarterstaff	M	L	1D8+1D2	4/8
Punting Pole/Gaff	L	VL	1D8+2+1D2	4/12

The punting pole that the bargees use is a pike-length pole of stout ash topped with a hook for connecting with a mooring ring to pull the barge into the quay. It makes a formidable two-handed weapon.

## Combat Styles

Bargee Brawling (Shortsword, Quarterstaff, Punting Pole/Gaff)



## Typical Alorasaz Militia

Alorasaz militia are volunteers who serve three days per week and are paid a stipend and receive training, as well as their equipment. They are trained to an average degree but can be considered no more than competent in their capabilities. Their key task is to guard the gates of the city and patrol the streets. Guards in gate duty serve in squads of six; street patrols are in squads of three. Every gate and street squad will have a sergeant or leader who is 20% better than the rest of the squad in all skills.

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	12	1-3	Right Leg	2/5
CON	12	4-6	Left Leg	2/5
SIZ	13	7-10	Abdomen	2/6
INT	13	11-12	Chest	2/7
POW	10	13-15	Right Arm	2/4
DEX	14	16-18	Left Arm	2/4
CHA	9	19-20	Head	2/5

Combat Actions	3	Typical Armour: Leather -3 Armour Penalty		
Damage Modifier	+0			
Magic Points	10	Traits: None		
Movement	8m			
Strike Rank	+14 (+11)	Skills: Athletics 29%, Brawn 35%, Evade 34%, Insight 30%, Lore (Regional) 60%, Perception 40%, Persistence 40%, Resilience 46%, Unarmed 35%		

## Weapons

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>
Shortsword	M	S	1D6	6/8
Shortspear	M	L	1D8	4/5
Target	L	S	1D6	4/12

## Combat Styles

Militia (Sword, Spear, Shield) 55%

## Typical Alorasaz Craftsman

A typical crafter and guild member found throughout Alorasaz. Craftsmen are diligent, very competent and noted for their attention to detail.

The statistics here are for a master. A companion will typically be 20% less in his Craft skill and an apprentice between 30% and 40% less.

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	12	1-3	Right Leg	-/4
CON	10	4-6	Left Leg	-/4
SIZ	10	7-10	Abdomen	1/5
INT	13	11-12	Chest	1/6
POW	9	13-15	Right Arm	-/3
DEX	15	16-18	Left Arm	-/3
CHA	11	19-20	Head	-/4

Combat Actions	3	Typical Armour: Leather Apron -1 Armour Penalty		
Damage Modifier	+0			
Magic Points	9	Traits: None		
Movement	8m			
Strike Rank	+14 (+13)	Skills: Athletics 33%, Brawn 28%, Craft (Specific Craft) 80%, Evade 28%, Insight 31%, Lore (Regional) 60%, Perception 40%, Persistence 40%, Resilience 49%, Unarmed 33%		

## Combat Styles

Unarmed 33%. Weapons dependent on craft practised.

## Typical Alorasaz Hunter/Trapper

Hardy men (sometimes women but they are rare) who spend much of their time out in the wilds of the Klant Mountains tracking, hunting and trapping. They have superb knowledge of the local terrain, habits and behaviours of their prey, outdoor survival and so on. They make excellent guides and scouts but are superstitious and always looking for omens along with the signs of passing for the creatures they seek.

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	13	1–3	Right Leg	2/6
CON	14	4–6	Left Leg	2/6
SIZ	13	7–10	Abdomen	2/7
INT	12	11–12	Chest	2/8
POW	11	13–15	Right Arm	2/5
DEX	14	16–18	Left Arm	2/5
CHA	8	19–20	Head	2/6

Combat Actions	3
Damage Modifier	+1D2
Magic Points	10
Movement	8m
Strike Rank	+13 (+10)

Typical Armour: Leather –3 Armour Penalty

Traits: None

Skills: Athletics 56%, Brawn 54%, Craft (Traps) 75%, Evade 57%, Insight 38%, Lore (Animal Habits) 90%, Lore (Regional) 90%, Navigate 75%, Perception 65%, Persistence 48%, Resilience 56%, Survival 75%, Track 78%, Unarmed 45%

## Weapons

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Shortsword	M	S	1D6+1D2	6/8	
Shortspear	M	L	1D8+1+1D2	4/5	30m
Longspear	L	VL	1D10+1+1D2	4/10	
Target	L	S	1D6+1D2	4/12	
Shortbow	L	—	1D6+1D2	4/4	80m
Sling	L	—	1D8+1D2	1/2	200m

## Combat Styles

Hunter/Trapper (Sword, Spear, Shield, Bow, Sling) 75%

Weapon use is dependent on the quarry and the conditions. Slings, for instance, are of limited use in closely-packed woodland. Shields are also an encumbrance that would only be born if stalking a large animal like a bear where parrying a formidable attack is vital. Thus, a hunter/trapper will have all the listed weapons in his kit but he will carry on him only what is most appropriate to the quarry of the day.

## Typical Tax Collector

An unpopular but necessary job in Alorasaz, tax collectors are a common sight in the streets of the city, going from house-to-house, district-to-district, assessing taxes due and issuing demands. Good tax collectors know that a smile and a little humour always makes the tax bill easier to present. Bad ones believe all citizens know their duty and enjoy paying taxes. The nature of a tax collector's work means that they are keen-eyed and always spot something unusual or potentially taxable; this makes them good sources of general information.

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	9	1-3	Right Leg	-/5
CON	10	4-6	Left Leg	-/5
SIZ	12	7-10	Abdomen	1/6
INT	14	11-12	Chest	1/7
POW	10	13-15	Right Arm	1/4
DEX	9	16-18	Left Arm	1/4
CHA	9	19-20	Head	-/5

Combat Actions	2
Damage Modifier	+0
Magic Points	10
Movement	8m
Strike Rank	+12 (+11)

Typical Armour: Leather Coat -1 Armour Penalty

Traits: None

Skills: Athletics 30%, Brawn 20%, Evade 32%, Evaluate 90%, Insight 80%, Lore (Regional) 40%, Lore (Tax) 90%, Perception 55%, Persistence 40%, Resilience 40%, Unarmed 35%

### Weapons

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Dagger	S	S	1D4+1	6/8	10m

### Combat Styles

Unarmed, Dagger 35%

## Typical Young Noble

A young, lesser member of one of three noble families, this young noble frequents the better establishments and is sensible enough not to flaunt wealth and station but to demonstrate, through good manners, that it exists. The young noble has much to learn and may be an apprentice somewhere; but the chances are they live off an allowance will never need to actively find honest work.

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	10	1-3	Right Leg	-/4
CON	11	4-6	Left Leg	-/4
SIZ	9	7-10	Abdomen	1/5
INT	11	11-12	Chest	1/6
POW	13	13-15	Right Arm	1/3
DEX	10	16-18	Left Arm	1/3
CHA	13	19-20	Head	-/4

Combat Actions	2
Damage Modifier	-1D2
Magic Points	13
Movement	8m
Strike Rank	+11 (+10)

Typical Armour: Leather Coat -1 Armour Penalty

Traits: None

Skills: Athletics 30%, Brawn 25%, Courtesy 68%, Culture (Alorasaz) 55%, Evade 25%, Evaluate 48%, Insight 29%, Lore (Nobility) 65%, Lore (Regional) 22%, Perception 30%, Persistence 28%, Resilience 30%, Unarmed 25%

### Weapons

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Dagger	S	S	1D4+1-1D2	6/8	10m
Rapier	M	L	1D8-1D2	5/8	—

### Combat Styles

Alorasaz Noble (Sword and Dagger) 40%

## Typical Alorasaz Mercenary

The mercenaries act as bodyguards within and without the city and also supplement the militia in times of need. Many are ex-militia who want better pay whilst many are also Adventurers seeking regular employment. Given the nature of their work the mercenaries are the most careful to observe Alorasaz laws about weapons and armour within the city walls. Outside, they dress for whatever work they are doing although it is very rare to encounter a very well armoured mercenary.

		1D20	Hit Location	AP/HP
STR	14	1–3	Right Leg	2/6
CON	12	4–6	Left Leg	2/6
SIZ	14	7–10	Abdomen	2/7
INT	12	11–12	Chest	2/8
POW	10	13–15	Right Arm	2/5
DEX	15	16–18	Left Arm	2/5
CHA	11	19–20	Head	2/6

Combat Actions	3	Typical Armour: Leather –3 Armour Penalty
Damage Modifier	+1D2	When outside the city, a plate breastplate and steel helm are likely additions to armour.
Magic Points	10	Traits: None
Movement	8m	
Strike Rank	+14 (+11)	Skills: Athletics 44%, Brawn 60%, Culture (Alorasaz) 65%, Evade 60%, Insight 45%, Lore (Regional) 58%, Perception 63%, Persistence 52%, Resilience 66%, Unarmed 70%

### Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Shortsword	M	S	1D6+1D2	6/8	—
Shortspear	M	L	1D8+1D2	4/5	—
Longsword	M	L	1D8+1D2	6/12	—
Target	L	S	1D6+1D2	4/12	—
Longbow	H	—	1D8+1D2	4/7	175m

### Combat Styles

Militia/Mercenary (Sword, Spear, Shield, Bow) 75%

## CAMPAIGN ARC

Alorasaz is a driving force in *Of Promises Broken*. The political situation is key to the city's importance in the campaign arc but can also be used for creating adventures even if *Of Promises Broken* is not used.

### *Drawing the Lines*

It may not be obvious to most Alorasites but battlelines are being steadily, inexorably, drawn. On one side are those who are fiercely anti-noble: Arwenna the Grey is the leader, backed by Virelis and Novis, the chief priests of Law in the city. Many guild councillors share this triumvirate's views and will work to persuade their members that the nobility is wholly redundant and should be removed from Alorasaz altogether. Whether this is by force or gentler means depends on how arguments prevail. Arwenna, Virelis and Novis are all for violent action – assassinations and open rebellion in the streets. Others prefer more peaceful means; they may be outnumbered.

On the other side are those who believe the guilds have attained too much power and that the nobility act as valuable counter force. This includes Duchess Annetta Thrain, Duke Araid and even the First Minister of the Guild Council. Duchess Thrain has many agents abroad, plotting to discredit the guilds and turn public opinion against the guild regime. She will use lies, blackmail, smears and every underhand means necessary to undermine the guilds' reputations. Eventually she hopes to gain the absolute loyalty of the militia and the mercenaries and so use force against the guild council. Not everyone shares this approach.

The talk in the inns and taverns is very much centred on the relevance of the nobility: they have done much good but they cost money to maintain. Some of the young nobles are actively employed for the good of the city; others are wastrels and philanderers. People are beginning to form opinions and take sides. Families are being split, ideologically at first, but this will become more serious as things develop.

## *Street Fighting Years*

Alorasaz is heading towards civil war. Certain things will trigger it:

- Arwenna the Grey succeeds in hiring assassins (these may be the Adventurers) to kill the heads of all three noble families. Arwenna wants all three murders to happen at the same time. This will act as a signal for an uprising but will take weeks or months to arrange, require absolute secrecy and is a high-risk strategy.
- Arwenna is also interested in bringing Malagan the sorcerer of Ryfel to Alorasaz to summon demons and impose curses. These supernatural means will supplement her assassination plans and be used to terrify the locals into unity against the nobles. The Adventurers may be used as emissaries to Ryfel to secure Malagan's services. He is promised a great deal of gold but, more importantly, gold and slaves. The slaves are the noble families – Arwenna will happily sell those who survive the cull into slavery in return for Malagan's help in ridding the city of the noble presence.
- Duchess Thrain successfully smears several guild heads and guild councillors with evidence of high corruption, treason, Chaos worship or anything else that diminishes the reputation of the guilds in the eyes of the populace. The Adventurers are used as agents for planting this evidence or making it stick.
- The Duchess manages to bring the mercenaries and militia onto the side of the nobles by proving that the guild is corrupt to the point of no redemption and only the nobility can change things for the better by ridding the city of this corrupt regime. This is also a high-risk strategy because the mercenaries are part of the guild system but sympathetic to Duke Tegeus Kauhl and other nobles. If Kauhl can be made to side with Thrain, then a greater chance of mobilising the mercenaries holds. A key to this is playing on the belief that Myshella has a great fate in store for the Knights of Malador and the characters could also become pawns in this particular scheme.

It will take several months and much scheming and manoeuvring to bring matters to a potentially violent head. Malagan, if he can be persuaded to come to Alorasaz, will help trigger violent unrest simply because, as an agent of Chardhros, death and disorder delight and motivate him.

The murder of key nobles will also trigger unrest because, for all the animosity they may incur in some circles, it is a violent change to the status quo. The king of Lormyr, Montaz, may even be stirred into sending troops and Knights of Malador into Alorasaz to establish martial law and stabilise power under the Royal Banner: again, this could well involve the Adventurers acting as peace-makers should violence break-out.

Finally there is Myshella. A distant, mythical presence, the time is approaching where she will reveal the fate she has in store for Alorasaz and those knights who venerate her most beloved champion, Aubec. This runs as follows:

- Sardik, the Great Bear spirit of the forests, reveals itself openly for the first time, heralding great changes.
- Myshella herself summons Knights of Malador to Castle Kaneloon where she shows them disturbances in the fabric of Chaos, stretching out towards a representation of Alorasaz. Stability in the city must be maintained; Chaos is at work there (and if Malagan is present, then this is certainly true) and balance must be restored. War will be necessary – to find a permanent ruler who will represent the wills of the people, the guilds and the Lords of Law. Several false prophets currently represent the latter (Virelis and Novis) and they must be removed. The regime must change – but also stay the same. The Adventurers will become components in this shift as Myshella reveals herself and comes into the city in vivid dreams and fleeting glimpses. She reveals that Sardik must be controlled and whichever side controls the Great Bear and the Great River will become the stabilising force in Alorasaz.

# RASCHIL



Raschil is the capital of Filkhar, the smallest of the southern continent countries sandwiched between Lormyr and Argimiliar but arguably the most vibrant of the southerly nations. Filkhar is prosperous and booming, claiming a rivalry to Ilmiora (which it closely resembles culturally). Raschil is a deep water port and a thriving hub of trade outstripping nearby Trepasaz and challenging Cadsandria. The rest of the Young Kingdoms, particularly the Island of Purple Towns, are awakening to Filkhar's markets and their merchants flock to Raschil's wide, welcoming streets.

Once a series of Lormyrian counties, Filkhar was united under Earl Raschir 300 years ago at the height of the Lormyrian Empire. Tired of Lormyr's administrative fickleness and the constant skirmishes with Argimiliar, the counties made a declaration of independence and ceded from Lormyrian control. It was not without struggle. Lormyr's knights fought many battles with Earl Raschir and his irregulars along the borders of Filkhar suffering defeat after humiliating defeat. Eventually Lormyr withdrew its opposition and Filkhar was born, Raschil, named for Filkhar's founder, being its capital.

Filkhar is not densely populated with much of the populace living in Raschil and the ever-growing satellite towns radiating south from it. Moving south the land is a lush garden with rolling pastures, many lakes and deep, fine rivers, good soils and acres of free grazing. Consequently it boasts substantial wealth from vast herds of healthy livestock, excellent fishing and shellfish beds, as well as vineyards and orchards across the country. Filkhar has a reputation for gourmet food and fine wines; cookery is considered a fine art here. The excellence of the produce found in the hinterlands and sold in Raschil contributes to the city's success but Raschil is more than a market garden city: good quality iron is found in the southern hills and clay mined in the east supplies a thriving industry of potters and porcelain makers.

## HISTORY

Five hundred years ago much of the southern continent was still under Melnibonéan rule although the appetite the Dragon Lords had for their southern dominions was diminishing. The Dukes of Lormyr rebelled, driving out the Melniboneans and claiming

much of the south, from the borders of Oin right through to the borders of Pikarayd, as their own. These extensive lands were divided into counties and they formed the Lormyrian Empire. But Lormyr was not mature enough to control its territories and the counties became fiefdoms ruled by their earls and dukes with little guidance from the king in distant Iosaz. The counties under the control of Duke Argimir became the first to claim independence from Lormyr and there was little the king could do to prevent this rebellion, although the Lormyrian army mobilised to put-down Duke Argimir's forces. The armies clashed in the Cadsan plains, south of the great city of Cadsandria and Lormyr was defeated. Argimiliar's independence was assured and went unchallenged as Lormyr's forces retreated westwards.

During the next two centuries Lormyr focused on keeping the provinces closest to Argimiliar under control, appointing a series of a largely indolent governor-dukes to manage them. Argimiliar, however, had other designs; it wanted the territories that had belonged to the Filk tribes that had dominated the area and it pushed against Lormyr's boundaries, raiding and claiming more and more territory. The Filk tribes had been largely absorbed into the fabric of either Lormyr or Argimiliar and no longer staked any claim to these lush meadowlands but that did not make Argimiliar's incursions any less destructive.

Finally, 300 years ago, Earl Raschir, who controlled a large province bordering Argimiliar, grew tired of his neighbour's raids and started to assemble an army of his own, as the Lormyrian king seemed to have no interest in sending troops to aid. Raschir's army held-off the Argimilians successfully for five years and Raschir proclaimed himself duke – a direct challenge to Lormyr. The counties that surrounded Raschir's lands rallied to his banner and, like Argimiliar before, claimed independence from Lormyr. Raschir took the name of the old Filk tribes and named the land Filkhar. Seeing its empire dwindle Lormyr once again mobilised its army and clashed with Raschir's forces in the valleys between Stegasaz and the port that would become Raschil. In an act of utter treachery Lormyr's king paid Argimiliar to launch an attack on Raschir's western boundary forcing Duke Raschir to split his forces and fight on two fronts.

# Raschil



## Key

1. Anchor Gate
2. South Gate
3. Broad Gate
4. Narrow Gate

Many battles were fought in that desperate campaign but although Raschir's army was outnumbered it was better trained and more disciplined than the armies of either Lormyr or Argimiliar. In the famous Battle of Sad Hill a warband of 300 Filkharian soldiers successfully defended the hill-top settlement against an Argimilian force three times its number and learned, also, of Lormyr's treachery. Only 100 Filkharians survived the Argimilian assault but Argimiliar lost more than 600 of its own men, thanks to the tactical brilliance of the Filkharian commanders and, broken, the army routed, fleeing to its own lands in the east. Duke Raschir, meanwhile, led his main force against King Leodagir's poorly organised knights and spearmen, breaking their ranks with his own heavy cavalry and fast, accurate, archers and pikemen. Lormyr, too, retreated and Filkhar, as a country, was born.

Raschir took the port city as his capital and named it Raschil. It had once been a Melnibonéan city called Imerrikos but Raschir tore down much of the Melnibonéan settlement and started to rebuild the city into the place that now stands, proudly, over the Errikos Bay. Raschir was Filkhar's first king and he presided well over the rebuilding of the city but died 20 years before it would

be completed. His heirs inherited Raschir's wisdom and capacity for good governance and, in time, forged accords with the old enemy, Lormyr. The current king is Jerned, a direct descendent of Raschir and under his rule, and that of his father King Jarios, the links with Lormyr have grown stronger. The two nations are no longer enemies for Lormyr long since lost any appetite it had for an empire and consider themselves allies. Relations with Argimiliar are not so strong; Argimiliar's resentment over its defeat runs to bitterness and the larger country still complains that Filkhar includes territories that were rightfully theirs. The past four decades have seen a series of border disputes and skirmishes but not outright war and, in a bid to ease some of the tensions between the two nations King Jerned took, as his bride, Senerra, an Argimilian princess.

The strategy worked to a large extent and peace exists between the two countries but this was a political marriage rather than one of love and the opinion is that Jerned and Senerra are distant from one another. They have certainly not produced an heir although Jerned has probably sired several bastards by a succession of mistresses. This places Filkhar in a difficult position: Jerned's

younger brother, Jarthen, died a young man and had no children. The line of succession, which, under Filkharian law, must have a direct link with King Raschir, proceeds to Jerned's nephew and niece, neither of whom the Royal Council considers fit to rule the country. Constitutionally none of Jerned's illegitimate offspring have any claim to the throne although it is widely recognised that Yearl, the eldest of the known bastards, is a fine young man who is an excellent commander in the Filkharian army and would make a good king – better than the alternatives. The Royal Council, led by Lord Chancellor Saegis, is therefore busy attempting to find some way of manipulating Filkhar's labyrinthine laws and customs, established by King Raschir, to pave the way for Yearl's eventual succession. The families of Jerned's nephew and niece oppose such moves vehemently and are prepared to fight tooth and nail for their right to inherit Raschil's throne.

## THE CITY AND FILKHAR

Raschil is built on the foundations of the Melnibonéan town of Imerrikos. Imerrikos was not a large settlement but a prosperous one until Lormyr's rise swept the ruling families back to Imrryr. Raschil took it place and the walled city now stands overlooking the wide, deep, Errikos Bay which was chosen as a port by the Dragon Lords because it would naturally accommodate their battlebarges. Raschil has grown into a busy, respectable port that is growing to rival Menii on the Island of Purple Towns and, as the capital of Filkhar, it is the most populous of the country's settlements.

In fact Filkhar has no cities to rival Raschil. The places that call themselves cities, south of Raschil, are little more than reasonable sized towns sited along the network of rivers flowing through the southern plains. Filkhar is still divided into counties although only four remain from Raschir's time. Errikos County occupies the northern quarter of the country and contains Raschil. Marreyn County occupies the western quarter, bordering Lormyr. Ghenhir County occupies the eastern quarter, bordering Argimiliar and is the region that Argimiliar lays claim to. The southern quarter of the country is Rhegnos County, the smallest of the regions and a relatively sleepy place.

Each county is administrated by a Duke and the Dukes are all members of the Royal Council in Raschil. Each county is then divided into three Ridings, which are controlled by an Earl. The Earls hold charters allowing them to divide their Ridings into Baronies, controlled by a Knight or Baron of the realm. It is the Earls and Barons that control the day to day affairs of the counties whilst the Dukes attend court in the capital, returning to their ducal seats two or three times a year to keep affairs in order.

The system works well. The Barons and Earls have enough power to keep them happy and the quality of the land and its produce means that each county is prosperous enough to avoid unrest or hardship. As there are only four Dukes the Royal Council is relatively small although it is supplemented by an extensive series of ministries each led by a Chancellor who also sits on the Royal Council. Overseeing the Chancellors is the Lord Chancellor

which is, by tradition, the chief adviser to the monarch although monarchs can, and do, choose their own advisers according to different needs.

### *The Dukes of Filkhar*

County	Duke	Responsible For...
Errikos	Currach	International Commerce
Marreyn	Emerris	Navy
Ghenhir	Mynir	Army
Rhegnos	Lissen	Domestic Trade

Duke Lissen is King Jerned's nephew and has the most legitimate claim to the throne followed by his sister Margissa. Although part of the Royal Council no one else believes that he is fit enough to be ruler, which is why his responsibilities are confined to domestic trade. Margissa is ambitious and clever; she might be a worthy Queen of Filkhar save for her rumoured cleavings towards Chaos. Whilst unproven Filkhar has always been a secular country and the Royal Council fears that Lissen, through Margissa, or Margissa directly, would seek alliances with Pan Tang.

### **The Banner and the Rose**

In the war against Lormyr, Duke Raschir captured two treasures from the final battle that form the core of the Royal Treasury: the Banner and the Rose.

The Banner is that of Duke Aubec, Lormyr's greatest hero. It was flown at the final battle when Filkhar ceased to be collection of rebel counties and became its own nation. Raschir captured it and signalled Lormyr's defeat. The banner is a two metres by one metre pennant of black silk embroidered with Aubec's personal rune and his symbol of a stalking wolf. It is said he carried it into the stuff of Chaos and with it caused new lands to arise. It became a treasure of Lormyr's kings and a symbol of the Knights of Malador. Now it belongs to the royal line of Filkhar and the Knights of Aubec's cult would pay dearly for its possession. No king of Lormyr has followed the cult but it remains a prized trophy, a symbol of Filkhar's independence and victory.

The Rose was given to Raschir later, as a symbol of peace, by Lormyr's new queen. The Rose is a pure white rose in full bloom that belonged to Queen Eloarde, cut from a bush by her own hand. The Rose is over 500 years old has not wilted nor lost a single petal: it remains whole and fragrant. It is kept in a crystal case, trimmed with gold, in the treasury of The Prominence, next to the unfurled Banner.

In the past year Queen Senerra has become fascinated by both treasures, visiting them often and sitting for hours gazing at them. She has sent emissaries to Lormyr and other lands to collect tales of Aubec, Eloarde and Aubec's lover, Myshella. A stream of Raschil's best storytellers and bards have been summoned to Queen Senerra's chambers to recite stories of Aubec, Eloarde and Myshella, including the drunkard storyteller of Broad ward, Ranyart Finn. Senerra is becoming obsessed and she knows not



why. She feels compelled to learn every story and every myth relating to Duke Aubec. She feels a distant kinship with Queen Eloarde. Of Myshella, who is said to be immortal and dwells far south of Filkhar, she feels a growing feeling akin to sisterhood. Senerra is confused and confounded by these powerful, tangled emotions. She hides her feelings from Jerned but Lord Chancellor Saegis, who meets the Queen regularly, is growing concerned. It is not healthy for such manias to develop and although the obsession with Aubec seems harmless enough – a romantic distraction from the tedium of her solitary life – Saegis has seen these fascinations develop into dangerous compulsions and impulses amongst many others. King Jerned has dismissed his Lord Chancellors concerns, glad that his wife has something that entertains her and occupies her. ‘I felt the same way about a serving wench from Anchor,’ Jerned said to Saegis. ‘It passed. But I cannot see a bowl of peaches and not think about her wondrous breasts and buttocks. Never.’

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Queen Senerra’s obsession with the Banner and the Rose forms part of the *Of Promises Broken* campaign arc, as discussed earlier.

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## OVERVIEW

Raschil is sometimes called The City of White, owing to the colour of stone used in its buildings. The rocks of the Errikos region, where Raschil stands, are white sandstone with a high quartz content causing the stuff to glisten in the sunlight and remain bright even on rainy or cloudy days. On a fine spring day, approaching the Great Harbour from the north, Raschil rolls and gleams beneath the sunlight, the blue-green of the deep harbour providing a contrast of incredible beauty to sailors, merchants and other visitors.

The city is built on four low hills overlooking Errikos Bay. The natural separation between the hills marks the divisions between the city’s administrative districts. The north-eastern hill, where the royal palace and citadel are located, is the steepest so forming a natural defensive position that was also where the Melnibonéan rulers located their fortress, back when the city was Imerrikos. King Raschir understood this hill’s importance and built his own palace there, surrounding it with the citadel wall and building a barracks for the Royal Guard. The hills are not especially steep but they give Raschil an undulating appearance from both the sea and the higher hills that surround the outer walls. The houses of richer folk are built on the summits of these hills, including the residences of the Ward Chancellors, the governors of Raschil’s districts.

### *Raschil Life*

Raschil is a large city enjoying prosperity. Its government is stable, its markets good and its people relatively happy. Like any city

of a similar size Raschil struggles in certain areas and some parts of the city, particularly Narrows Ward, are very cramped and poor but, by and large, Raschil is better than many places. The Melniboneans paved all the major causeways during their tenure of Imerrikos and King Raschir had the good sense to retain much of the old infrastructure and rebuild around it. Raschil therefore benefits from good irrigation with deep drainage channels that lead into a shallow sewerage system beneath the streets, draining into the western end of the Errikos Bay (a place known as The Sinks, or The Stinks, locally). For many years each Ward has been tasked with keeping lanterns lit and tended throughout the night illuminating all but the poorest and narrowest of streets. Each Ward Chancellor is allocated a budget each year from the Royal coffers and must demonstrate how that money is spent keeping accurate records and tallies. The Ward Chancellors must verbally present their accounts to show they understand the economics of their ward and these are checked against receipts and other written accounts. Depending on how well a ward is run, more money for more municipal endeavours might be made available. Incompetence results in the replacement of the Ward Chancellor with someone who knows what they are doing.

Every home, shop, workshop and warehouse pays a Ward Tax of 10% of its income. Levies are placed on imports to supplement the economy but not so much that external traders are discouraged. Raschil can support itself through the sale of its exports and its internal markets so that tax is limited and levies optimised to the benefit of all. In general, life is good.

### **Gourmands of Raschil**

Raschil is noted for its culinary expertise and delights. Cooking here is more than simply a way of filling the belly; it is an artistic expression and the city is host to dozens of bistros where cooks and chefs compete.

With its excellent harbour seafood abounds, particularly the hand-dived scallops that Raschilites devour by the bucket-load, drenched in the salty, dark, glaze-like reduction made from anchovies, onion, wine and fish stock. In fact this sauce, known as mah-alta, is a condiment used in most meals, either as the base of a sauce, as a dressing or a sauce in its right (diluted with water or cream to reduce its pungency).

The best bistros are found in Anchor and Broad. Noted establishments are:

- **Ma Paaka’s Donuts** (Anchor) – Freshly fried sweet and savoury globs of dough filled with all manner of goodies, including mah-alta. Three Coppers for one, one Silver for half a dozen.
- **Ola’s Bar (Broad)** – A tavern that specialises in spicy sausage served with scallops, potatoes and a vegetable unique to Filkhar called ust. Ust resembles a think pak-choi but tastes deeply of spinach and wild garlic.

## Konrad

Standing almost seven feet tall, Konrad wears his hair in the Dharijorian style: long, oiled and in shoulder-length ringlets. His beard is neatly trimmed and his features resemble those of a hawk – small, beady eyes, a long, hooked nose and a thin, sinister mouth. His hands are quite his most remarkable feature: slender and long-fingered, the hands of an artiste. He smiles rarely; when he does it is always at his own jokes or observations. Around men he is sullen and disparaging. Around women he is a charmer and he is especially struck on Queen Senerra to the point that some have speculated he has undoubtedly bedded her.

STR	12
CON	11
SIZ	18
INT	16
POW	12 (2 dedicated)
DEX	18
CHA	18

Combat Actions	3
Damage Modifier	+1D2
Magic Points	9
Movement	8m
Strike Rank	+17

Passions: Love Food 110%

Pact (Slortar the Beautiful) 35%, 3 dedicated POW

Gifts: Perfection x2: DEX and CHA

Compulsions: Rapist, Sadism

Konrad's pact with Slortar is his most closely guarded secret.

## Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Cleaver	S	S	1D6+1D2	4/6	15m
Butcher's Knife	S	S	1D4+1+1D2	4/7	30m

## Combat Styles

Kitchen Implements 68%. Konrad can throw these weapons as well as use them in melee.

- **The Ample Lamp Bistro (Hills)** – Here master chef Colamo creates towering works of art with food. The protocol is to order the dish from the blackboard, watch it being sculpted, have it served and then admire it for anything up to an hour before eating it. Those who tuck-in prematurely receive a tongue-lashing from the volatile Colamo.

Every year local cooks compete in the Dinner Contest where the task is to produce the finest six course dinner which is served to, and judged by, members of the Royal Council. The list of ingredients is revealed at dawn on the day of the contest and only those ingredients can be used in the dishes. Competition is fierce and if only one could learn the list before it is revealed one would enjoy such an edge over the competition...

One chef and gourmand of note is Konrad, King Jerned's famed royal chef. Extraordinarily tall and with pointed, hawkish features, hinting at a Melnibonéan heritage, Konrad is considered – certainly by himself – the best of all Filkhar's cooks. He came to

1D20	Hit Location	AP/HP
1–3	Right Leg	–/6
4–6	Left Leg	–/6
7–10	Abdomen	–/7
11–12	Chest	–/8
13–15	Right Arm	–/5
16–18	Left Arm	–/5
19–20	Head	–/6

Typical Armour: None

Traits: None

Skills: Art (Food Presentation) 130%, Athletics 55%, Brawn 50%, Craft (Cookery) 135%, Evade 63%, Insight 62%, Lore (Chaos) 57%, Lore (Regional) 61%, Perception 84%, Persistence 52%, Resilience 41%, Unarmed 65%

Konrad is a disciple of the cult of Ecstatic Indulgence and Slortar the Beautiful is his patron lord. His dedication to Slortar has increased Konrad's Dexterity and Charisma but with it he has become a cruel, amoral rapist and sadist.

the city from Dharijor eight years ago when the king's old cook died from a surfeit of lampreys and immediately made his culinary mark on the court and personal mark on the court's women. Konrad is incredibly charismatic, although not handsome, and has a way of engaging the opposite sex that is the envy of many. As a chef he has no equal: his knowledge of food, particularly the elaborate and bizarre recipes of Melniboné, is extensive and his ability to prepare such dishes perfectly is without compare. His temper is also volatile. When a rival cook dared to call-out Konrad's capabilities, Konrad confronted the man at 'The Shield Sent Spinning' (see page 62) and sliced-off his rival's right hand with a cleaver. Konrad is a familiar sight in the markets of the city, striding purposefully from stall-to-stall, checking the quality of produce and haggling for the lowest possible prices. Few dare to disagree with the offers he makes: those who supply the royal kitchens are guaranteed patronage by other noble families and Konrad's seal of approval on a supplier can be the making of a trader.

# GOVERNMENT

The city is governed through a combination of the king, the Royal Council and the Ward Chancellors. The latter are responsible for individual wards as already described whilst the City Chancellor oversees city-wide affairs and reports on them to the Royal Council.

## *Key Facts at a Glance*

Area:	850,000 square metres
Wall Height:	8 metres
Wall Thickness:	2.5 metres
Warriors/Guards:	900 (Ward Guards)
Population:	20,000
Gender Demographics:	Male: 8,600 Female: 11,400
Age Demographics:	0–14 years: 2,100 15–30 years: 9,100 31–60 years: 7,200 61 years +: 1,600

Raschil is divided into four administrative areas called wards. Each ward is administrated by the Ward Chancellor who reports to the Lord City Chancellor – a member of the Royal Council. Ward Chancellors are appointed by the Lord Chancellor from the city's nobility and are not elected positions although the Ward Chancellor is selected from candidates who have demonstrated the ability to govern in some capacity. The position is considered a stepping stone to more prestigious appointments on the Royal Council and so appeals to those with political aspirations and ambitions. The appointment is usually for life, ending either when the Ward Chancellor is promoted, retires or a new Lord City Chancellor comes into power and decides a change is needed.

The Wards are:

- Anchor – In the west of the city and includes the western half of the great harbour.
- Broad – The central ward of the city, where the city market is held.
- Hills – In the east of the city and includes the eastern half of the great harbour.
- Narrows – The southeast quarter of the city and the least prosperous, commercially.

Each Ward Chancellor is responsible for trade, tax collection and local law and order including presiding over the monthly Ward Courts where civil and minor criminal hearings are heard. Major crimes are the responsibility of the High Court, which is presided over by the Lord City Chancellor and a group of magistrates.

## *Current Ward Chancellors*

Ward	Ward Chancellor
Lord City Chancellor	Lord Cherl Cromis
Anchor	Lord Arlus Verint
Broad	Lord Pietre Altel
Hills	Lord Curus Nassir
Narrows	Lord Daris Danesir

Ward Chancellors can order fines, community labour and short-term punishments such as imprisonment in the stocks. Only the High Court can order more stringent punishments, including exile and execution.

Each Ward Chancellor is in charge of that ward's militia, known as the Ward Guard. The Ward Guards are professional soldiers and the sons of city noblemen are expected to serve in their local Ward Guard as part of their training for higher office elsewhere. If the city is attacked then all the Ward Guard troops come under the control of the Lord City Chancellor and Duke Mynir, who holds responsibility for Filkhar's army.

A good Ward Chancellor appoints a Burgher who represents the common folk of the ward. He is under no obligation to do so but traditionally each ward has a Warden – a paid position that ensures the voice of the populace is represented by a commoner. The Warden keeps a watch on the streets of the ward and reports weekly to the Ward Chancellor, bringing to his attention mood, local news, reports on the state of repair of property and so on. Currently each Ward with the exceptions of Narrows has a Warden: Lord Danesir, Narrows' Ward Chancellor, does not feel his ward is large enough to warrant a Warden position.

## *The King and the City*

King Jerned's palace, The Prominence, is in Hills Ward and overlooks the northeast peninsular of the harbour. It is built on Royal Hill, the highest and steepest of Raschil's four hills. The summit of Royal Hill is dominated by the walls that surround the palace and barracks of the Royal Guard, forming a small citadel. The walls and buildings of the citadel are made of white stone that originally formed the Melnibonéan fortress that occupied the same spot: the arcane engravings of that fortress are still visible in the citadel wall and the walls of the main buildings, although age and wind have eroded them considerably.

The palace is a large, round keep with a smaller tower and three rectangular halls attached to it. It roughly follows the floorplan of the Melnibonéan fortress but is larger and its design is far more conventional and functional. The barracks and extensive courtyards are in sight of The Prominence and, east of it, there are the opulent grace and favour villas used by the Lord Chancellor and the Dukes when they are attending court.

King Jerned and Queen Senerra live in the palace year-round, although every other year King Jerned undertakes a circuit tour of the country in the presence of his counsellors and the Royal Guard, visiting each county and its major towns. Queen Senerra does not accompany him on these tours although, in the early years of her marriage, she did make some trips. In fact, Queen Senerra has not been seen in public for more than two years, remaining within the grounds of the citadel and leaving all public business to her husband. Rumours abound in Raschil: the Queen is sick; the Queen is dying; the Queen is dead. The truth is more prosaic; she is intensely shy, very private and suffers from mild agoraphobia, a condition she has had from birth. Otherwise she is in rude health. Rumours, too, abound about the state of the marriage: some believe the King and Queen are estranged; others that they hate each other and always have done. King Jerned has certainly taken lovers and mistresses but many noblemen do and simply manage to keep the matter private. Jerned has not been so circumspect and he has several bastard children scattered around Filkhar – some from before his marriage to Senerra and others since. Jerned and Senerra have been married for 15 years and although it was always a political union they are not estranged. Both understood the reasons for the marriage and, in the years that have passed, they have fallen into an easy friendship. It cannot be called love but there is fondness and loyalty. Jerned is protective of his wife, is sad that she could never bear children and values her counsel. Senerra is shy, does not make friends easily and prefers to live a simple life of relative domesticity surrounded by her close chamber staff who are as loyal to her as King Jerned. Senerra does not mind her husband's affairs – as long as he conducts them with discretion and away from the palace. King Jerned therefore arranges his liaisons at the houses of loyal noble friends and at hunting lodges outside the city. The arrangement suits all and despite the rumours King and Queen are happy and content.

## ALLEGIANCE

Raschil is secular – as is most of Filkhar. It recognises the power of Law, Chaos and the Elements but officially reveres none of them. People are allowed to develop their own approaches to faith and belief and the crown does not interfere but Raschil is not formally allied with any power or particular god.

Temples and shrines do exist although they are discreet places and never dominant buildings. The Royal Council and the king do not believe they represent any god and it is a point of pride that no god holds sway in Raschil. If people want to acknowledge the Lords of Chaos, they can; if someone wants to establish a shrine to Mirath or Arkyn, they may by all means do so. However the city will not offer support or sanction to one force or another and, because most Raschilians are culturally ambivalent to the higher powers, it is difficult to ardent worshippers to establish strong religious communities. Not that it stops people trying.

Urhaldu of Lek (Lek being a town in Rhegnos), for example, is a vociferous worshipper of Lassa. He wanders Raschil, particularly Narrows, completely sky-clad, his modesty protected only by

the long beard he wears that stretches to his ankles. Everywhere he goes small birds flock to him, perching on his shoulders and outstretched arms, picking lice out of his facial hair, while he extols Lassa's mercy and begs everyone to bow down and give thanks to her life-giving air. Most consider him mad but a few come to listen to his preachings and follow his instructions by taking very deep breaths, being kind to birds and spitting into the wind whenever an uncontrolled fire is seen.

Earl Bordanis of Broad Ward has also tried, with modest success, to establish a cult venerating King Raschir. Bordanis maintains that Raschir was a hero in the same mould as Aubec; the founder and deliverer of Filkhar from its enemies and a demigod to be revered by anyone who loves the city. His efforts have been indulged by King Jerned to a certain extent but Bordanis's suggestion that Jerned become the Lord Priest of the cult politely refused. Bordanis is obsessive though, using the market square to loudly commemorate key dates in Raschir's life and hoping that enough people will recognise the old king's birthday, deathday and day of conquest over Lormyr, that the Royal Council will take heed and give him money to build a shrine and an impressive statue. They will not.

Elsewhere the enigmatic Mistress Black wanders from tavern to inn questioning people on their knowledge of the Dark Lady of Despair. Mistress Black claims this Dark Lady is a demigod of Chaos and may even be Xiombarg herself. She claims sorcerous powers but has never used them. Her power over alcohol is undisputed though. She challenged Ranyart Finn (see page 61) to a drinking contest and won hands-down, putting her success down to the Dark Lady of Despair's patronage and certain mystical gifts Mistress Black exchanged for her soul.

And, in a dank cellar, in a dank house, in a dank corner of the dank ward called Narrows, the brooding (and dank) Vergal works at bringing the dead back to life. The results of his experiments litter the cellar; twitching, rotten corpses and skeletons that try to move. Jars containing severed heads and limbs that occasionally move or roll their eyes. He does not know how he works this magic: he does not know where his obsession comes from. All he knows is that a certain figure visits him in dreams – a beautiful, golden haired youth who wears a coat of human eyes – and tells him what to do next. Vergal needs a vat of royal blood, the youth whispers, and a royal heart. Secure these things and life can be restored to the dead, each cadaver recognising Vergal as their king.

## POINTS OF INTEREST

### *Gates*

Raschil has three gates: South Gate in Anchor, Broad Gate serving Broad Ward and Narrow Gate serving Narrows. Each gate is served by two, eight metre high outer watchtowers and two five metre high inner watchtowers. A retinue of 12 militia sourced from the appropriate ward, staff the gates and watchtowers.

The gates themselves are formed of an outer gate, double gates of oak, iron and bronze, and an inner gate which is a hoist portcullis that is only lowered in the event of strong defences needed for the city. A gap of four metres separates the two with the hoisting mechanism for the portcullis located in the eastern of the inner watchtowers. During daylight hours the outer gates are open and only closed with the onset of dusk. Postern gates in the outer gates are used to allow foot travellers access to the city during the hours of darkness: larger traffic must wait until dawn.

Anyone entering Raschil via a gate must state his or her business clearly and be able to convince the militia duty sergeant of the legitimacy of his business. Unless there are strong grounds for suspicion the gate militia tend to wave most people through although every fourth or fifth pack horse, wagon or truck might be stopped for a routine inspection and general questioning.

No weapon longer than a spear is allowed within the city walls. Each inner watchtower has an armoury where prohibited weapons are kept until the owner leaves the walls. Receipts are issued to those who surrender arms. There are no restrictions on the kind of armour worn but it is traditional for citizens of Raschil to wear nothing more obvious than leather. Wandering around in metal armour attracts immediate suspicious stares and the militia, who wear breastplates of lacquered steel, will caution those who wander around armoured that they are considered a suspicious presence.

### *Typical Raschil Militia*

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	11	1-3	Right Leg	2/5
CON	13	4-6	Left Leg	2/5
SIZ	12	7-10	Abdomen	2/6
INT	12	11-12	Chest	6/7
POW	10	13-15	Right Arm	2/4
DEX	13	16-18	Left Arm	2/4
CHA	10	19-20	Head	2/5

Combat Actions	3	Typical Armour: Leather -4 Armour Penalty
Damage Modifier	+0	
Magic Points	10	Traits: None
Movement	8m	
Strike Rank	+13 (+9)	Skills: Athletics 32%, Brawn 38%, Evade 35%, Insight 39%, Lore (Regional) 58%, Perception 45%, Persistence 44%, Resilience 51%, Unarmed 50%

### **Weapons**

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>
Longsword	L	VL	1D8	4/10
Shortspear	M	L	1D8	4/5
Target	L	S	1D6	4/12

### **Combat Styles**

Militia (Sword, Spear, Shield) 65%

### *Typical Raschil Militia*

Raschil's militia are identifiable by their cloaks, worn over leather armour with a steel breastplate. The cloak identifies the ward served: pale blue for Anchor, emerald green for Broad, russet red for Hills and deep yellow for Narrows.

### *Walls*

The walls are made from the characteristic white stone that is found throughout Raschil and are a uniform six metres in height and two metres in thickness. The wall-line follows the base of the hills on which the city is built and surmounted by sturdy wooden ramparts along their length, stairs and ladders positioned every 100 metres to allow troops access to the defensive positions along the crenulated top. A further row of wooden platforms are set three metres below the uppermost with arrow slits set into the masonry every 10 metres. At ground level there are similar arrow slits, staggered against the upper tier at five metre intervals.

### *Market Places*

Each ward has its own market place: large, cobbled, open areas for trade and regular markets. In Hills Ward the market place is roughly central to the district. In Narrows the market place follows the eastern stretch of wall from Narrow Gate for around 50 metres. In Broad Ward the market place is, again, roughly

central to the district but is always supported by three or four street markets radiating north, west and south from the market area. In Anchor the market square is smaller than in the other districts and forms along the harbour front with additional street markets running south from the main trade avenue.

The different markets do not specialise and all manner of goods can be found in each. Trading in a ward's market requires a stall license that is bought from either the Ward Master or the gate serving that ward. Stall licenses cost three Silvers per week and the license must be displayed clearly on the stall or wherever the trader has established his pitch. Market inspectors check licenses and anyone not displaying a current permit is fined 10 Silvers to be paid immediately. Failing to pay results in either a forfeiture of stock to the sum of 10 Silvers or an unceremonious removal from the city via the nearest gate.

Markets are held every week although there is usually a healthy sprinkling of market traders to be found every day, establishing themselves either in the main area or nearby sidestreets. As long as a license has been bought and is displayed, there are few restrictions on where one may set-up shop.

### Some Famed Market Regulars

The markets of Raschil are full of characters. Some notables are:

**Seridz the Bread Man (Narrows):** Every day Seridz sets-up a stall outside his small, ramshackle house facing towards the wall in Narrows district. He stocks the long, narrow, trestle table with all manner of different breads baked in different styles: large, triple-bunned cottage loaves; long, flat, herb-filled dinner loaves; plaits, knots and cubes of spiced or sugared bread; cheese-topped bagels; soft, dark, over-button cakes filled with dried fruit. The quality is terrific and stocks do not last long. By mid-morning he has sold out and he retires to his house to begin the batches for the next day. Seridz is a portly, jovial man with jet black hair. His wife, the unseen Nonava, labours away indoors preparing dough and condiments.

**Aedros the Knife Sharpener (Broad):** Bile-filled Aedros wanders the streets of Broad and, occasionally, Anchor, pushing his sharpening stone wagon before him whilst he mutters and curses at unknown slights. His face is a perpetual scowl as though he is continually prowling for someone to harangue. For two Coppers he will put a keen edge on any blade, pedalling furiously and guiding the blade along the grindstone whilst muttering obscenities. Attempting to haggle or even reason with Aedros attracts a torrent of abuse and the local children have taunting the grinder down a fine art. His skill at what he does is legendary, as is his temper – so much so that he is banned from most taverns across the district.

**Tonics from Kuseric (Hills):** Kuseric is a maker of potions, salves and balms which he sells from his open-fronted house at the bottom of High Hill. Most of his concoctions are designed to alleviate certain sicknesses, aches and pains but for a higher fee

he will make love potions, sleeping salves and syrups that taste delicious but cause gut-wrenching pain within a few hours. A jovial man he is adept at diagnosing a condition with a beady, appraising eye and knows just what the doctor would order if there was one nearby.

**Cara the Tooth-Puller (Anchor):** Those afflicted with toothache visit Cara who maintains a stall in the Anchor market which is a conical tent-like affair. She pulls teeth with silent efficiency and a strength that belies her diminutive size. She works with a set of pliers and pincers, which she scalds in a fire and quenches in water before wrapping the implement around the offending tooth and giving a push, twist and a tug. Few feel any pain but those that do are given, for an extra silver, a soothing ointment to rub into the cavity, produced by Kuseric of Hills. Her rates are five coppers for one tooth and eight for two. No refunds.

**Cloth by Jerrand (Anchor):** The loquacious Jerrand is a cloth merchant from the Purple Towns who has been operating in Raschil for a decade. His stall is crammed full of linen, cotton, silk and samite, carefully wound into long, colourful rolls. A metre length is the smallest measure available and, if one requires an outfit from the material, Jerrand, talking non-stop as he hunts for the right fabric, will commission a seamstress in Narrows to craft the garment for an additional 25% of the fabric's cost.

**The Apple Man (Hills):** No one knows the Apple Man's real name but everyone knows his fruit. He brings the freshest, juiciest apples into the city from the southland orchards once a week, wheeling his laden barrow through Hills and Broad, selling the fruit at the best price in the city. A regular call is the kitchen of the Prominence where he often unloads an entire cart-full, bought by the Royal cook. The Apple Man resembles his fare: a round, red face on a round, portly body but with huge, tree-trunk arms and surprisingly delicate hands.

## *The Harbour*

Raschil's harbour is a wide, sweeping causeway of white stone that curves, the sturdy quays jutting out into the green waters of the bay. It is always a hive of activity with ships arriving and departing with the dawn and evening tides. Ships from all over the Young Kingdoms come to Raschil; merchants from Jharkor, Vilmir and the Purple Towns; Shazarian traders; Ilmioran freighters.

The harbour comes under the control of the Royal Council with the Ward Chancellor of Hills being traditionally responsible for its administration. Lord Nassir is that chancellor and he keeps a tight rein on the harbour's operations although its day to day running is delegated to his nephew, Algius Klint, who has a permanent office at the central key and a staff of 20 harbour wardens who log traffic, manifests and so on. Nassir takes a keen interest in Klint's work – not because he has any love for the maritime life but because he skims a percentage of the harbour mooring fees to line his own, and Klint's, purse. The harbour wardens can be easily bribed to falsify records, reduce levies and so on. The

bribes kick-back to Klint who awards a percentage to the harbour wardens, himself and the rest passes to his uncle. Together this small group of unscrupulous men control the harbour's traffic and trade meaning that goods that ought to attract hefty levies may gain free access to Raschil's markets and certain items deemed undesirable or illegal find their way into the city.

Nassir and Klint are crafty operators, ensuring that all official records and documents are expertly massaged to conceal their activities. Their work has a darker side: when one sea captain tried to blackmail Klint, threatening to reveal the corruption to the Royal Council, his body was found in Narrows a few days later, horribly mutilated. Klint knows plenty of people – many of them pirates who use Raschil – who will happily kill for a small fee. The message was clear to anyone who thought Lord Nassir could be trifled with: leave well alone or pay a very price.

Klint is a curious minor noble. Stocky but running to flab, his narrow eyes are puffy and rheumy, his thin mouth shifty and dry-lipped. He is a difficult man to engage unless one is talking hard business and he lacks the usual social graces found in members of

the Raschil nobility. He has no time for court, little patience for social scuttlebutt and no sense of humour. It is unlikely he has ever genuinely laughed and on the rare occasions when he tries the sound is hollow and false. Klint lacks any ability to empathise but considerable ability to calculate and plan to his own advantage. It is depressingly likely that he will go far in politics.

Klint is assisted by his chief harbour warden, Modz. Modz is a startling contrast to Klint: jovial, friendly and always willing to engage in banter with those who use the harbour on regular basis. He can be anyone's friend and always has a helpful word for those who need it. This outward demeanour masks a brutal intellect and callous disregard for life that makes him an able foil to Algius Klint. Indeed, it is as though any redeeming portion of Klint's personality has been extracted and moulded into the form of Modz. Modz anticipates Klint's needs and actions, making whatever devious or dangerous arrangements the harbour chancellor needs making. He brokers meetings – always at discreet locations – for Klint, Nassir and those who line their pockets and, on occasion, supervises direct action, such as beatings and other forms of intimidation, personally.

### *Algius Klint, Harbour Chancellor*

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	13	1–3	Right Leg	–/6
CON	13	4–6	Left Leg	–/6
SIZ	14	7–10	Abdomen	–/7
INT	15	11–12	Chest	–/8
POW	9	13–15	Right Arm	–/5
DEX	9	16–18	Left Arm	–/5
CHA	8	19–20	Head	–/6
Combat Actions	2	Typical Armour: None		
Damage Modifier	+1D2			
Magic Points	9	Traits: None		
Movement	8m			
Strike Rank	+12	Skills: Athletics 27%, Brawn 41%, Commerce 77%, Evade 30%, Insight 44%, Lore (Harbour) 73%, Lore (Regional) 63%, Perception 56%, Persistence 51%, Resilience 56%, Unarmed 49%		

### **Weapons**

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>
Longsword	L	VL	1D8+1D2	4/10
Target	L	S	1D6+1D2	4/12

### **Combat Styles**

Sword and Shield 60%

## Modz, Senior Harbour Warden

A lender man with a friendly face, ready laugh and a sharp wit. His true character is that of a man-eating shark.

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	11	1–3	Right Leg	–/5
CON	12	4–6	Left Leg	–/5
SIZ	13	7–10	Abdomen	–/6
INT	15	11–12	Chest	–/7
POW	14	13–15	Right Arm	–/4
DEX	15	16–18	Left Arm	–/4
CHA	14	19–20	Head	–/5

Combat Actions	3
Damage Modifier	+0
Magic Points	14
Movement	8m
Strike Rank	+15

Typical Armour: None

Traits: None

Skills: Athletics 55%, Brawn 30%, Commerce 77%, Evade 62%, Insight 66%, Lore (Harbour) 80%, Lore (Regional) 69%, Perception 65%, Persistence 74%, Resilience 49%, Streetwise 85%, Unarmed 65%

### Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Dagger	S	S	1D4+1	4/8	20m

### Combat Styles

Daggers 85% (thrown and melee)

## GAZETTEER

### Anchor Ward

Anchor Ward borders the eastern side of the harbour and then encompasses the south eastern quarter of the city. It was named Anchor because, originally, this was where sailors and traders stayed when in port although the district has since developed its own, stable population.

It is a maze of old, narrow streets that follow the hill up, down and around. On the northern side the hill is quite steep and Keg's Hill Row is named for the popular past-time of racing a rolling keg of beer downhill to see who makes it to the bottom, near the harbour, unscathed. The winner gets to drink the keg of beer – if it survives – and the taverns of Anchor take turns to donate the keg.

### Taverns, Inns and Ranyart Finn

The ward has some of Raschil's best taverns and inns: lively, raucous places popular with sailors and quiet, local drinking holes that attract only Raschil's residents. One such resident is Ranyart Finn. Ranyart Finn is a legend in Raschil. A storyteller by trade he moves from tavern to tavern and inn to inn enthralling all with his beautifully told, evocative stories of myth, legend and history. A tall, long-haired man in his late 30s, Finn is affable and approachable and has a rare eloquence. This only seems to

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### Street Names

All the streets of Raschil are named and reflect their ward. The maps accompanying this chapter, though, do not carry individual street names save for the main thoroughfares. Instead, Games Masters may allocate street names from those listed in the gazetteer entry as needs see fit.

The traditional name for a street in Raschil is 'strait'.

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increase the more he drinks – and he drinks a lot – meaning that his best stories come late into the night, when he is surrounded by empty tankards and goblets and his speech beginning to slur. On fireside nights, when the ale and wine has flowed merrily through him, crowds gather to hear a favourite tale or one he has just composed. Parents rouse children from their beds to come and listen. Bar brawls pause. Even cats and dogs pause to listen to Finn's words.

In the morning he is hung-over and restless, having inevitably fallen asleep in his chair at whatever tavern he has been entertaining. The landlords of these places never complain: people spend money to make Finn drink and spend even more while he spins his stories. Finn is good for business and letting him sleep by the common room hearth, or having him carried to a spare room, is a tiny price to pay for his exquisite skill.



## Ranyart Finn

		1D20	Hit Location	AP/HP
STR	8	1-3	Right Leg	-/6
CON	14	4-6	Left Leg	-/6
SIZ	14	7-10	Abdomen	-/7
INT	16	11-12	Chest	-/8
POW	10	13-15	Right Arm	-/5
DEX	9	16-18	Left Arm	-/5
CHA	16	19-20	Head	-/6

Combat Actions	3
Damage Modifier	+0
Magic Points	10
Movement	8m
Strike Rank	+13 (+9)*

Typical Armour: None

Skills: Art (Storytelling) 120%, Athletics 20%, Brawn 24%, Culture (Raschil) 99%, Evade 20%, Influence 63%, Insight 90%, Language (High Speech) 22%, Language (Low Speech) 58%, Lore (History and Legend) 99%, Lore (Regional) 65%, Oratory 89%, Perception 76%, Persistence 24%, Resilience 65%, Unarmed 28%

*\*Either drunk or hungover, Finn never has a strike rank of more than 9.*

Passions: Booze 90%, Love Stories 110%

## Weapons

Type	SIZ	Reach	Damage	AP/HP
Fist	S	T	1D3	As for arm

## Combat Styles

Unarmed 28%

His skill, though, conceals an inquisitive and lively mind. His knowledge and grasp of legends and lore is unparalleled and Finn knows stories about Imrryr and Melniboné that many of that island have never heard. Such is his skill that he has been summoned several times to The Prominence to entertain the Queen and many nobles of Raschil employ him to entertain at banquets and formal dinners. Ranyart never declines a commission: it usually involves a great deal of free drink and makes him party to all kinds of gossip. Most believe that the soused Finn is incapable of taking in discreet conversation but he is not. As tongues loosen Finn's ears sharpen and he knows a great deal more about the city's inhabitants, their desires, plans and schemes, than even Lord Chancellor Saegais.

## The Shield Sent Spinning

Largest and best of Anchor's inns is The Shield Sent Spinning. A large, sprawling inn it is always full, doubly so at market time and has two separate common rooms on two floors. The ground floor common room is where most congregate to drink and at the busiest times it is impossible to hear one's self think. Musicians are free to set-up instruments at the widest end of the room and frequently do. One of the most popular of the musicians is Hop-Legged Twll the flautist who, with his wild hair, mischievous eyes and warbling voice, entertains the crowds with folk songs drawn from Filkhar's rich country heritage, delivered in his own,

fast paced-style. Twll is friendly with Ranyart Finn and the two frequently drink together before performances.

The upper floor common room is smaller and more intimate, with a huge inglenook hearth where the landlady's dog, Sikkuket, lazes before the roaring fire. On those nights when he performs at the Shield Ranyart Finn holds court here and the upper floor common room is jam-packed at the expense of the ground floor. Finn weaves his tales whilst the serving staff of the Shield move through the throng carefully, taking orders and delivering them.

The Shield is owned by its landlady, Enlee Hrolz. A widow, her husband was a serving member of the Filkharian army who died in a border skirmish with Argimiliar. Enlee holds no grudges against Argimilians and the inn is named for her husband's favourite game, Shield Spin, which is sometimes played in the common rooms. Enlee is progressing in years and always appears tired but is an attractive and gracious hostess who has a winning-way with her customers. No one abuses the hospitality of the Shield and those who try find they have an inn-full of concerned drinkers who will defend Enlee's – and the Shield's – honour.

Enlee's dog, Sikkuket, is a shaggy-haired sheep hound of the kind found in the southern stretches of Filkhar. Her husband brought it back one day, claiming the mutt had followed him for 300

miles, routinely stopping to throw-up when his company fed it liquorice root – hence the dog’s name. Sikbuket is old now, and quite deaf, but Enless loves him and he is allowed to wander wherever he wants through the Shield. His favourite place is in the upper floor inglenook where he warms Finn’s feet and scratches his ever-present fleas.

### **Lord Levern’s Mansion**

Lord Levern is a retired member of the Royal Council and one-time Ward Chancellor for Anchor. He is old now but still bright, albeit retired from politics. His mansion is a wonderful abode of white stone trimmed with dark wood brought west from the Skald forest, noted for its black trees. The mansion is surrounded by a walled garden where herbs and fruits are grown. Levern sells these in the market and to those who might come to his gates. The person in charge of the garden is Levern’s daughter, Aunis, who, for reasons only her father knows, never married and has remained at her father’s side as his adviser and house keeper, for all of her 32 years. Aunis is an attractive woman, slender but with her father’s grave features and a serious expression that hint at some great sadness. She has certainly known it; her mother died when Aunis was only three and her father grieves, still, for her memory.

Lord Levern is a slight figure with wispy grey hair and eyes clouded with age. His sight fails him and he relies on Aunis for most things. He was always an effective Ward Chancellor, looking after Anchor’s interests for two decades but the strain grew too much for him as his sight started to fail and this is why he retired to his mansion, to be cared for by his daughter and to dwell in a world of happier memories.

In the cellar of the mansion is the greatest secret of Lord Levern. His beloved wife rests here, her body encased in a coffin of crystal. She has not aged a day or begun to decay: her auburn hair is still luxurious and her complexion as clear as when alive. Indeed, she could be sleeping but she is quite dead. When the illness began to take her Lord Levern called upon a sorcerer he knew, a woman of Melniboné, to work a charm to prolong her life. The charm did not work and the sorceress declared that the gods would take her. The disease killing her would have taken her beauty but the sorceress said that, for a price, another charm could keep her as she appears now. In time, she said, someone would come to the Levern family who could restore her life. The price to be paid for this hope was two-fold: first, Aunis was to be pledged to marry whoever came to resurrect her mother; second, she was never to know of this bargain. So sickened with grief, Lord Levern agreed and so the sorceress worked her charms and his wife’s life left her but her body remained perfect, never ageing or rotting, never changing. Her husband and daughter have grown old around her. Aunis does not know of the bargain made for her and her father has simply said that, before she died, her mother said a prince would come to claim Aunis and so Aunis should wait even she would have many suitors.

And so father and daughter wait: Levern for his wife’s return and Aunis for the prince she fervently believes is destined to be

her husband. As the years pass hope fades but both father and daughter have faith that what has been promised will come to be.

Will it?

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### *A Prince or a Knave?*

It is up to the Games Master to decide whether or not the one who has been promised will arrive. What the sorceress said may well come true and someone with good intentions and some form of sorcery that can truly raise Levern’s wife may appear. He may also want to marry to Aunis. This person might be a force for good, being, perhaps, an agent of the Lords of Law or the elements. Alternatively, he might be a force for entropy and represent Chaos. Malagan of Umsk, from Ryfel, might be a good candidate.

Or perhaps the Adventurers are engaged by Lord Levern to go in search of one who can resurrect his wife and become a husband fit for his daughter. In Kaneloon, far to the south, Myshella has a hero or two sleeping in remote bed chambers of the castle and perhaps the Empress of the Dawn can be persuaded to restore Lady Levern’s life and one of her lovelorn heroes become Aunis’s husband. Of course, further prices would be demanded – the Adventurers’ loyalty to Myshella and those who serve her; or a willingness to become involved in her schemes in Alorasaz.

And there is one other coincidence that can be considered. Lord Levern’s wife bears a striking resemblance to Queen Eloarde, Aubec’s love. She disappeared and Aubec went in search of her. Lord Levern’s wife could be Eloarde or one who channels her immortal spirit. In this case, Raschil’s current queen would be interested to know and maybe the power of the Rose would restore Lady Levern’s life – but at a terrible cost to her husband’s patient optimism.

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### **The House of Cards**

A spire-like tavern, built in the style of Ilmiora, the House of Cards is one of the strangest drinking institutions in the city. The tower is built on nine floors, each no wide than a large bed chamber. A central staircase leads up the summit room, which can seat no more than six drinkers. There is no bar, because only one drink is offered – an amber coloured wine that tastes of peaches and cinnamon. It is not bought by the glass or by the bottle; instead one pays 25 Silvers to enter the spire and one may drink as much as one likes – although it is rare for anyone to last more than five glasses.

On each floor there is a server – usually an attractive young woman of Raschil and another person known as the Floor Dealer. The server keeps all glasses filled; the Floor Dealer keeps people entertained.

The House of Cards is a drinking experience and gambling tournament rolled into one. Drinkers begin on the ground floor

and must participate in a round of the card game called Colour Bridge. It is played with a deck of Melnibonéan tarot cards and the object of the game is to score as many tricks as possible through bluff and counter-bluff. The winner of a round is allowed to progress up the stairs to the next floor, where play continues. On each floor the amber wine is stronger and sweeter, the girls more beautiful and flirtatious. On the summit floor, where only the best drinkers and Colour Bridge players assemble, the stakes are at their highest, the girls are stunning in their beauty and they bless the players with more than servings of wine. Game last into the early hours of the morning and the winner of the final game in the summit room is taken one floor higher to the bedchamber where all manner of pleasures await.

The owner of the House of Cards does not live in Raschil. A manager, who ensures taxes are paid, runs the place on behalf of the owner, a mysterious business man from Sequaloris who visits the House of Cards infrequently.

The Floor Dealers are all male and skilled in the rules of Colour Bridge, patiently explaining them to newcomers. The House of Cards attracts many dedicated gamblers and card players some of whom compete for the grand prize of the bedchamber whilst others are content to make money on the games. Others simply come to drink and try their hand, working their way as far up the spire as possible before either being eliminated or succumbing to the strength of the wine.

### Scary Maire

		1D20	Hit Location	AP/HP
STR	10	1-3	Right Leg	-/6
CON	9	4-6	Left Leg	-/6
SIZ	17	7-10	Abdomen	-/7
INT	11	11-12	Chest	-/8
POW	13	13-15	Right Arm	-/5
DEX	8	16-18	Left Arm	-/5
CHA	8	19-20	Head	-/6

Combat Actions	2	Typical Armour: None
Damage Modifier	+1D2	
Magic Points	13	Skills: Athletics 19%, Brawn 57%, Culture (Raschil) 81%, Evade 19%, Influence 59%, Insight 44%, Lore (Regional) 71%, Perception 70%, Persistence 85%, Resilience 62%, Unarmed 45%
Movement	7m	
Strike Rank	+10	

Passions: Arguments 95%

### Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Fist	S	T	1D3+1D2	As for arm	—
Pot/Ladle/Plate	M	—	1D4+1D2	2/4	8m

### Combat Styles

Intimidate 85%, Throw Whatever's Handy 60%

### Scary Maire's Anchor Bistro

The general store/watering hole/inn/refuge/occasional whorehouse is a collection of stone and wood buildings gathered around a natural well offering cool, crisp, fresh water. It provides short-term lodging, a blacksmith, a kitchen/tavern, a general store selling a basic variety of provisions and, of course, its fresh water from the well – the sweetest in the whole of Raschil.

The place is run by Scary Maire, a huge, imposing woman hailing from the south of Filkhar. Maire is said to be a follower of Chaos. No one, save Scary Maire, knows the truth and she is not telling.

Maire is vast. A whale of a woman with broad shoulders, an enormous bust and a thick, greasy mane of grey-black hair that she wears loose all the time. Aside from her size and gruff demeanour, Scary Maire is so-called on account of her astonishing, unblinking stare. New faces are drilled by that stare for several minutes and it is said to feel as though she is boring into your soul and taking its worth. When angry, her eyes become visibly darker, her face redder and a vein in her neck twitches noticeably. This is a signal to run.

Maire's Intimidate Combat Style is based on her stare. She fixes her opponent with her intense eyes and stares them down. This is an Opposed Test of Persistence skills. If Maire wins a round of staring reduce the opponent's Magic Points by 1D8 (these are regained as per the *RuneQuest* rules). When the opponent's points

are reduced to zero, he is reduced to mumbling, averting his gaze and doing whatever Maire commands him to for 1D4 hours. If the opponent breaks off the combat but looking away, Maire whoops her delight and hurls insults after the opponent usually questioning his manhood and sexual proclivities.

The Bistro offers food and lodging to anyone as long as they can pay. Scary Maire's prices are steep, but not extortionate, and the range of services it provides ensures a steady clientele. Furthermore Maire never asks questions, does not tolerate questions being asked and treats people fairly as long as they act fairly, pay and do not make trouble.

There are several permanent residents of the Bistro:

- Glorvel, the cook.
- Rank, the blacksmith.
- Druelsa and Darvula, the entertainment staff.
- Wedge, the bouncer.
- Peak, another bouncer.
- Mara-Lo, Maire's daughter.

Together they keep the Bistro running and form a loose-knit but somewhat argumentative family. Glorvel is a temperamental, arrogant chef from Raschil who maintains the most appalling hygiene standards but manages to produce edible, wholesome food from seemingly unappetising ingredients. He and Maire often argue over the slightest things and their clashes are legendary, involving thrown pots, pans and, sometimes, knives. It is not unknown for guests at the Bistro to become involved in such ugly scenes – or instigate them in order to wager on the outcome.

Rank the smithy is large and jovial, content to get on with his job of repairing what needs mending and attending to whatever metalwork might need attention. He likes to chat whilst working and prefers it even more if people buy him a drink from the Bistro when he is done.

Wedge and Peak are burly Argimilian bouncers, skilled with their fists and not so much with their wits. They are fearless and enjoy a fight but do not go out of their way looking for trouble. They also brew the Bistro's celebrated ale from a closely-guarded recipe that they refuse to divulge.

Druelsa and Darvula are twin sisters from Lormyr: reasonably attractive and able to sing, dance and play several instruments to a reasonable degree of competence. If offered enough, they are happy to provide personal services, either singly or together, according to price. Neither is the marrying type.

*Typical services at the Bistro include:*

- *Hot meal*
- *Bath or cold scrub*
- *Mount attendance (shoddy, harness and tack repair)*
- *Accommodation for several nights (long stays actively discouraged)*
- *Games of chance – frequent and sometimes violent*

- *Fence goods of dubious origin*
- *Buy goods of dubious origin*
- *Meet with clandestine contacts*
- *'Personal Services' courtesy of Druelsa and/or Darvula*
- *Learn the latest gossip*

## Streets of Anchor Ward

- Arrow Strait
- Branch Strait
- Cross Strait
- Cutters' Strait
- Gethis Strait
- Leaf Strait
- Luck Strait
- Market Strait
- Point Strait
- Sail Strait
- Sharp Strait
- Stand Strait
- Straight Strait
- Strait of Chains
- Subb Strait
- Tallow Strait
- Tine Strait
- Walk Strait
- Warden's Strait
- Well Strait

## Broad Ward

Broad Ward cuts a wide swathe through Raschil. This is the district of merchants and crafters, artisans and provisioners. It is named for its broad, white-cobbled streets and tall, narrow houses that seem to be dwarfed, if not for their height, by the surrounding hills.

The architecture in Broad is typically Filkharian; narrow houses of three or more storeys, often with a basement or cellar. Roofs reach a steep peak with the upper stories built into staggered overhangs that close-off the light at street level but the straits of the district are widely spaced which means that daylight reaches traffic on the cobbled roads.

In Broad there is a tradition of renting out basements and attic rooms: many residents make extra income in this way. Those houses with a room or two for rent display a sign of a bed above their door along with the price, in copper pieces, for the room's rent per day or per week. A copper per day is the going rate, with five coppers per week around the average. Some include a hot meal – either breakfast or dinner and this adds a copper or two to the daily cost.

Broad is a noisy ward. Craftsmen toil all day, the sound of their work echoing through the streets and sometimes they labour much into the evening or night. Craftsmen do not gather into enclaves with similar trades operating in the same street but are dispersed

throughout the district. Most commodities can be found in Broad and they tend to be a little pricier but (and Broadlanders, as they call themselves, maintain this) of a little higher quality.

## *Places of Note in Broad Ward*

### **Jengo's Inn**

A pair of tall houses knocked together, Jengo's Inn offers 12 rooms (six attic, six basement) for rent on a weekly basis and a further six rooms on the third floor for rent on a daily basis. The owner, Jengo, is the fifth person to carry the name even though he is no relation to the inn's founder. It is something of a tradition now for whoever owns the place to adopt the name and Jengo's real name is Sugos, a Raschilite from Hills, who bought the inn when the last Jengo retired to the southlands. This current Jengo is a mean-spirited miser who pays his serving staff the bare minimum, takes a tenth of their tips (when he discovers them) and charges higher rates than other inns for his accommodation. The rooms, though, are first rate and if Jengo can be persuaded to chat – which always involves spending some cash – he can deliver gossip and local information of a similar quality.

Jengo's has three long-term residents who may be of interest to Adventurers.

*Nhialian of Jadmar* is a storyteller who came to the city when he heard of the queen's interest in stories about Aubec and Eloarde. He shares a similar interest and he spends his days in the inns of the district either grilling Lormyrians on what they know or concocting his own stories that often jar with the canon. Once a week he is summoned to the Prominence to recite his latest stories and this ongoing commission has served him well for six months now. He and Ranyart Finn hate each other. Finn hates the liberties Nhialian takes with legend and lore; Nhialian hates Finn's easy manner and favour with the queen. When not scribbling down tales Nhialian enjoys berating Finn's abilities and stealing his ideas. He supplements his royal income by telling stories of the northern continent in Jengo's common room, attracting a decent clientele.

*Seliris of the Amber Houses* is an artist from Séréd Öma who specialises in tapestries. She fell on hard times travelling through Ilmiora, losing her money to a rogue in Karlaak who claimed to have access to the most perfect loom in the whole world. She has continued to travel, building up her reserves by selling her crafting skills to weavers and stitchers in the Purple Towns and now Raschil. When this fails, she is prepared to sell her body. She is a fetching woman in her 20s, idealistic but open-minded, who has made it her life's dream to chronicle the Young Kingdoms in 12 tapestries that reflect its different ages. These she hopes to sell to Melniboné's emperor once they are completed but it may be many years before this comes to pass. She has completed only one tapestry so far – a thing of rare beauty that measures two metres by four and travels with her everywhere. Currently it is hidden

beneath her bed in the room she rents. Seliris works for a weaver two streets from Jengo's, working on lesser crafts by day and then her second chronicle at night. The weaver, Marjos, lets her use his looms in return for sexual favours, which Seliris hates doing but feels compelled to do in order to complete her work. After working her fingers bloody she drowns her sorrows in Jengo's common room and fends-off the amorous attentions of Nhialian.

*Prodos the Duellist*: A swaggering duellist from Shazaar, Prodos is on a personal quest to retrieve the Sacred Plume of Shazaar – a treasure he believes Raschil has stolen and keeps secret. Legends tell that a thief of the city stole the plume from the helmet of Avanir, a famed knight-hero of Affitain from 100 years ago and delivered the plume to the then queen of Raschil. It is Prodos' quest to reclaim the plume.

Prodos likes to pick duels. He considers his skill with a rapier is formidable and he believes that any affront to personal honour (his or anyone else's) is to be met with a challenge. He never fights to a conclusion: his usual tactic is to duel until he is clearly on the losing side and run away, or offer surrender after a couple of exchanges with a quacked 'I've decided you've learned your lesson and I shall be lenient...' He is not a coward, but neither is he a murderer. Just a pest. Just a liability...

### **Sweet Strait**

This entire street is dedicated to confectioners. Many houses and shop fronts carry sweets and confectionery made by the owner: candies, preserved fruits, cakes, icings and boiled sweets. The air is almost sticky with the scents of reducing sugar, hardening toffee and juices from fruits brought up from the southlands. Any kind of confectionery can be bought here and the quality is astounding. Considered one of the best is Aloo's. Aloo is a chocolatier and her wares are sublime: individually wrapped in wax paper the dark chocolate shells containing a myriad of fondants, fruit and sticky caramel. Sweet Strait is adjacent to Pull Strait, where several teeth-pulling practitioners have their workshops.

### **Blue Lamps**

Blue Lamps is a brothel, owned and run by the wealthy, yet shady, Muhrun twins, a brother and sister pair who have both worked as courtesans themselves but are now operators of a high-class whorehouse that is popular with certain louche nobles and courtiers. The tall, four storey house has a labyrinth of rooms where male and female escorts operate from delicately appointed boudoirs, each specialising in exotic entertainment. One cannot simply walk into Blue Lamps; one must book an appointment, with the client interviewed by either Lodz Muhrun or his sister Trissa. The interview establishes the needs, preferences and rates of the forthcoming exchange with the twins recommending the most appropriate man or woman for the appointment. Both twins are fair-haired and alluring in their own right. Occasionally, for trusted clients, they offer their own services, either separately or together, if one of their courtesans does not quite fit the bill.

### *Prodos the Duellist*

A stout little man with an impressive handlebar moustache and beady, green eyes. He is forever looking for insults and slights but, if these can be countered or disproved he is happy to make friends – hopefully aid him in his sadly misguided quest.

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	10	1–3	Right Leg	2/5
CON	13	4–6	Left Leg	2/5
SIZ	9	7–9	Abdomen	2/6
INT	13	10–12	Chest	2/7
POW	11	13–15	Right Arm	2/4
DEX	13	16–18	Left Arm	2/4
CHA	10	19–20	Head	2/5

Combat Actions	3
Damage Modifier	-1D2
Magic Points	11
Movement	6m
Strike Rank	+13 (+10)

Typical Armour: Leather hauberk, vambraces and helmet. -3 Armour Penalty

Skills: Athletics 40%, Culture (Shazaar) 75%, Influence 30%, Lore (Raschil) 41%, Lore (Shazaar) 80%, Persistence 43%, Resilience 49%, Sleight 40%, Stealth 30%, Unarmed 40%

Passions: Love Duels 65%

### **Weapons**

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>
Rapier	M	L	1D8-1D2	5/8
Buckler	M	S	1D3-1D2	4/10

### **Combat Styles**

Shazarian Duelling (Swords and Buckler) 60%

### **Cherel's Armoury**

Cherel is an armourer, specialising in intricate metal armour but also smaller weapons such as duelling swords, daggers and the like. His workshop backs onto a courtyard where his forge and smithy is located. He is assisted by two apprentices, Gann and Kyr, enthusiastic and talented smithies keen to hone their crafts in the presence of a master. Cherel was once employed by the Filkharian army and knows its ways intimately. He undertakes expert repairs, bespoke commissions and advises on the best weapons or armour for a particular need. Anything he makes is bespoke: the customer is appraised by Cherel's consummate eye and the resulting goods either fit perfectly or are balanced for that individual's height, weight, bearing and combat style. Anyone using or wearing something Cherel has made, other than the intended individual, suffers a -5% penalty to a weapon skill, or an additional 1 Armour Penalty owing to the discomfort of the finely crafted item.

### **Ridings Tavern**

A small, intimate tavern popular with craftsmen, Ridings has a small common room, two private rooms at the rear and decent kitchens preparing wholesome local food at reasonable prices. All customers are served a complementary bowl of spiced, oiled olives

with home-baked bread. The house speciality is mulled saramath wine, a dark, sour drink flavoured with cinnamon and almonds. The owner is Junor Rid, a native Raschilian who walks with a limp and leaves most heavy tasks to his serving staff (all relatives). Junor is a relaxed man who understands the needs of his customers and makes appropriate recommendations. He knows most of the craftsmen in Broad Ward and can recommend the best to anyone wanting a particular service.

### **Khalo the Tarot Reader**

The wizened, grizzled Khalo is a fortune teller, using the Melnibonéan tarot deck for his readings. A gruff man, he is an ex-mercenary who found his talent for reading fortunes exceeded his skill with weapons. His practice is to ask the client to state or think of a particular question or problem that needs solving, shuffle the hefty pack of worn cards and then cut them. Khalo reads the card on the bottom of the upper cut deck which always indicates the client's current state of mind. Then, using the lower deck, he deals a spread into an octagonal pattern that defines the problem, outlines the protagonists, suggests an approach or solution and hints at the successful outcome – if success is to be had. Khalo insists he is incapable of predicting the future, merely able to hint at its possibilities. Nevertheless his readings, which

cost a silver piece, are unerringly accurate and many come to him before embarking on a scheme or enterprise to assess what success, or lack of it, they might enjoy.

### Leika the Healer

Leika is a skilled physician having knowledge of practical first aid, more detailed techniques, such as setting broken bones, using herbs to treat all manner of ailments. Her ground floor is filled with dried herbs, remedies, potions and other medicines. The first floor is given over to her treatment room where she conducts the serious business of first aid and healing. On the second floor is a small, four-bed hospital where those requiring longer-term rest or treatment can be accommodated. Her own quarters occupy the upper two floors. She is assisted by Jancis, her student and the two women are considered Raschil's best healers, attending to court members as well as commoners. Leika charges two Silvers for every Hit Point treated and, if the patient requires rest in her hospital, an additional three Silvers per day spent there.

Leika and Jancis are devotees of Mirath, the Lawful Lady of life and healing. Statues depicting Mirath are positioned throughout the residence, with a life-sized statue in the hospital room. Leika is a serious woman with a regal bearing, hinting at a noble heritage. Jancis is younger, demure and a cousin to Leika. Both are dedicated to their professions and have no room for other liaisons.

### Leika

A woman in late middle age with short, greying hair and a serious expression. She has a very soothing, sympathetic manner and on the rare occasions she does smile, her face lights up with a rare beauty.

		1D20	Hit Location	AP/HP
STR	7	1-3	Right Leg	-/4
CON	9	4-6	Left Leg	-/4
SIZ	9	7-9	Abdomen	-/5
INT	16	10-12	Chest	-/6
POW	9 (2 dedicated)	13-15	Right Arm	-/3
DEX	13	16-18	Left Arm	-/3
CHA	13	19-20	Head	-/4

Combat Actions	3
Damage Modifier	-1D2
Magic Points	7
Movement	8m
Strike Rank	+15

Typical Armour: None

Skills: Athletics 25%, Craft (Herbs and Medicines) 95%, Culture (Raschil) 75%, First Aid 125%, Healing 118%, Influence 44%, Lore (Mirath) 60%, Persistence 45%, Resilience 31%, Unarmed 20%

Passions: Love Life 90%

Pact (Mirath) 50%, 2 dedicated POW.

Gifts: Divine Training (Healing)

Compulsions: Merciful

### Streets of Broad Ward

- Bell Strait
- Broad Way
- Elm Strait
- Gild Strait
- Herb Strait
- Maker's Strait
- Never Strait
- Oak Strait
- Prior Strait
- Prost Strait
- Pull Strait
- Quay Strait
- Rest Strait
- Strait of Keys
- Strait of Locks
- Sweet Strait
- Watch Strait
- Willow Strait

### Hills Ward

Close to the palace this is the district of Raschil's wealthiest citizens: courtiers, prosperous merchants, titled men and women. The architecture is eclectic, reflecting the old money

styles rather than those of any particular culture. Houses and buildings have grand facades, columns, balconies and other ornamental flourishes reflecting the wealth of the owner. The houses grow in ostentation the closer one gets to the Prominence and at the bottom of the hill are the more simple, sturdy dwellings of the commoners.

At the top of the hill, dominating it, is the Royal palace and citadel known as the Prominence. It gazes out over the whole of Raschil and acts as a reassuring and stable presence. Those who frequent the royal court – chosen servants, advisers and those who amuse or inform the royal family, have their own homes on the upper slopes of the hill but may also be graced to have an apartment within the Prominence for occasional use.

At the hill's base, in the area known as Commons, are the shops and workshops of the ward's commoners. Here, life is no different to that in Anchor or Broad and people go about their business largely oblivious to the wealth that rises with the streets above them. Prices, though, tend to be higher than the other wards, given the proximity to the palace and given the fact that most nobles are too idle to travel far for what they need and can afford to pay more.

The streets of Hills are illuminated at night by oil lanterns hung from the corners and sides of buildings. As dusk approaches the Lamp Lighters tour the ward with their long, lit tapers, igniting the lanterns. At dawn, the Snuffers repeat the exercise with their long wick snuffers. The lamps are kept filled with oil by the Fillers who check the levels once every three days, refilling as required with their large, heavy oilskins, scrambling deftly up tapered ladders to reach the lamp reservoirs.

Hills does not have a market square and so the streets in Commons are often filled with stalls and barrows brought there by traders from other wards keen to capitalise on the custom of the nobility and their servants. This means that the streets of Commons become congested easily, even though they are wide and the noise rises appreciably. The militia of the ward keeps things under control and ensures that beggars are ushered back to either Broad or the Narrows. A close eye is kept for pickpockets and cutpurses too: the presence of those with large sums is an inevitable draw to those who steal for a living and so the militia patrols in Hills are always on the lookout for likely thieves and their accomplices.

## *Places of Note in Hills*

### **Money Changers' Hall**

The Money Changers' Hall is located in Commons, within a stone's throw of the harbour. With so many foreign merchants conducting business in Raschil, bringing with them their own coins, money changing is a healthy business. Here, in this spacious hall, Raschil's money changers and lenders assess the value of foreign coins by weight and quality, establishing an exchange into Filkhar's native currency. Merchants can also leave sums on deposit, obtaining promissory notes that act as a

line of credit whilst in the city (but good only within Raschil's walls) to save carrying large sums in cash. Most money changers also offer short-term loans, with the interest rate bargained for but usually in the region of 15%–20%. The Money Changers' Hall is operated by the Royal Council and a dedicated militia detachment of 10 soldiers acts as security. It is also possible for merchants and money men to hire personal bodyguards via the Hall with a small body of mercenaries, known to the council, providing guard services whilst merchants are on business in the city. These mercenaries, known locally as Purse Watchers, are usually ex-militia or ex-army and must be city residents vetted by the Royal Council and the Hall's administrators. Purse Watcher services start at 15 Silvers per day, plus expenses. Purse Watchers wear a yellow sash indicating their status.

### **The Sovereign Inn**

An inn popular with wealthy visitors to the city, the Sovereign has up to 12 rooms for rent, stabling facilities, a laundry and private meeting rooms for discreet business. Its common room is divided into booths along one side, allowing for privacy and large round tables along the other, for more sociable meetings. The U-shaped bar at one end is tended by Treus and his staff and serves local ale and wine along with decent food prepared by the inn's resident chef.

Merchant venturers who frequently come to Raschil can keep rooms on a retainer basis and several do so. Filkos of Menii, for example, keeps two rooms for himself and his assistants that can be made ready at short notice. Filkos trades metals and is a regular user of the Money Changers' and Purse Watchers' services.

The Sovereign is also popular with the nobles from further up the hill. It is usual for them to take a private room for gambling or drinking but many are happy to frequent the common room too, spending liberally. This is therefore a good place to pick-up gossip about the affairs of the palace and of state because alcohol always makes for loose tongues.

## *Assorted Rumours from The Sovereign*

Whether these rumours are true, partially true or completely false is up to the Games Master to decide. One rumour can be picked up on a successful Perception or Streetwise roll.

- Queen Senerra is mad. She spends her days rocking to and fro, brushing her hair, which now falls out in ragged lumps. Her husband has appointed a wig maker to weave the clumps of hair into wigs.
- The Royal Council is divided on who should be considered heir to the throne. It is a key consideration for them since Jerned has no legitimate children. Even lesser nobles with ties to King Raschil are being considered and much time is devoted to scrutinising lineage and acceptability.
- Konrad the royal chef raped and tortured a kitchen girl. King Jerned keeps the matter covered up but the poor girl



disappeared from the city several weeks ago, supposedly transferred to work in a noble house in a distant southern town.

- Earl Pykos of Nerir, governor of a town in eastern Filkhar, has begun to openly venerate Chaos. His conversion is attributed to some Pan Tangian sorcerer who resides in Ryfel. Pykos went to that city to secretly buy slaves and was seduced into the mysteries of rites of Chaos by the sorcerer.
- A competition for storytellers is to be held in a month's time. It is open to all-comers. Whoever tells the best story and best amuses the king and queen stands to win 100 gold pieces. Young Benlir, a courtier, is taking bets on who will win.
- If one ever needs to dispose of a corpse, there is a man in the Narrows that will pay for it. One should not ask too many questions though...
- Emissaries of the king have been sent to Imrryr: no one knows why. Some speculate that a cure is sought for the queen; others that the king seeks a way to make the queen fertile. Others still claim that the emissaries are there to pay tribute to the Ruby Throne, in return for exclusive markets in Imrryr's foreign quarter.
- A town on the south eastern border with Argimiliar was raided recently. Men, women and children were taken as slaves to be sold in Ryfel's slave auctions. The Royal Council has made representations to Argimiliar but they deny any attack, blaming Pikaraydian reavers. The Royal Council is planning some form of reprisal either by land or sea and is looking for reputable mercenaries to act as spies and scouts.
- Ghosts have been seen wandering the upper tower of The Prominence. There are two; a man and a woman, lovers who were executed by King Zandros the Mad during his bloody rule a century ago. The lovers' bodies are bricked into a false wall somewhere and they will terrorise the palace until they are laid to rest together. The king is willing to pay anyone with sorcerous knowledge who can rid that quarter of the palace of their horror. Several servants have already been driven half-mad by the dead lovers' torments.
- The Royal Council is unhappy with the way Narrows is being run. The ward Chancellor faces disgrace and new candidate needs to emerge – someone who really knows the place.
- The council is discussing a new tax, inspired by something seen in Alorasaz. Every hearth in every ward will be subject to a levy of three coppers per quarter year. This will create jobs for tax collectors but, if true, will be unpopular with the people.
- King Jerned has sired a new bastard; some buxom woman from Anchor who took his fancy during a recent parade. She has been moved out of the city with her child, a baby that is so ugly even Leika the Healer, who acted as midwife, was repelled.

## The Talking Corner

On the corner of Exchange Strait and Up Hill Strait is the Talking Corner, a raised platform of marble, covered with a peaked stone roof, where anyone can stand and speak their mind on whatever topic they wish, free from interference by the authorities. It

typically attracts proselytisers, political agitators, those with an axe to grind and nutters. A detachment of the militia watches the Talking Corner to ensure that certain diatribes do not descend into violence but also to listen to who is saying what and report back to the Chancellor. Those who continue to denigrate the king or certain policies are then quietly followed, at a discreet time and may, perhaps, be silenced one way or another, sometimes disappearing altogether. Lord Saegis has spies who liaise with the militia and also observe speakers from the crowds who assemble, taking action as they need to.

Some choice speakers include:

*Gostov Halfbeard:* He claims King Raschir is not dead and will return from the eastern lands in a ship made of spun gold, bringing with him an ancient line of alien princes who will conquer the whole of the south and then lead a war against Melniboné. Considered mostly harmless.

*Lucine the Tongue Speaker:* An ageing crone with knee-length hair who babbles in an unintelligible language for an hour or more before vanishing into the crowds. She is, in fact, a princess of the lands of Jadir, a besieged kingdom of a far-off plane that is at war with the Kelmain. A Kelmain sorceress exiled Lucine to this world and the language she speaks is her own tongue. Lucine is convinced that sorcerers of her own people will come to rescue her and so she regularly takes to the Talking Corner in a bid to identify herself to her rescuers. She is fluent in Young Kingdoms common but her appearance has been warped by her travels meaning that most avoid her.

*Oruman the Detractor:* Oruman would have the royal family deposed. He regularly speaks of its corruption and decadence. He believes a republic should be established and the noble parasites of Hills put to the axe. His sermons are attracting more and more people and are becoming more and more eloquent. He is currently high on Lord Saegis's list for 'silencing'.

*Sherain Than the Chaos Man:* Sherain Than is a Pan Tangian refugee who claims Chaos will engulf the world, starting in the south and sweeping across the world as the higher powers go to war. He claims a pale prince, a murderer of women, will lead Chaos, whilst a warrior dressed in gold and jet will lead the forces of Law. He beseeches Raschilites to venerate Chaos now, because Law will never reach them. His arguments are often confused and he frequently contradicts himself. The militia watches him with wry amusement but he is considered nothing more than a deranged, would-be sorcerer.

*The Poet:* A small, red-haired man dressed in strange, tailored clothes occasionally recites appalling verse from the podium, usually to jeers and guffaws. He does not speak Young Kingdoms Common very well and his accent is both broad and heavy. He calls himself Well Drake and claims to be a courtier of some unknown queen called Gloriana (or something; his accent makes it difficult to tell).

## Hall of History

Towards the summit of the hill, close to the Prominence, is the Hall of History. This grand, domed, temple-like building was built by King Raschir specifically to chronicle and hold the history of Filkhar. It is divided into three levels. In the upper level the scribes work, copying texts, recording the activities of the government and transcribing reports by the history-venturers. The scriptorium is directly beneath the dome and six of the dome's ten sides are made of glass that keeps the hall below brightly illuminated. Completed texts are passed to the editors who check and every word, make corrections and pass the material back to be reworked. Once complete a text is taken to the binders who make the text into a book, stitching the pages skilfully into leather covered volume. The volume is then placed either in the public archive on the ground floor or in the vaults below ground for safe keeping and restricted access, depending on the subject matter.

The ground floor is the public archive. Here any resident of Raschil can, for a charge of two Silvers, peruse the rows and rows of book and scroll shelves, reading on many topics from transcripts of speeches, royal council meetings, public records from the counties and all manner of other information sources that record Filkhar's progress and history. The public archive has an area set aside for reading; expansive oak desks and lecterns with high-backed oak chairs. The archivists scurry around directing readers to particular texts or answering questions.

Below ground, accessed through a series of secret passages hidden within the walls of the hall, is the private archive. Here, sensitive and secret records are stored in sealed metal containers as high as the bookshelves in the public archive. Each container is made of good quality iron and locked with a pair of hefty, iron and brass padlocks. There are 20 such containers holding upwards of 2,000 volumes. Within these containers are diaries, private notes and minutes, records of key decisions, military plans and even a grimoire or two taken from captured sorcerers down the ages. The secrets of Filkhar's royal families, the state's covert plans, financial records and misdealings – all could be laid bare if these records were ever exposed.

There are only three keys in existence (a single key unlocks all the padlocks): one is held by King Jerned; one by Lord Saegis and the third by the High Archivist who is in charge of the hall and answers to Lord Saegis directly. The scribes who are assigned to work on such sensitive records are sworn to silence and secrecy. They form an elite brotherhood who are trusted never to reveal what they know. Anyone betraying the oath sworn faces silencing of a permanent kind and Lord Saegis keep periodic watch on these small group of trusted scribes to ensure no one is exercising a loose tongue.

## *History Venturers*

The Royal Council pays men and women to travel the length and breadth of the country recording what happens in each county, barony, town, village and hamlet. These are the History Venturers. It is their task to scour Filkhar for news and records that are then returned to the Hall of History for transcription and binding. It is dedicated, lonely work; dangerous too. The counties and baronies have a great deal of freedom in how they operate and some do not want their activities to come to the attention of the king and the council. History Venturers have been attacked, imprisoned and murdered for what they have uncovered. Many operate under aliases and many are mercenaries who are as skilled with swords as they are with fact finding.

The pay is good: 300 Silvers a year and an expense allowance. Lord Saegis controls the History Venturers through his aide, Earl Elz, who gives the venturers orders and direction. The venturers act as both field archivists and spies and are expected to surrender everything they know or discover honestly and completely to Earl Elz who then briefs Lord Saegis.

New History Venturers are always in demand. This can be good work for loyal adventurers seeking a wealthy patron.

### *Kerris Gelt, History Hunter*

Foremost of the History Venturers is Kerris Gelt, a Raschilite fact finder who is the most trusted of the venturers and noted for his ability to uncover information that most would prefer to stay hidden. A man of rare cunning and resource, Kerris is able to blend seamlessly into whatever community he is exploring: a foot-sore traveller one day, a well-dressed nobleman the next. He maintains a variety of aliases and plausible backgrounds and has contacts and spies of his own throughout Filkhar – especially in Rhegnos and Ghenir counties.

He is also a master swordsman and a skilled thief, plying both trades alongside his history hunting. He returns to Raschil once a year where, thanks to an eidetic memory, he spends several weeks in the Halls of History with a trusted scribe recounting what he has learned and several days with Earl Elz and Lord Saegis recounting what only they need to hear.

Kerris can be encountered anywhere in Filkhar and occasionally beyond its borders if something of interest causes him to venture into Argimiliar or Lormyr. He is party to many secrets and is well-versed in the happenings of both Ryfel and Alorasaz. If treated with respect and courtesy he makes for a good and loyal friend. If crossed or angered he can be a terrible and subtle enemy.

Kerris is fairly nondescript. Mousy brown hair, plain features and an unassuming manner. He prefers to dress in functional leathers but does favour knee-high boots and a wide-brimmed hat that he sometimes decorates with feathers found by the wayside.

## Kerris Gelt, History Hunter

		1D20	Hit Location	AP/HP
STR	12	1–3	Right Leg	3/5
CON	14	4–6	Left Leg	3/5
SIZ	10	7–9	Abdomen	2/6
INT	15	10–12	Chest	2/7
POW	16	13–15	Right Arm	2/4
DEX	14	16–18	Left Arm	2/4
CHA	13	19–20	Head	–15

Combat Actions	3	Typical Armour: Leather. His knee-high boots carry additional padding. –3 Armour Penalty
Damage Modifier	+0	
Magic Points	16	Traits: None
Movement	8m	
Strike Rank	+15 (+12)	Skills: Acrobatics 50%, Athletics 65%, Boating 53%, Brawn 36%, Craft (Disguise) 78%, Culture (Filkhar Counties) 80%, Culture (Raschil) 75%, First Aid 44%, Influence 54%, Insight 72%, Lore (Regional) 90%, Mechanisms 50%, Persistence 68%, Resilience 70%, Stealth 85%, Streetwise 80%, Survival 79%, Unarmed 20%
Passions: Secrets	90%	
Kerris knows the Rune of Passing at	45%.	

### Weapons

Type	SIZ	Reach	Damage	AP/HP
Longsword	L	VL	1D8	4/10
Target	L	S	1D6	4/12

### Combat Styles

Filkharian Warrior 99% (Sword, Shield, Bow, Pike)

### Streets of Hills Ward

- Castle Strait
- Copper Strait
- Down Strait
- Exchange Strait
- Gate Strait
- Gold Strait
- Higher Strait
- King's Strait
- Lower Street
- Lower Upper Strait
- Queen's Strait
- Raschir's Avenue
- Silver Strait
- Tethergate
- Tome Strait
- Up Hill Strait
- Upper Lower Strait
- Upper Strait
- Walk Strait
- Watergate
- Wine Strait

### The Narrows

Least prosperous of all Raschil's wards, Narrows is an old, closed-in, dilapidated maze of narrow streets and alleys close to the south eastern wall. This is not some crime-riddled ghetto though; it is simply a poor but relatively honest neighbourhood that is tucked into the wrong quarter of the city and subsequently overlooked by many in favour of Broad or Anchor.

The buildings here are not made from the fine white stone characteristic of the city but of more functional red stone from quarries not far from the city walls. The stone of these structures does not weather well and buildings are pitted, the stone crumbling in some parts or heavily mortared in others. This is a district of cheap lodgings, cheap taverns, cheap inns and cheap prostitutes. It is, though, administered just as the other wards are although its character and populace mean that it lacks a real strength of voice.

The people of Narrows often work outside the city – in the quarries, in the fields and on the harbour. They are proud of their ward but few are so proud that they would not live in another ward if the chance arose. Still, such people make for a close-knit community and Narrows has one of the closest knit of all. Residents of other wards have a saying: Narrow Born, Narrow

Mind and there is some truth in this but the people of Narrows are hard-working and do not suffer fools – gladly or easily.

Lord Danesir is the ward chancellor the Narrows – a position he feels is below him. Politically ambitious, his aspirations far outstrip his capabilities but this does not prevent him for wanting more. Narrows is his first serious appointment and he feels the district is beneath him. He lives in Hills and remains remote from the area of his responsibilities. He has not appointed a burgher to act on his behalf partly because he argues Narrows is too small a district to warrant one but also because it would expose some of his more underhand dealings. Danesir’s family owns a lot of the property in Narrows and, for years now, the family has fiddled rents and taxes to their own advantage. Such activities would soon come to light if Danesir involved a third party and he refuses to take such a risk.

Narrows is noted for its manual labourers and artisans: strong, capable men who build and repair. The best work-crews sponsored by the city come from the Narrows, as do the best quarrymen working beyond the city walls. The district has a reputation for strong and silent types who work hard and brook no nonsense.

This is, again, partly why Lord Danesir does not want the degree of fleeing he is doing coming to light: he fears what the strong, silent types of Narrows might be prepared to do.

## *Places of Note in Narrows*

### **The Tark’s Head**

A rough and ready tavern frequented by the city’s quarrymen, the Tark’s Head is noted for its cockfights staged in the cellar two or three times per week. Narrows residents are immensely proud of their fighting cocks with the current champion Red Redeemere (owned and trained by Bargas One Thumb) being unbeaten in 50 fights. Rivalries are high amongst the cockfighters with several breeding birds they believe will be capable of taking down the Red Redeemer in the next few months.

Aside from its sport the Tark’s Head is a straight forward drinking man’s tavern, serving heavy ales and the occasional rough spirit at low prices. The place has neither food nor rooms for rent.

### *Haghir the Smith*

	<b>Value</b>	<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	18	1–3	Right Leg	–/6
CON	16	4–6	Left Leg	–/6
SIZ	10	7–9	Abdomen	2/7
INT	9	10–12	Chest	2/8
POW	9	13–15	Right Arm	–/5
DEX	17	16–18	Left Arm	–/5
CHA	10	19–20	Head	–/6

Combat Actions	3
Damage Modifier	+1D2
Magic Points	9
Movement	8m
Strike Rank	+13 (+12)

Typical Armour: Leather apron. –1 Armour Penalty

Traits: None

Skills: Athletics 30%, Brawn 84%, Craft (Blacksmith) 89%, Craft (Cock Breeding) 75%, Culture (Raschil) 66%, Influence 32%, Insight 37%, Lore (Regional) 66%, Mechanisms 41%, Persistence 37%, Resilience 72%, Streetwise 80%, Survival 41%, Unarmed 95%

Passions: Cock Fighting 67%

### **Weapons**

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>
Fist	S	S	1D3+1D2	As for arm
Kick	S	M	1D3+1+1D2	As for leg

### **Combat Styles**

Brawler 95%

## Gleindry the Cartwright

In a large cobbled yard Gleindry makes carts, wagons and barrows, mainly for the quarry trade outside the city but also for general use within. A Gleindry barrow or wagon is a sign of quality and he produces sturdy, functional vehicles that last years. He will undertake commissions making specialist vehicles according to specific needs. Gleindry himself is a hulking specimen: broad of shoulder, with hands resembling gnarled branches. He is good humoured enough and well-liked in the ward.

## Haghir the Smith

The best metal worker in Narrows, Haghir is a local legend. It is said he defeated 20 men straight in a bare-knuckle contest following a dispute over a cockfight result at the Tark's Head. Haghir does not have the appearance of a typical brawler; broad shouldered, yes, but otherwise slight in build. He is, though, immensely strong and lightning fast in his reactions making him a tough opponent in a fist-fight. He does not brag about the brawl at the tavern although others frequently do, exaggerating the story with each telling but there is no question Haghir can handle himself. A few have challenged him to fights in the past and each has come out the worse for it.

As well as his smithy Haghir breeds fighting birds. Bargas One Thumb, owner of Red Redeemer, is his biggest rival and Haghir has been breeding five or six roosters that he believes will be capable of taking the Redeemer's crown. For each he has fashioned special lightweight, strong, razor spurs to fit the cocks' feet and is continually refining their training regime so that, when he send them into the pit, they should emerge victorious and unscathed. Haghir is applying what he knows of his own fast, hard fighting style to that of his cocks and he patiently bides his time, waiting the right moment to see Red Redeemer fall.

## Despy the Pawnbroker

Despy is a shrewd money-lender from Iosaz. His small shop is filled with items people have failed to redeem and he offers miserly rates on the things people wish to hawk to raise a few silvers. His shelves have weapons, tools, trinkets and all manner of pieces of small jewellery. A notorious gossip, little passes him by and he is a good source of scurrilous news from across the city.

## Landry's Kiln

Barro Landry is a skilled potter operating a small kiln in this courtyard workshop. His work is exceptional; delicate earthenware that is decorated with Filkharian motifs and traditional designs often depicting the invisible flow of the trade winds that pull traffic towards Raschil's harbour.

## Greer's Teahouse

Zerid Greer operates a tavern that serves only tea, made from dried herbs collected in the woodlands of the upper hills surrounding Raschil and prepared in her own workshop at the rear of the building. The teahouse has a peculiar but relaxing scent and is a popular haunt for Narrows locals.

## Deridj the Cobbler

Deridj is a consummate craftsman making shoes and boots of quality. They lack the elegance and style of others of his trade but a pair of his boots and shoes are said to last a lifetime. Militia from across the city come to him for repairs to their own footwear and he has supplied several sets of riding boots to various nobles. His hobnailed boots, made from tempered leather and toecaps reinforced with wood, are popular with the Narrows quarrymen and heavy labourers.

## Streets of Narrows

- Anvil Strait
- Broken Lane
- Broken Strait
- Cinder Strait
- Coxcomb Strait
- Cradle Strait
- Crow Strait
- Down Strait
- Forge Way
- Menders' Strait
- Narrow Strait
- Quarry Strait
- Raven Alley
- Rockbreak Strait
- Stone Strait
- The Wuthering
- The Wynd
- Wide Strait

## *Building Random Function*

The four wards of Raschil use different tables to randomly determine building type or function:

Anchor and Broad	Table 1
Hills	Table 2
Narrows	Table 3

*Businesses and Premises Table 1*

<b>1D100</b>	<b>Business/Building</b>	<b>1D100</b>	<b>Business/Building</b>
01–03	Alchemist	51–53	Musician
04–10	Artist	54–55	Physician
11–13	Baker	56–58	Residence (Architect, Engineer)
14–15	Bathhouse	59–60	Residence (Astronomer, Astrologer, Fortune Teller)
16–19	Chandler	61–65	Residence (Decent House or apartment – for Rent)
20–21	Coaching Inn	66–70	Residence (Fine House or apartment – for Rent)
22–27	Goldsmith	71–73	Residence (Nobleman, Merchant Venturer)
28–30	Guardian	74	Residence (Philosopher)
31–35	Inn	75–76	Residence (Scholar)
36–40	Jeweller	77	Residence (for rent)
41–44	Livestock Merchant	78–80	Silversmith
45–46	Merchant (general provisions)	81–83	Herb or Spice Merchant
47–49	Milliner	84–90	Stable
50	Miller	91–00	Tavern

*Businesses and Premises Table 2*

<b>1D100</b>	<b>Business/Building</b>	<b>1D100</b>	<b>Business/Building</b>
01–02	Noble	41–43	Residence (Decent – for Rent)
03–04	Armourer	44–50	Residence (Fair – for Rent)
05–06	Baker/Miller	51–54	Scribe
07–09	Boarding House	55–56	Noble
10–12	Bowyer/Fletcher	57–58	Silk merchant
13–14	Cartographer	59–62	Smithy
15–17	Horse trader	63–68	Noble
18–19	Engraver	69–71	Tailor
20–21	Glassblower	72–80	Inn
22–25	Carpenter	81–85	Tavern
26–29	Money Changer/Lender	86	Noble
30–32	Coppersmith	87–90	Weaponsmith
33–34	Illuminator	91–93	Wheelwright/Cartwright
35–36	Leather worker	94–97	Wine merchant
37–39	Merchant (general provisions)	98–00	Noble
40	Outfitter/Perfumer		

*Businesses and Premises Table 3*

<b>1D100</b>	<b>Business/Building</b>	<b>1D100</b>	<b>Business/Building</b>
01–03	Baker/Miller	48–51	Mason
04–05	Barber/Physician	52–55	Moneylender
06–08	Brewer	56–60	Pawnbroker
09–13	Butcher	61–62	Painter/Sign maker
14–15	Brothel	63–65	Paper and Ink maker
16–17	Candle maker	66–70	Potter
18–20	Carpenter	71–74	Residence (Fair – for Rent)
21–24	Cobbler	75–76	Residence (Squalid – for Rent)
25–28	Cooper	77–79	Residence (Dormitory/shared rooms)
29–30	Distiller	80–85	Residence (Doss house)
31–33	Dyer/Tanner	86–87	Ropemaker/Netmaker
34–38	Fishmonger	88–89	Sail maker
39–41	Fortune-teller/Entertainer	90–91	Sharpener
42–43	Fuller	92–93	Spinner
44–45	Gaming hall	94–96	Stable
46–47	Laundry	97–00	Tavern/Inn

## Prices in Raschil

Given Raschil's status as a capital and emerging mercantile city, prices vary from those found elsewhere. These tables gives prices for commonly obtainable goods and services within the city. Haggling is common, so these prices indicate the starting point for most negotiations.

### *Accommodation Costs for an Inn or Lodgings (including a basic meal)*

<b>Accommodation Type</b>	<b>Cost per Week</b>
Attic room	1 SP
Barn floor	7 CP
Cellar floor	6 CP
Common room floor	5 CP
Dormitory	1 SP
Hot Water twice a day	3 CP
Private room	10 SP
Private suite	40 – 80 SP
Rented house, 4 rooms, poor standard	20 SP
Rented house, 4 rooms, reasonable standard	50 SP
Rented house, 4 rooms, good standard	80 SP
Service (maid)	1 SP
Shared room of a decent standard	4 SP per person

### *Clothing*

<b>Item</b>	<b>Cost (per suit of clothes)</b>
Boots	10 SP
Clogs (wood and leather)	2 SP
Hat	8 CP – 10 SP, depending on style and quality
Leather (soft, non-armour)	5 SP
Local linen	9 SP
Day to day garb (shirt, jerkin, breeks, underwear)	30 SP
Shoes	4 SP
Summer cloak	8 SP
Winter cloak	12 SP
Wool	12 SP

### *Food and Drink*

<b>Food</b>	<b>Cost</b>	<b>Drink</b>	<b>Cost</b>
1kg of cheese	8 CP	Bottle of decent wine	5 SP
Banquet	10 SP	Bottle of poor wine	2 SP
Cheap. peasant meal	5 CP	Bottle of brandy	10 SP
Daily stew or soup	2 CP	Bottle of fine wine	10 SP
Good meal	2 SP	Cask of ale (75 mugs)	30 SP
Loaf of bread	1 CP	Glass of brandy	1 SP
Local oysters/scallops	2 CP	Goblet of decent wine	1 SP
Poor edible meal	2 CP	Goblet of fine wine	2 SP
Porridge	1 CP	Goblet of poor wine	5 CP
Roast meat (beef or goat)	1 SP	Keg of ale (15 mugs)	6 SP
Roast poultry	8 CP	Mug of ale	4 CP
Sausage (pork or beef)	5 CP	Mug of cider	5 CP
Sea fish	8 CP	Mug of mead	4 CP
Seasonal fruit	5 CP	Mug of milk	2 CP
Trail provisions (dried foods for one week)	6 SP	Mug of small beer	2 CP

## Riding Equipment

Type	Cost
Panniers	6 SP
Saddle	8 – 50 SP
Tack	2 – 20 SP

## Stable Costs

Care	Cost per day
Communal Corral – outside the city walls	2 CP
Full stable care with groom	4 SP
Hire of a riding horse	12 SP
Hire of a pony	8 SP
Stall and feed	2 SP
Stall only	6 CP
Trail fodder (oats and grain for one week)	4 SP

## Sundries

Item	Cost
15 metres of rope	6 CP
Bag of local herbs or spices	9 CP
Bag of salt (1 kg)	2 CP
Barrel (50 litres)	40 SP
Candle	1 CP
Craftsman's tools (carpentry, masonry, and so on)	80 SP
Eel net	1 SP
Fish hooks	2 CP
Fishing rod and line	2 SP
Flask (1 litre)	1 SP
Flint and steel	4 CP
Hammer	1 SP
Jug (2 litre)	3 SP
Keg (15 litres)	20 SP
Lamp	6 SP
Lamp oil (flask)	2 CP
Map of the city/map of Filkhar	3 SP – 10 SP depending on detail and scale
Pot or pan	3 SP
Rolls of vellum	5 CP
Satchel or backpack	2 SP
Shovel/Pick	20 SP
Tent, 1-man	10 SP
Tent, 2-man	30 SP
Tent, 4-man	45 SP
Wineskin (2 litre)	3 CP
Writing kit	1 SP

## CAMPAIGN ARC

The chief part of the campaign arc comes with finding and hiring Menekeyil (see page 9) and the hunt for the assassin will engage the characters with the city. There are, however, several other strands that can be incorporated.

- The Banner and the Rose:** These artefacts of Duke Aubec are treasures held precious by the Empress of the Dawn, Myshella. Whoever holds them in their possession can command the bear, Sardik, and also rally the just to fight for freedom and honour. The power that wields the Banner and Rose attracts the attentions of the Lords of Law and they will permit Myshella to manifest and give direct aid. If civil war comes to Alorasaz – which certain parties plan for – both Myshella and Sardik represent potent forces for rallying the people and tempering the excesses of Law as represented by the likes of Lady Miggea.
- Gaining the Banner and the Rose means engaging Queen Senerra:** The way to do that is gain an audience and touch her heart with stories of Aubec and Eloarde – perhaps even convincing the queen that Eloarde's likeness is preserved within the crypt of Lord Levern's house. The easiest way to gain audience with her is through one of the two storytellers based in Raschil, such as Ranyart Finn. Alternatively, the storytelling contest, mentioned in the rumours on page 70 of this chapter, will get the adventurers before the queen and allow them to communicate directly.

For the most part Raschil is intended to be an intermediary city between major events in Ryfel and Alorasaz. However its size, scale and diversity is such that many adventures and escapades in their own right can be held here. For example Lord Saegis, continually attempting to keep Raschil safe, secure and prosperous is always willing to pay for information about other nations, as long as that information is reliable. He is also keen to hire people who can act as History Venturers serving the city's archives and his own network of spies. This offers an avenue of employment for Adventurers and scope for further adventure.

Plus, Raschil is an emerging mercantile capital. Many merchants are coming here as well as the established markets in the Purple Towns. The population is fluid and diverse with plenty of opportunities for finding patrons or employers who need resourceful adventurers to protect them, run errands, do dirty business and so forth.

Raschil should therefore be treated as a 'sandbox' city, ripe for exploration and filled with colourful characters that act as the springboard for scenarios and help in the running of the *Of Promises Broken* campaign.



# RYFEL



The city of Ryfel is a sinister place. Located on the northern coast of Pikarayd it is a haven for both Pikaraydian and Pan Tangian pirates and slavers, a magnet for fugitives and home to many desperate characters, not least the Pan Tangian sorcerer Malagan; a contemptuous, greedy magician who is hated even in his native city of Hwamgaarl.

Ryfel is also a meeting place for various Pikaraydian clans from the interior who come here to trade and take advantage of whatever spoils the pirates and reavers have brought into the port. Ryfel is neither sophisticated nor civilised: it is a brutal, despondent place where only the most brutal (or brutally cunning) survive – it is a not a place for ‘nice’ people.

## HISTORY

During the Bright Empire’s height Ryfel was a mere outpost for the Melnibonéan navy. They constructed the harbour and docks and used Ryfel as a simple way station for journeys into the Pikaraydian heartlands; it was never developed as a town or a city. It was too far away from anything of value and merely a convenient disembarkation point for the gloomy south west of the southern continent.

During the war with the Dharzi the Black Citadel was constructed on the granite tor overlooking the harbour. It was meant as a defensive garrison for potential Dharzi attacks along the Pikaraydian coast but the war never reached that far. At the war’s conclusion the Black Citadel was abandoned and left to fall into ruin. A local warlord, Gharizza of the Ryf, moved into the area and took up residence in the citadel. His clan followed him and, soon, more clans joined them and Ryfel began to take its present shape. In those early days, as the Bright Empire retreated to Imrry, Ryfel was little more than a collection of tents and yurts strung out along the edge of the harbour, the Black Citadel gazing ominously down. Warlords came and went but it became a tradition for the Black Citadel to become the home of the warlord of the Ryf clan. The yurts were gradually replaced with permanent structures of dark granite and

mud brick and grew in size: from a shabby barbarian settlement it transformed, over several centuries, into a shabby city of grim, narrow, poorly maintained buildings. Its name, Ryfel, means ‘Home of the Ryf’ and to this day the inhabitants of Ryfel maintain their ancient affiliation with the Ryf clan even though it ceased to exist as a true clan a very long time ago.

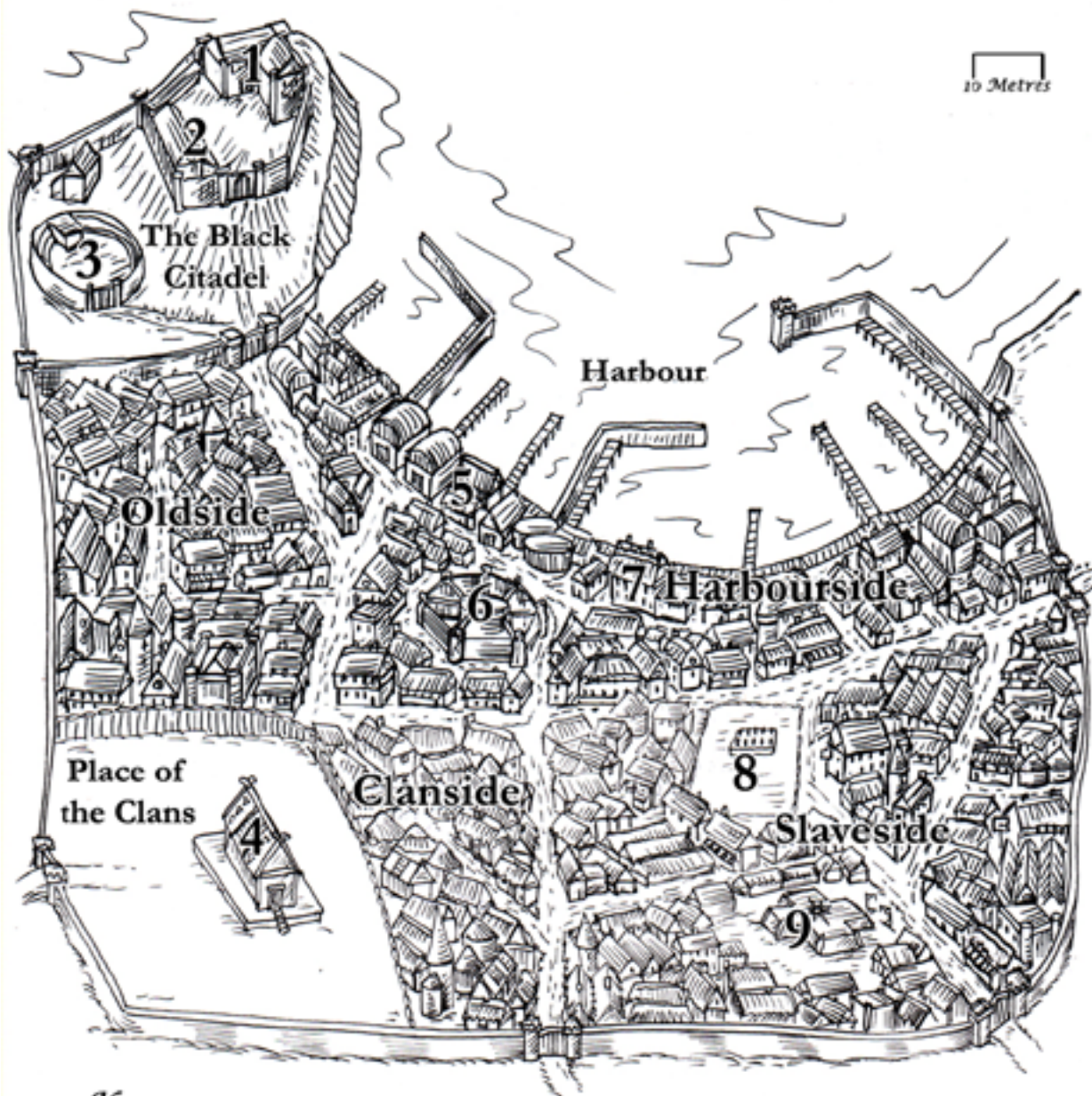
A hundred years ago Pan Tang sent its warriors to investigate Pikarayd. They were in search of slaves and decided that the barbarians of the interior would be useful in both providing them directly and capturing them from other regions, such as neighbouring Argimiliar. The Pan Tangian navy landed at Ryfel and engaged the ferocious inhabitants in a battle for control of the harbour, town and citadel. Pan Tang, naturally, prevailed. The warlord who defended the citadel (although not the city, such was his lack of concern for it) was captured and sent back to Hwamgaarl: he lives still, as a screaming statue adorning Hwamgaarl’s walls. Ryfel was then seized and the residents given an option: allow Pan Tangian occupation or be either enslaved or sacrificed. They chose the former and so Pan Tang’s rule of this stretch of coast began and Ryfel’s degeneration into a port of murder and piracy began.

The warlords and chieftains of the interior found co-operation with Pan Tang profitable. They supplied slaves from their own people, raided civilised Argimiliar, and used Ryfel as the staging point for trading the slaves they captured. Pan Tang rewarded the slavers with gold, silver, weapons and, occasionally, the teaching of the odd rune. In time the Pikaraydians came to worship the Lords of Chaos and temples to Mabelode, Chardhros and others were established – all funded by the Pan Tangian theocracy. As Ryfel’s hideous prosperity continued pirates from around the Young Kingdoms, both Pan Tang and elsewhere, descended on the port to sell their booty knowing that the Pan Tangian governor did not care where or how they had got it. And so Ryfel became the City of Slavers and Reavers, its citizens amoral and cruel opportunists who grew fat and content on the suffering of others.

# Ryfel



20 Metres



## Key

- |              |                       |                    |
|--------------|-----------------------|--------------------|
| 1. Manse     | 4. Meeting Great Hall | 7. The Frozem Gem  |
| 2. Barracks  | 5. Drod's             | 8. Market Square   |
| 3. The Arena | 6. Temple of Chaos    | 9. Temple of Death |

## OVERVIEW

Ryfel is under the control of a Pan Tangian appointed governor who maintains absolute control of the city and is responsible for ensuring Hwamgaarl receives continued tribute from Ryfel's activities. As long as this is maintained, Hwamgaarl cares little for what happens in the place meaning that the governor is effectively a monarch in all but name and has complete, autonomous power over Ryfel. The governor can maintain a counsel but is not obliged to do so; he is, though, outranked by any senior priest of the church of Chaos or anyone who carries the theocrat's specific orders and seals. There are few checks and balances on the governor's power although it clearly behoves him to maintain reasonable relations with both the clan chiefs who provide the city with slaves and other commodities and the pirates who use the city as either a safe haven or a hiding place. A 300-strong battalion of Pan Tang's army is assigned to protect the citadel and Pan Tang's interests and this force is supplemented by mercenaries the governor sometimes employs either to simply boost the garrison or for specific purposes. All this is paid out of the money made from piracy, slaves and what little legal trade is conducted in Ryfel. The Black Citadel is the governor's base and also forms the barracks for the Ryfel Battalion known, locally, as the Black Guard for both the citadel, their black cloaks and the black and green lacquered breastplates they wear.

The city proper is lawless. The Black Guard venture there only on official business (collection of revenue, guarding transportation of goods and money to the waiting Pan Tangian tribute galleys and so on); no attempt to impose any rule of law is made. Twice each year the various clans of the interior who deal in slaves and other booty descend on Ryfel and it becomes, for a period, a meeting place for the Pikaraydian warlords who use the opportunity to hold council, settle scores and so forth. At this time Ryfel swells with fierce Pikaraydian warriors who ensure the safety of their leaders and manage, for a time, to bring something akin to peace and order to Ryfel's streets. Even the lawless pirates who frequent Ryfel know to behave themselves when the clans are in town.

Relations between the clans are frequently strained: the clans have a long history of warring against each other and feuds over territory are common. There is a movement amongst the clans to appoint a High Chief who will represent all in dealings with Pan Tang and, ostensibly, bring peace; several clan chiefs vie for this position but no consensus has been reached and, with each passing year, it seems that war will be necessary for a High Chief to assert himself and take charge. The clans are divided into two rough camps: those who worship Grome Earth father and those who worship Chaos.

### Clans of the Ryfel Region

Grome Earth Father	Chieftain	Chaos	Chieftain
Durinin	Uereth	Sulurin	Gelendeth
Harrasin	Kanegal	Pyerin	Grofyrr
Cemereth	Muereg	Emerin	Eneuris
		Khaessin	Kouric

## THE CITY AND PIKARAYD

Pikarayd is only semi-civilised. It has but two cities: Chalal, the capital, and Ryfel. Chalal is by far the larger of the two and home to King Marvos and his sinister adviser, the Heirophant. Ryfel, under Pan Tang's control, is isolated from Chalal's plans and the two cities exist very much independently of each other. King Marvos sees Ryfel as little more than a jumped-up coastal town although he glares, enviously, at the money it generates through the slave and piracy trades. Challenging Ryfel, possibly seeking to occupy it, would meet with harsh resistance and even harsher repercussions from Pan Tang. Therefore Chalal leaves Ryfel alone although its merchants trade there and act as spies, sometimes for King Marvos's court.

### Key Facts at a Glance

Area:	300,000 square metres
Wall Height:	6 metres
Wall Thickness:	1 metre
Warriors/Guards:	300 (Black Guard of Pan Tang)
Population:	4,500
Gender Demographics:	Male: 2,200 Female: 2,300
Age Demographics:	0-14 years: 500 15-30 years: 2,200 31-60 years: 2,000 61 years +: 300

## GOVERNMENT

Ryfel's current governor is Kadan Boorg, a careerist in the Pan Tangian court who offended the theocrat, Jagreen Lern, and found himself exiled to Ryfel, most likely never to return to Hwamgaarl. His slaves were confiscated, his wife given to a priest of Chardhros and his holdings given to a group of rival nobles. Boorg is certain engineered his downfall. A bitter, corpulent man, Boorg loathes Ryfel and especially loathes the clans who cling to their outmoded ways. He has some time for clans that cleave to Chaos, considering them to be the best of a bad bunch. He has more time for the pirates who use Ryfel as a staging point and, of course, the slave trade is a welcome way for him to, somehow, worm his way back into Jagreen Lern's patronage. It is, perhaps, a futile task: the theocrat holds long, deep grudges but this does not prevent Boorg from making attempts.

Boorg has little time for the day-to-day workings of the city for which he is responsible. He delegates such responsibilities to two men: his half-cousin Nhagren, a man who stood loyal when Boorg was being besmirched by his enemies; and Malagan, a scheming sorcerer who, for reasons of his own, has decided to make Ryfel his home. Between them they run the city, dealing with those who must be dealt with and the tedious general affairs of the place whilst Boorg spends his days gorging on food and wine brought

in by the pirates. The only time when his interest is raised is at the slave auctions which he likes to attend and watch. The very best specimens are taken by Boorg to join the household slaves who work in the Black Citadel: the rest are sent back to Hwamgaarl as part of Ryfel's continuing tribute to Pan Tang.

The governor does rouse himself to meet with the clan leaders when they descend on Ryfel for their council. Whilst contemptuous of them Boorg knows better than to dismiss them. They could, if they wished, assault the Black Citadel and lay waste to it. They are prevented from doing so by two things: the pandering Boorg does to the two factions and the presence of Malagan, whom the clans know is a sorcerer and fear that he will raise demons against them should they betray their relationship with the Pan Tangian regime. Boorg likes to attempt to play the clans off against each other, hoping that the clans allied with Chaos will gain dominance over the Grome worshippers. To this end he is always looking for information that will help bring about tensions, or increase existing ones. Useful information, from whatever its source, is rewarded in silver and sly proclamations of friendship. Such promises are as hollow and shallow as Boorg's soul but he never worried about such things – part of the reason why he was exiled to Ryfel.

### *Daily Government of the City*

Boorg leaves the city to run itself, although Nhagren, his half cousin, visits it frequently to see what is coming in and out, ensure tribute is being paid and watch over the populace generally. Ryfel works on its tribute, which is as follows:

- 25% of all takings from shops, taverns and inns, paid monthly.
- 15% of all booty and plunder from pirates and privateers who use Ryfel as a safe haven.
- Levy of 50 Silver Pieces per day for any vessel using Ryfel harbour as a temporary mooring.
- 50% of all slave sales. Governor Boorg personally chooses up to a third of any slave group, at no charge, which are sent to either Hwamgaarl or the Black Citadel for his personal household.
- Regular donations of food and drink to the Black Citadel and garrison, sent monthly.
- Members of the Black Guard pay half the usual prices for Ryfel's commodities and services – some even get away with paying nothing.

The Black Guard, supervised by Nhagren, is responsible for collecting tribute each month, visiting the premises of the city to extract coin and goods. Those who cannot pay are threatened with a visit from Malagan, or physical violence by the Black Guard. The Black Guard makes no exceptions where tribute is concerned; those who try to withhold or who cannot pay are punished immediately and publicly.

The Black Guard has a constant presence in Ryfel. Up to 100 warriors are in the city at any one time, wandering the streets, drinking in the taverns and watching the harbour. Few, if any,

laws are enforced; the Black Guard are there to ensure tribute is collected and watch for ships entering and leaving the harbour so that their captains can be engaged and made to pay the proper levy or tribute from their cargo. A detachment of 10 Black Guard makes a search of every ship mooring at the quayside to check inventory and search for any hidden loot. They are not above helping themselves, either. Any armed resistance is met with typical Black Guard ruthlessness and, if trouble is expected, Malagan accompanies the detachment ready to curse the living souls of anyone who gets in his way. The harbour is the only place in Ryfel that receives anything approaching a rule of law; everywhere else is left to its own devices.

Casual violence and murder are commonplace in the city. No one cares if a few pirates kill each other and no one thinks it wrong that the prostitutes (most of them slaves) are beaten, raped and subjected to other vile abuses on a nightly basis. Life is as cheap as it comes in Ryfel; as long as the money, plunder and slaves flow, the governor cares little about what happens there.

Things are different when the clans arrive for their twice a year gathering. The clans meet on the summer and winter solstices, bringing their warbands and retainers, slaves and captives. The clans still command respect from the Ryfel natives and even the Black Guard is wary of making trouble with the hardened spearmen of the clan warbands. The gathering lasts a week and when the clans are here, clan law is imposed. The laws are complex codes of conduct founded on hospitality, respect and mutual (if grudging) co-operation. The clan law can be distilled as follows:

- All the clans appoint of a Chief of Chiefs for the duration of the gathering.
- The Chief of Chiefs regulates all clan business and affairs.
- All the clans agree to abide by the decisions of the gathering and by the Chief of Chief's word. To break an agreement is to earn the enmity of all the other clans.
- Any man or woman over the age of 18 may bring a grievance to the Chief of Chiefs; he is honour-bound to reconcile that grievance justly.
- Murderers, rapists and arsonists caught during the gathering are executed by beheading.
- No weapons, save for those of the clan champions, are allowed within the Great Hall of the clans.

For one week, twice a year, the clan warriors bring order to the streets of the city. They billet close to the Great Hall, on the west side of Ryfel but many of the clansmen visit the city proper to trade, drink and so on. They are honour-bound, as part of the clan law, to conduct themselves with restraint and ensure that others act with restraint also; this means that any pirate, Black Guard soldier or other thug, hoodlum or hooligan who steps out of line, especially where violence is concerned, can expect several tattooed, woad-coated clan warriors putting them in their place with extreme prejudice. The locals of the city like it when the clans arrive and the clansmen of the warbands, as long as they themselves behave, are treated with an honour and respect that neither the pirates nor the Black Guard soldiers ever come closer to earning.

# ALLEGIANCE

Two faiths divide Ryfel.

Chaos was brought by Pan Tang and it is growing amongst both the locals and the clansmen. The Death Bringers – Chardhros and Hionhurn – are the most observed of the Chaos Lords but Slortar is also recognised (although not widely worshipped) and Lughtig, a rabble-rousing Chaos convert, is a worshipper of Mabelode. The city therefore has a temple dedicated to Chardhros and another temple dedicated to Chaos in general. Malagan built the Chardhros temple and he acts as its high priest although he is rarely in personal attendance. Those locals who follow Chaos do so out of fear and in a bid to placate their Pan Tangian overlords; a few have become dedicated to the faith but Malagan does not encourage any of these Píkaraydians to climb to highly in the service of Chaos, preferring to retain the balance of power.

The old faith is the worship of the elemental lords, particularly Grome Earth-Father and, to a much lesser extent, Straasha Sea-King. This was the way of things until the Pan Tangians came, bringing their new gods with them. The clans are the most ardent followers of Grome Earth-Father and he is viewed as a stern, unforgiving god who imposes hardships on his people as a test of their strength and resilience. In Ryfel there are no temples to Grome (the Pan Tangians have seen to that) and no active cult members; however Grome's name is often invoked by those who still recognise his power over the land. When the clans come, worship of Grome is more active, with those clans loyal to Grome bringing their priests to conduct rites and give blessings. This is a deliberate act designed to show Pan Tang that, whilst some clans now worship Chaos, Grome is still Earth-Father. Clan law is said to descend from Grome's commandments to the people he made and so, when the clans descend on Ryfel twice a year, it is a solid reminder to the local populace that Grome is important and brings law to those who serve him.

The Chaos-aligned clans are scornful of those who still worship Grome, considering the Earth-Father as an absent presence in their lives. Chaos offers benefits here and now whereas Grome has offered nothing but hard lives. Nevertheless, the Chaos-aligned clans are careful not to give *too* much offence to the old god: old superstitions run deep and there are very few who would want to bring down the Earth-Father's wrath.

## PLACES OF INTEREST

The following places are central to Ryfel and described here in some detail, with appropriate game statistics.

### *The Black Citadel*

The Black Citadel is the gloomy, dark-walled fortress that overlooks Ryfel and its harbour and is home to the governor and the Black Guard. Built to guard against the Dharzi by Melniboné it fell into disrepair until rebuilt by the Ryf warlords and the subsequent Pan Tangian occupiers.

The citadel is at the top of a granite prominence reached by a single gravel and shale path barely wide enough for a pair of ox carts to pass comfortably. It is surrounded by a sturdy wall of dark grey stone, 10 metres high, which is topped with ramparts for lookouts and sentries. Its single, huge gate is a thing of iron, bronze and stout oak. Within are several buildings, most notably the manse, which is a keep of several storeys; the barracks, which is home to some 300 Pan Tangian troops; several storehouses and workshops. Outside the walls, on the sea-facing side of the prominence, is the arena where gladiatorial contests are sometimes held to amuse the governor and help keep the Black Guard soldiers entertained. From the city the citadel is a squat, overbearing shadow, seeming to absorb the local light. Up close, it is a well-built defensive structure with good views of the surrounding area.

### **The Manse**

Governor Boorg, his advisers, his officers and his slaves live in the manse although the building is capable of holding many, many more. The place is cold and draughty, no matter how high the fires are piled or how long they rage. When the wind batters in from the sea – which is frequently – it moans around the passages of the building bringing chill to every corner of the place.

Below the ground level of the manse is the Tribute Room, a pair of linked rooms where the treasure and money paid in tribute is held, destined for shipment back to Pan Tang. A war galleon of the Pan Tang fleet arrives every two months to collect the money Governor Boorg has collected from Ryfel, shipping it back to Hwamgaarl under escort from two smaller war ships. In the interim, the booty is stored here, protected round the clock by the Black Guard and held behind a massive, round, iron and brass door that keeps the place secure. If a threat to the tribute is anticipated, Malagan can summon a combat demon to augment the defences of the area but, so far, this has proved unnecessary.

### **The Vault**

The tribute vault has the following defences:

Four Black Guard warriors round the clock. Mostly they lounge around in the antechamber, playing dice and gossiping but, if alerted, come to attention immediately. They are under orders to challenge and attack anyone attempting to gain entry that is not accompanied by Boorg himself.

The door. A full two metres in diameter and five centimetres thick, the door is secured by two large internal locks made in Hwamgaarl that must be unfastened using the two keys Boorg keeps on his person at all times. Picking the locks is possible with Mechanisms at a –30% penalty; it does, however, require 1D6 minutes per lock, such is the complexity of the device encased within the iron. The door is impervious to physical damage; weapons will wear out or break long before the vault door will.

A magical guardian Malagan has placed inside the vault. The guardian takes the form of a bronze, brass and gold statue depicting Xiombarg of Chaos in her warrior guise – a six armed, scimitar-

## Magical Statue of Xiombarg

STR	17	<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
CON	15	1-3	Right Leg	5/6
SIZ	12	4-6	Left Leg	5/6
INT	3	7-9	Abdomen	5/7
POW	-	10-12	Chest	5/8
DEX	14	13	Right Arm 1	5/5
CHA	-	14	Right Arm 2	5/5
		15	Right Arm 3	5/5
		16	Left Arm 1	5/5
		17	Left Arm 2	5/5
		18	Left Arm 3	5/5
		19-20	Head	5/6

Combat Actions	6
Damage Modifier	+1D2
Magic Points	0

Movement	5m
Strike Rank	+10

Typical Armour: Natural bronze. No Armour Penalty

Demon Feature: Corroding. Weapons connecting with the statue sustain 1D8 damage.

Skills: Athletics 35%, Dance 60%, Evade 28%, Perception 40%, Persistence 25%, Resilience 65%

### Weapons

Type	Size	Reach	Damage	AP/HP
Battle Axe 1	M	M	1D6+1+1D2	4/8
Battle Axe 2	M	M	1D6+1+1D2	4/8
Battle Axe 3	M	M	1D6+1+1D2	4/8
Battle Axe 4	M	M	1D6+1+1D2	4/8
Battle Axe 5	M	M	1D6+1+1D2	4/8
Battle Axe 6	M	M	1D6+1+1D2	4/8

### Combat Styles

Whirling Scimitars 70%

wielding, blank-eyed woman with a mane of carved bronze hair and a leonine caste to her exquisite features. The statue is adorned with bracelets, amulets and torques of silver and stands rigid in the vault, unmoving, until someone enters through the door. Upon entering the intruder must utter the words 'I am your master' spoken in High Speech within 10 seconds or the guardian cranks into life, defending the amassed treasures against any attempt to remove them from the vault. The statue fights relentlessly until intruders withdraw; at this point it ceases movement and assumes its previous state of readiness.

The statue can engage up to three foes simultaneously. Foes on the right are attacked with the right arm whilst the corresponding left arm is used to parry blows. Foes on the left are attacked with the left arm and the corresponding right arm, is used for parrying.

The statue never chooses a location as a Combat Manoeuvre. However, when it gains a Combat Manoeuvre, roll randomly to see what will be:

1D6	Offensive CM	Defensive CM
1	Bleed	Change Range
2	Change Range	Damage Weapon
3	Damage Weapon	Disarm Opponent
4	Disarm Opponent	Overextend Opponent
5	Stun Location	Riposte
6	Sunder	Disarm Opponent

If the statue critically succeeds, it always uses Maximises Damage or Pin Weapon.

The statue is engraved with the Runes of Man and Chaos, Man on the right breast and Chaos on the left. If the chest is specifically targeted using the Specific Location Combat Manoeuvre and damage inflicted that bypasses the armour, there is a chance equal to the damage multiplied by five that one of the runes will be damaged or broken: if both are broken the statue becomes inert.

The vault contains all the money and treasure Boorg collects monthly from the people of Ryfel. Bags of coins are stored in three large, bronze chests, 200 silver coins to a bag. At any one time there will be a 1D20 x5 such bags locked into a chest. Other items of value – jewellery, artworks, silverware and so on – are scattered around the vault. At any one time there will be the equivalent of 1D10 x2000 in silver stashed here under the statue's protection.

### Slaves' Quarters

Also below ground are the slaves' quarters. Here the general slaves are bedded in a large, filthy, common area carpeted with lice-ridden straw. Rats and mice run freely about the place and the door to the common area is locked each night to prevent slaves from escaping. About 20 slaves are housed here at any one time, although more favoured slaves may be allowed to sleep in the main hall, upstairs, or outside the bed chamber of their master so they can be quickly summoned.

### Dungeon

Following a flight of stairs that descends from just before the entrance to the slaves' quarters leads one into the dungeon. The stairs descend for only four metres and emerge into a passage seven metres long and two wide, with a series of eight, strong, steel doors on each side. Each door leads into a narrow, fetid cell. The door to each cell has 6 AP and 15 HP; they are secured from the outside by large, brass bolts.

The cells are empty: Boorg does not believe in keeping prisoners but should any of the characters cross the man and he decides to pit them in the arena, this is where they will be held.

### Ground Floor

The ground floor consists of the kitchens, tended by slaves throughout the day, the main hall, which is where Governor Boorg holds court, feasts and entertainments and a number of side rooms used for general relaxation or private meetings.

Leading from the main hall is the Tower, a four-storey annex that forms the personal suite of Kadan Boorg and Nhagren. Boorg occupies the upper two storeys, Nhagren the middle storey and the ground floor storey is a guard room staffed by four Black Guard warriors. Boorg's rooms are a suite of interconnected chambers where he sleeps, dines, fornicates and, occasionally, tortures. His office looks sea-wards. All his rooms – five in total – are bleak, dark stoned affairs with their darkness punctuated by tapestries and paintings Boorg brought with him from Hwamgaarl or bought from pirates or traders. Many are erotic or pornographic in nature, especially in the bed chamber. Boorg always has at least two 'bed slaves' – pretty young slave girls – on hand in his suite to satisfy his whims. When he bores of them he usually sends them down to the underground common room, sells them or, if his appetites have been particularly cruel of late, disposes of their bodies.

Nhagren's rooms are of a similar size and less oppressive. He has had the walls whitewashed and floors scrubbed clean. Most of the

day to day business of governership, which Nhagren attends to, happens in the large, round office that overlooks the sea. Here he receives visitors, emissaries from the city and guests.

In his bed chamber, covered by a tapestry, is a portrait of the prostitute with whom Nhagren has become obsessed. The picture of Sushira was painted by a talented slave who long since died and depicts Sushira as a warrior maiden of Pan Tang, a leashed tiger on one arm and a war spear in the other. Anyone who knows Sushira immediately sees the resemblance in the portrait. Nhagren prays to the lords of Chaos nightly that Sushira will be his, coming to him as a willing lover rather than as either a slave or a whore and he has pledged to himself make her into the warrior woman depicted in the painting.

The second storey of the main building is given over to draughty guest rooms and the private rooms of the officers of the Black Guard. The commanding officer is a nasty piece of work called Leq-qel, a Dharijorian by birth who fought his way up the ranks of Hwamgaarl's army to become a commander of men. Built like a bear and far less pleasant, Leq-qel permits his Black Guard warriors to do more or less as they please in Ryfel. Leq-qel spends much of his time lounging around with Boorg and enjoying similar indulgences but every so often he is moved to tour the city simply to put on a show of being in charge of the warrior presence. He is known for random acts of cruelty, especially towards slaves, and like Boorg he is a friend to many of the pirates who frequent the city – as long as they maintain their tribute to the governor. Leq-qel reserves particular hatred for the clans, another similarity with Boorg, and he enjoys thinking of schemes to set them against each other. He tolerates the chaos-aligned clans and loathes the Grome worshippers. He would slaughter the entire lot in their Gathering Great Hall if he could but knowing that would cause a riot and more bloodshed than he has warriors to handle, he contents himself with making trouble in other ways.

Above the guest rooms are Malagan's chambers. Closed to everyone, including Boorg, these eight rooms house Malagan's collection of scrolls, a sorcerous laboratory filled with hallucinogens, rare herbs used in sorcery and jars filled with all manner of noxious substances used in preparing curses and various grisly trophies for use in summoning (several bottled, severed heads and other body parts).

Here in the laboratory, carefully hidden in a well-concealed wall hatch, is Malagan's grimoire. It contains the formulae for the runes he knows (Chaos, Darkness and Man) and his summoning rituals (Demons of Combat and Protection) and a long, tightly wound scroll. The contents of the scroll are written in a mixture of Mabden and Low Tongue and a list of names – over 100 in total. These are Malagan's enemies and beside each is listed the slight the person has committed (or Malagan believes they have committed) and the nature of the curse he has levied against that person. Each entry is written in human blood and this Curse Scroll is one of Malagan's most valued possessions even though, magically, it holds little value to another sorcerer.

The grimoire and Curse Scroll are protected by a small demon Malagan created for this purpose. The niche where these treasures are hidden is no more than 30 centimetres wide and 45 centimetres deep. Inside it, squatting and waiting for an intruder, is a live and deadly scorpion from deepest Dorel that stings whoever puts their hand inside the niche (Malagan wears a stout leather gauntlet). The scorpion matches its Stealth against the Perception of anyone actively searching in an opposed test; if successful it completely evades detection. Whilst small, this monstrous arachnid is brutally effective in its capabilities:

The sting comes from the tail and strikes bare skin with enough force to deliver a full load of its poison – whether it delivers damage or not. The venom has the following characteristics:

**Application:** Injected or smeared.

**Onset time:** 1D3 Rounds.

**Duration:** 1D3 Days.

**Resistance Time:** Daily. The first Resistance roll must be made at the end of the Onset Time, then daily thereafter. Successfully resisting the poison allows the victim to avoid suffering the Conditions until the next roll must be made.

**Potency:** 68%.

**Resistance:** Resilience.

**Conditions:** Agony and Paralysis. In the first hour the victim also suffers 1D8+2 damage directly to the chest as the venom attempts to shut down certain internal organs. This damage is only suffered once. If the first Resistance roll is successful the damage is 1D4+1.

**Antidote/Cure:** None.

His bed chamber is opulent and bizarre: the bed is raised on two metre high stilts so that Malagan can better receive dreams. The bed is draped with several human skins and he uses a shaped stone as a pillow. Across the window he has draped a net of human hair which, he claims, catches dreams fleeing their owners.

In one corner, kept in a cage, much as one might keep a canary, is Malagan's (current) favourite slave, Ebrina. She is a waif-like, filthy haired creature who spits and snarls at anyone who approaches. She is a Dorelite captured by the Pikaraydian clans and sold to Malagan for a small sum because no one else would buy her. If she can speak, she does not do so. If shown kindness she rejects it with fury. If shown cruelty she submits like a cowed animal. Malagan forces her to debase herself for his pleasure when the mood takes him and her body shows the self-inflicted scars. Although she

### *Malagan's Scorpion Guardian*

		1D20	Hit Location	AP/HP
STR	2	1	Right Fourth Leg	-/1
CON	6	2	Left Fourth Leg	-/1
SIZ	1	3	Right Third Leg	-/1
INT	1	4	Left Third Leg	-/1
POW	8	5-6	Tail	-/1
DEX	18	7-9	Abdomen	-/2
		10	Right Second Leg	-/1
		11	Left Second Leg	-/1
		12	Right First Leg	-/1
		13	Left First Leg	-/1
		14-15	Right Pincer	-/1
		16-17	Left Pincer	-/1
		18-20	Head	-/2

Combat Actions	2
Damage Modifier	-1D6
Magic Points	8
Movement	12m
Strike Rank	+10

Typical Armour: Chitin exoskeleton, no Armour Penalty.

Traits: Wall Walking, Sting

Skills: Athletics 65%, Evade 80%, Perception 44%, Persistence 37%, Resilience 57%, Stealth 95%

### **Weapons**

Type	Size	Reach	Damage	AP/HP
Sting	—	T	1D3-1D6+ Poison	As for Tail

### **Combat Styles**

Unarmed 85%



## Ebrina, Dorelite Slave Girl

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	8	1-3	Right Leg	-/3
CON	8	4-6	Left Leg	-/3
SIZ	7	7-10	Abdomen	-/4
INT	14	11-12	Chest	-/5
POW	14	13-15	Right Arm	-/2
DEX	14	16-18	Left Arm	-/2
CHA	9	19-20	Head	-/3

Combat Actions	3
Damage Modifier	-1D4
Magic Points	14
Movement	8m
Strike Rank	+14
Passions: Hate Malagan	80%

Typical Armour: None

Skills: Athletics 32%, Brawn 33%, Culture (Dorel) 30%, Evade 63%, Insight 41%, Lore (Regional) 85%, Perception 66%, Persistence 81%, Resilience 25%, Unarmed 40%

### Weapons

Type	SIZ	Reach	Damage	AP/HP
Nails	S	T	1D2-1D4	As for arm
Teeth	S	T	1D2-1D4	As for head

is fearful and filled with hate, she is intelligent, observant and could, in time, be taught to trust other humans. She does not understand the Common tongue, speaking only a form of deep, local Dorelite which resembles no tongue spoken in the Young Kingdoms. Ebrina longs for release but has also resigned herself to Malagan's predations and cruelty.

Malagan intends to use her as a sacrifice in a summoning ritual: if not freed, she is doomed to death.

### The Garrison

The garrison block is attached to the manse and held within the Citadel walls. It holds around 300 Pan Tangian soldiers with roughly a third on rest, a third active in the barracks and a third out and about on duty in Ryfel at any one time.

The garrison is equipped as a permanent base with stores, a smithy and a kitchen. The Black Guard makes frequent use of the facilities in the city to help alleviate the tedium of their duties; contemptuous of the locals, they make a great deal of trouble and enjoy taunting the clansmen when they are present and making sport of Ryfel's populace. Nevertheless they spend enough money to keep the locals tolerant of their activities – although any protestations to Boorg or Nhagren generally fall on deaf ears.

The key duties of the Black Guard are:

- Keep the locals in order.
- Check incoming ships' inventories and extract tribute.
- Collect tribute from the locals.
- Guard collected tribute.

With Malagan to terrify those who might step out of line and their own superior training as soldiers of the Pan Tangian army the Black Guard has an easy time of it, leading to boredom and, hence, mischief.

The commander of the Black Guard, Leq-qel, does not impose rigid discipline upon his men. He is, himself, a fearsome battlefield warrior far more than he is a disciplinarian and he has little time for parades, drills or training to keep the troops in-line. As they are confined to a backwater cesspit like Ryfel, they might as well take their enjoyment where they can, because there is little else to occupy them. Both Leq-qel and Boorg are confident enough in their strength of numbers and Malagan's reputation, to believe that people of Ryfel and the clans are unlikely to attempt any form of rebellion. If they do, the Black Guard will come down on the people hard and Malagan will be encouraged to summon his fighting demons to maraud through the city spilling as much blood as possible.

Despite the lack of discipline the Black Guard does keep its hand-in combat wise through the monthly arena contests. This offers both a way of training and a grisly spectator sport for those Boorg invites to watch.

### The Arena

Built by the first governor Pan Tang installed, the arena is outside the walls of the citadel but close to it. It seats around 500-600 people at capacity and is a stone and wooden circle with stone tiered seating and an arena floor about 25 metres in diameter. The arena is not big enough to stage large battles but is perfect for small skirmishes and man-to-man gladiatorial combat. It

has no holding areas beneath the arena floor but does have an antechamber where combatants can prepare and wait before their fight.

Events happen monthly to celebrate the collection of tribute and its return to Hwamgaarl. Boorg invites favoured citizens from Ryfel – usually pirates but also those who please him by excelling in how much tribute they provide – and merchants who have come to the city to buy or sell slaves. The Black Guard tend to make up the remainder of the audience and the arena is never more than around half full.

A typical event is an afternoon and evening in length. Black Guard warriors face-off against each other with wooden weapons as a means of simply keeping in practice. Later, Black Guard warriors are pitted against packs of wild dogs or wild boar, if any have been caught in the surrounding woodland, with the slaughtered animals being used to provide the end-of-even feast (yes, even the dogs). Then, as dusk falls, the main event is the pitting of slaves and prisoners against each other, gladiatorial-style and the best of *those* survivors against the best Black Guard warriors. The Black Guard usually wins.

Some of the slaver merchants and pirates who attend Boorg's arena events bring their own gladiators to compete: slaves bought and trained for the purpose; professional warriors seeking some glory and coin; and small gladiator troupes which amount to the same thing as slaves. Large amounts of money change hands in betting on the various exchanges and the attendees revel in the blood-letting, becoming more excited as the day progresses and the man-to-man combats near.

### *Kadan Boorg, Pan Tangian Noble and Governor of Ryfel*

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	9	1–3	Right Leg	–/6
CON	12	4–6	Left Leg	–/6
SIZ	17	7–10	Abdomen	–/7
INT	15	11–12	Chest	–/8
POW	10	13–15	Right Arm	–/5
DEX	7	16–18	Left Arm	–/5
CHA	7	19–20	Head	–/6

Combat Actions	2
Damage Modifier	+1D2
Magic Points	10
Movement	6m
Strike Rank	+11
Passions: Love Cruelty	65%, Hate Ryfel 54%

Typical Armour: None

Skills: Brawn 60%, Culture (Pan Tang) 75%, Culture (Pirates) 45%, Evade 14%, Influence 79%, Insight 58%, Lore (Chaos) 30%, Lore (Pan Tang) 70%, Perception 64%, Persistence 36%, Resilience 70%

### **Weapons**

Type	SIZ	Reach	Damage	AP/HP
Shortsword	M	S	1D6+1D2	6/8

### **Combat Styles**

Self Defence (shortsword) 41%

Malagan has, on occasion, summoned a combat demon to enliven proceedings, pitting the fiend against a group of slaves or prisoners. He is reluctant to expend his energies in this way but know it is a good means of reinforcing his own power and reputation and it delights Boorg and others to see some vile monstrosity from a lower hell tearing apart a band of terrified rag-tags. There is always the danger, too, that the demon will turn on the audience; but so far Malagan has always remained in control of his summoning. Yet, it all adds to the frisson.

Borg likes to buy several strong, healthy slaves that are used as gladiators although they are not trained as such. Anyone who has strongly offended either Boorg, the Black Guard or the administration generally will be arrested and imprisoned in the manse dungeon before being forced to fight in the arena events. Those who survive and fight well may be set free, depending on Boorg's whim and mood – or they might be sold or given as slaves to his cronies.

### **Kadan Boorg, Pan Tangian Noble and Governor of Ryfel**

Boorg is a bloated, bald-headed, pock-marked man of early middle age. His scrappy beard is worn in a knot and his scalp is tattooed with entwined mermen, Pan Tang's symbol. His breath stinks and his thick, sinuous tongue flickers nervously over thin, dry lips. His eyes are beady slits in a podgy face and his earlobes are heavy with rings of gold, silver and human bone. His voice is high and reedy; an almost childish voice coming from a porcine face.

Boorg is not a dedicated member of any cult although he claims allegiance with both Slortar and Aesma. His personal habits

reflect both these gods' tendencies towards pleasure. Boorg delights in abusing young, pretty slaves of both sexes and deaths are frequent, the remains fed to the pigs that are kept in the Black Citadel's copious sty. He likes, too, gladiatorial combats and the Black Citadel has a small arena where the Black Guard train and slaves who clearly have some spirit are pitted against each other for Boorg's pleasure.

The governor enjoys the company of cruel-minded people and his guests at the feasts he regularly holds are the pirate captains who use Ryfel as a base and staging post, and greedy, amoral merchants who trade in anything that will gain them a swift profit.

Boorg is fascinated by sorcery but scared of it. Malagan has taught him a couple of runes and Boorg has watched the sorcerer summon forth a creature or two although the experience unnerved him.

### Nhagren Fhuur, Assistant Governor and Half-Cousin of Boorg

As thin as Boorg is fat, Nhagren Fhuur dresses in raven black and prides himself on his skills as a schemer and dealer. Unbeknown to Boorg it was Nhagren who engineered his fall from grace in retaliation for a childhood slight that Boorg has long since forgotten. Nhagren came to Ryfel with Boorg to keep his enemy as close and possible and try to engineer even further humiliations for the governor. Nhagren encourages Boorg's odious habits and reports on them to the theocrat, making it known that tribute

only makes it out of Ryfel at all because Nhagren sees to it. In Hwamgaarl Nhagren is a nobody; but in Ryfel he is a man of means and power. He hopes that, in time, Boorg will be removed leaving the governorship free for his own, bony arse. Nhagren delights in ensuring that Boorg is never fully aware of what goes on in Ryfel although he is careful to always play the part of loyal relative and efficient counsel.

What prevents Nhagren from completely betraying Boorg is Malagan. Like so many others Nhagren is terrified of the sorcerer and would do anything to see Malagan killed – preferably slowly and preferably with something blunt.

Nhagren is good at cultivating relationships amongst the folk of the city. He frequents the streets, always accompanied by two warriors of the Black Guard who act as protectors. He has a prodigious capacity for alcohol and enjoys the exceedingly strong beer brewed in the town; he also enjoys the local whores and has a particular soft-spot for a girl named Sushira, a Jharkorian slave owned by Zheringen, the odious man who runs The Frozen Gem, largest of Ryfel's inns. Indeed, Nhagren is one of Zheringen's best customers and the two have a friendship of sorts even though Zheringen, a relatively civilised Pikaraydian from Chalal, is about as trustworthy as the average louse.

Nhagren, then, can often be seen around Ryfel flanked by two burly, black-cloaked guards. He likes to know which ships are in harbour, which pirates are creating mayhem, what goods are

### *Nhagren Fhuur, Assistant Governor and Half-Cousin of Boorg*

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	11	1-3	Right Leg	-/4
CON	10	4-6	Left Leg	-/4
SIZ	8	7-10	Abdomen	-/5
INT	16	11-12	Chest	-/6
POW	13	13-15	Right Arm	-/3
DEX	11	16-18	Left Arm	-/3
CHA	10	19-20	Head	-/4
Combat Actions	3	Typical Armour: None		
Damage Modifier	-1D2			
Magic Points	13	Skills: Athletics 45%, Commerce 66%, Culture (Pan Tang) 68%, Culture (Pirates) 59%, Evade 33%, Influence 55%, Insight 74%, Lore (Chaos) 41%, Lore (Pan Tang) 68%, Perception 67%, Persistence 49%, Resilience 40%		
Movement	8m			
Strike Rank	+14			
Passions: Love Sushira	60%, Hate Boorg	70%		

### Weapons

Type	SIZ	Reach	Damage	AP/HP
Shortsword	M	S	1D6-1D2	6/8
Dagger	S	S	1D4+1-1D2	6/8

### Combat Styles

Self Defence (shortsword and dagger) 46%

coming through the city and who is sharing Sushira's bed. Nhagren had one young man of the city murdered when he thought he was becoming a little too fond of Sushira. Nhagren is conniving, sneaky, jealous and vengeful: all good, solid, Pan Tangian traits.

### Malagan of Umsk, Sorcerer of Pan Tang

The wily and semi-insane Malagan hails from Umsk, a small, unremarkable satellite town of Hwangaarl; indeed, Malagan is Umsk's most remarkable son. A dedicated student of Chaos, Malagan is a competent sorcerer and dedicated worshipper of Chardhros. He came to Ryfel with Boorg and Nhagren (although Nhagren and Malagan cannot stand each other) in order to found a proper temple to the Reaper of Chaos but also to establish a small powerbase in Pikarayd, a country he considers backward and ripe for conquest by a man with ambition. Malagan is close friends with Boorg and acts as both his counsel and his enforcer, working certain spells and charms for the governor and using his

presence and reputation as a summoner of warrior demons to keep any potential enemies in-line.

Most people fear Malagan and he spends a great deal of time and effort on maintaining an aura of fear. He dresses in black and silver garments that are draped with tanned, human skin and he wears a necklace of desiccated ears as a necklace. His worship of Chardhros is well known and Malagan offers blood sacrifices regularly to his patron Lord of Chaos. Those who displease him form those sacrifices but he is quite willing to use slaves or prisoners brought ashore by the pirates or delivered by the clans.

Malagan makes claims to greater knowledge than he has. He pretends to have completed several DreamQuests through various hells that have given him the power to curse men's souls: he has not completed any DreamQuests but this does not prevent him from placing curses on anyone who crosses him and claiming

### Malagan of Umsk, Sorcerer of Pan Tang

STR	12
CON	13
SIZ	13
INT	17
POW	15 (5 points dedicated)
DEX	12
CHA	13

Combat Actions	3
Damage Modifier	0
Magic Points	10
Movement	8m
Strike Rank	+15

Passions: Love Elnassa 75%, Hate Kanegal 75%

Pact (Chardhros)35%. 5 Dedicated POW. Cult Rank: Maker of Chains

Gifts: Animal Familiar, Endurance, Poison Immunity

Compulsions: Kill Once Per Week. Desire to Murder Loved One, Extreme Jealousy.

Malagan is a priest of Chardhros – a Maker of Chains. He is accompanied everywhere by his familiar, Cur, a slobbering, shaggy-haired wolfhound. Cur has the power of speech with Malagan although the two never converse in public and Cur often wanders Ryfel and the environs gathering news and information.

### Weapons

Type	SIZ	Reach	Damage	AP/HP
Hatchet	S	S	1D2	3/6
Garrotte	S	T	1D2	1/2

### Combat Styles

Death Bringers (Axe, Garrotte) 63%

1D20	Hit Location	AP/HP
1-3	Right Leg	-/6
4-6	Left Leg	-/6
7-10	Abdomen	-/7
11-12	Chest	-/8
13-15	Right Arm	-/5
16-18	Left Arm	-/5
19-20	Head	-/6

Typical Armour: None

Skills: Athletics 41%, Brawn 29%, Culture (Pan Tang) 72%, Evade 46%, Influence 78%, Insight 77%, Language (High Speech) 63%, Lore (Chaos) 81%, Lore (Death Bringers) 77%, Lore (Pan Tang) 72%, Perception 56%, Persistence 59%, Resilience 46%

Sorcery: Rune of Chaos 55%, Rune of Darkness 52%, Rune of Man 48%

Summoning Ritual (Demon of Combat) 58%,  
Summoning Ritual (Demon of Protection) 44%,  
Command 54%

## Cur – Wolfhound and Malagan's Familiar

STR	6	1D20	Hit Location	AP/HP
CON	14	1–2	Right Hind Leg	–/4
SIZ	6	3–4	Left Hind Leg	–/4
INT	5	5–7	Hindquarters	–/5
POW	10	8–10	Forequarters	–/6
DEX	15	11–13	Right Front Leg	–/4
		14–16	Left Front Leg	–/4
		17–20	Head	–/4

Combat Actions	3
Damage Modifier	–1D4
Magic Points	10
Movement	12m
Strike Rank	+13

Typical Armour: None

Traits: Night Sight

Skills: Athletics 60%, Brawn 25%, Evade 49%, Persistence 37%, Perception 85%, Resilience 56%, Stealth 86%, Survival 70%, Track 95%

### Weapons

Type	Size	Reach	Damage	AP/HP
Bite	S	T	1D6–1D4	As for Head

### Combat Styles

Bite 74%

that he know owns that person's soul, which will be dedicated to Chardhros. Such is Malagan's self-confidence that his curses, to those uninitiated in the ways of sorcerer, seem real and potent enough. This is especially effective amongst the superstitious locals of Ryfel, the equally superstitious pirates and the clans. Malagan has therefore gained a reputation as a dark and dangerous magician beloved of Chardhros that can doom the soul to eternal torment merely by uttering a single curse.

If he has any particular weakness, it is his love for Elnassa, the radiant daughter of Kanegal, chief of the Harrasins. He has been besotted with Elnassa ever since he first set eyes on her, three years ago. But, because the Harrasins are followers of Grome Earth-Father, Kanegal simply will not countenance the clumsy approaches Malagan, a vile thing of Chaos, makes towards both himself and his daughter. Each month Malagan's yearning for Elnassa deepens and it has now become an obsession: he *must* have her. He has prayed to Lord Chardhros to send a pox on Kanegal and is even contemplating summoning a demon to murder the chieftain and capture the daughter. He curses Kanegal's name and curses any who proclaim their love for Elnassa. Her beauty drives him to despair and deepens his insanity; he is consumed and this makes him dangerous.

Malagan is easy to recognise: a hatchet-faced, fork-bearded, deep-eyed man who wears his long hair in oiled ringlets pulled back from his narrow skull; he is often accompanied by a fierce-looking wolfhound named Cur. His necklace of dried ears hangs around his thin neck and a short cape of tanned human skin is draped around his shoulders. His very presence and demeanour radiates malevolence and madness and Boorg delights in Malagan's ability to strike fear into those he encounters.

## Cur – Wolfhound and Malagan's Familiar

A grey and black, shaggy-haired wolfhound with one eye, a scarred muzzle and an evil expression. Cur has the power of speech but speaks only to Malagan, conversing in a growling, guttural tongue.

Once Cur connects with its bite, it Grips the opponent and shakes its head and body to tear at the flesh. Once Cur has gripped an opponent successfully in this way, it loses its negative Damage Modifier and inflicts 1D4 damage as it pulls and rends.

## The Place of the Clans

Known also as the Gathering Place, the Place of the Clans is an open stretch of ground surrounding a large wooden great hall that serves as the meeting and council place for when the clans of the region meet twice a year. A wooden stockade separates the Gathering Place from the civilisation of Ryfel's streets and it is considered clan ground that only the clans themselves can enter; anyone else must first seek the leave of whoever is appointed Chief of Chiefs for the duration of the gathering.

The area is not big enough to accommodate the full retinue of advisers and warbands that descend on Ryfel for the gathering and so honoured members of a clan are allowed to make camp within the stockade whilst others must find their own places – usually outside the walls of the city but sometimes staying in Ryfel itself, taking lodgings at private houses or the various inns.

Whilst the clans are meeting in session a wooden carving representing Grome Earth-Father is set at the gate of the stockade to watch out for enemies and deter the unwanted from approaching the stockade. This carving is kept in the great hall when the clans

are not present. The Gathering is usually self-sufficient in terms of food and drink, bringing their own supplies. However, as a gesture of respect, it is common for the people of Ryfel to send food and drink to the stockade by way of tribute. This shows that Ryfel does not see itself as being wholly controlled by Pan Tang and it is a custom Governor Borg considers insulting. But, to move against it would anger the clans and Boorg has no wish to bring about violent confrontation – even though he despises the barbarians and their superstitious, high-minded ways.

Every clan attending the meeting and there are usually the seven clans listed on page 80, brings 3D20+40 warriors and 1D10+10 assorted counsellors, advisers and so on. A typical gathering therefore swells Ryfel by some 500 additional souls, most of them well-armed and well-trained warriors. During the Gathering they consider Ryfel their city and they do not take kindly to the presence of the Black Guard at this time; indeed, they will be openly antagonistic towards them, hoping to provoke a fight and so help thin their numbers. Similarly the Black Guard enjoy hurling insults and taunts at the clansmen, hoping to get them to break their oaths and loyalty to clan codes of conduct.

During the gathering the clan chieftains make camp around the great hall. The Chief of Chiefs and his retinue stay inside the great hall – their privilege for the duration of the Gathering. Feasts are held on the first and last nights and sometimes in between times to mark a special occasion or event. Feasts consist of roasted pig, goat and, sometimes, beef, accompanied by lots of strong ale and mead, stories, war songs and, inevitably, drunken scraps between rival warriors. It is rare for such squabbles to turn into outright bloodshed: the laws of the clans mean that others will intervene to prevent real violence from breaking out – although it would delight the Black Guard if this happened.

## *Gathering Storms*

The next Gathering to take place has Kanegal of the Harrasins named Chief of Chiefs. The Gathering is likely to be a tense affair for the following reasons.

The Chaotically aligned Sulurin have constantly raided the territories of the Cemereth and Emerin clans, taking pigs, goats, cattle and slaves. These slaves have been sold to Governor Boorg, which goes against clan tradition: the clans do not sell their own kind into slavery – only outsiders caught wandering through clan territories, or prisoners from the few Dorelite tribes who sometimes raid into Pikarayd. Chief Gelendeth of Sulurin denies all of this but it is clear he has been paid in gold and silver by either Boorg or the pirates who deal in slaves and there are witnesses. Cemereth and Emerin want Gelendeth to surrender this gold to them as compensation. If he refuses, they promise to unite in war against him. This would force the Sulurin, Pyerin and Kharessin clans to unite to counter the threat, effectively plunging all the clans into a civil war.

Chief Kanegal intends to arrange the betrothal of his daughter Elnassa, to the eldest son of the Emerin chieftain, Eneuris. His

son, Brochael, is a noted warrior and the union would help bridge the divide between the Grome and Chaos worshippers – something that troubles Kanegal deeply. Of course, news of this planned betrothal is bound to reach the ears of Malagan and he will stop at nothing to ensure the death of Brochael or find some other way to completely disrupt the marriage, such is his jealousy. Malagan is prepared to hire, bribe, blackmail or threaten outsiders into helping him prevent his beloved Elnassa from being any man's but his. He is even prepared to kidnap Elnassa, blame others and keep her hidden in the Black Citadel to use as his plaything.

The Dorelites have become bolder, raiding deeper into Pikarayd and taking land from the border areas. Kanegal wants the Pikaraydian clans to unite and drive the Dorelites out of Pikarayd for good. Gelendeth of Sulurin and Grofyyr of Pyerin recommend getting help in the shape of the Black Guard from Governor Boorg. The Grome aligned clans deplore the idea, because it would place *all* the clans in Pan Tang's debt.

Muereg of Cemereth notes that pirates and reavers who use Ryfel are now raiding along the western coast, which forms his territory. Governor Boorg does nothing to stop them and he wants the Chief of Chiefs to confront Boorg on this matter. If Boorg does not agree, or does nothing even if he does agree, then he believes the clans should make war on the Pan Tangians and drive them out of Ryfel for good. The clans benefit little (Gelendeth offers a sour smile at this notion) and they have turned Grome's land into a haven for murderers and rapists. The clans should act!

## **The Great Hall**

The Great Hall is a rectangular building capable of accommodating some 200 people in reasonable comfort. The floors are blanketed in straw and at the western end, pointing towards the sunrise, is the Chieftains' Dais where the chiefs of the clans are seated during gatherings. Warriors and retinue members occupy the rest of the hall, either standing (for common warriors) or seated (for older members of the gathering and advisers). The protocol for any gathering is for the shields or standards of the clans to be placed at the foot of the chairs that are positioned on the dais with the Chief of Chief's standard taking centre-stage. Weapons are forbidden in the hall although most are permitted to bring in daggers or small blades – but nothing larger. Swords and spears are expressly forbidden.

While official business is conducted a Speaking Stave is present. Whoever holds the stave (a metre-long length of ash, tipped with silver at either end) is permitted to speak without interruption. Once finished, the stave is passed to whoever wishes to respond or speak next. Chieftains vote on outcomes and decisions with the majority vote deciding but the Chief of Chiefs always has any casting vote. Votes are not open to the floor but this does not prevent assent being given by those present – although the chiefs have no compulsion to follow that assent.

The champion of the chief who acts as Chief of Chiefs also acts as the Champion for the Gathering. It is his duty to uphold the

honour of the gathering and challenge anyone who dares flout the meeting's customs. The champion is expected to do battle with any man who offers harm or its intent to any member of the gathering. By and large this is a ceremonial role and the business of any gathering always begins with the Champion stalking the great hall's perimeter and inviting those present who might have an objection or complaint to make their voice heard. This is, again, a protocol and custom rather than a serious attempt to elicit dissent but it has been known for someone to step forward to air a grievance which may either be challenged by champion or worked into the gathering's business according to the nature of the grievance.

Once the day's business is completed trestle tables are erected to form the feasting area with a table positioned on the great dais for the chiefs. Servants and slaves serve the chiefs first, then the rest, working their way from the western end of the hall down to the eastern. A person's rank or status determines where in the hall one is permitted to sit. Honoured guests may be invited to sit at the chieftains' table although this is a rare occurrence.

Most chiefs recognise the importance of a Gathering and its customs and behave accordingly. This does not mean arguments do not break out, because they do, but the purpose of the Gathering is to settle disputes without resorting to swords and spears (all that happens after the Gathering) and in the presence of all the clans so that promises and agreements are witnessed, known and understood.

## *The Harbour*

The harbour is what *makes* Ryfel.

In their preparations to meet a potential Dharzi attack on the southern coast Melniboné built the harbour at Ryfel to accommodate battlebarges: the natural harbour is deep-water so ideal for the purpose and the ample quantities of strong, black granite from nearby provided the perfect building medium.

The harbour is therefore strong, well-defended and copious. It was built to accommodate four battlebarges and so will easily accommodate at least 100 standard sized ships in comfort. The harbour walls are designed to shelter berthed ships from seaborne attack and the wide, sweeping nature of the quays means cargo and men can be loaded and unloaded with ease. Despite Ryfel's primitive nature the harbour is one of the strongest and best outside of Imrry.

Facing the harbour are many taverns, inns, rooms-for-rent, flophouses, warehouses, storehouses and warehouses. Only the storehouses and warehouses are poorly used; all the others are frequented by the unscrupulous merchants and shore-leaving pirates who use Ryfel as a periodic base or home port. It is safer to keep things stored aboard ship than in a quay front building and, besides, the Black Guard wants to inspect all cargo or plunder coming through the harbour to ensure due tribute is paid. The warehouses are subject to periodic searches and anyone found

hiding undeclared goods can expect, at best, those goods to be confiscated in their entirety or, at worst, the Black Guard getting peevish or nasty in their dealings with the owner.

At the end of the longest arm of the harbour is the Watchtower. Black Guard observers attend the tower morning noon and night, watching what traffic comes and goes, keeping note in ledgers that Nhagren scrutinises. The observers are most interested in ship movements to ensure that each vessel is subject to a visit by the Harbour Tribute squads who board each ship, assess what it carries and thus how much tribute is Governor Boorg's by right. Ships leaving the harbour are checked against the tribute register to ensure they have not left without paying their dues. Any that do pay double on their next visit – or find themselves the subject of attacks by Pan Tang's navy at an appropriate opportunity: the navy is never lenient and captives from recalcitrant ships might find themselves in Hwamgaarl's slave auctions or gladiatorial pens in short order, where their tribute is paid in blood and souls.

Fifteen percent of the value of all cargo is declared tribute with the head of the Harbour Tribute squad making the assessment based on a general evaluation. For a small fee for him and his men that evaluation might vary downwards, reducing the tribute payable and so bribes are not uncommon. The Harbour Tribute squads are careful who they take such bribes from; denying Hwamgaarl its tribute is punishable by death, so only known and trusted captains are given the privilege of bribing a squad and mitigating what they have to pay to Boorg. Everyone else has to pay in full and the Harbour Tribute squad identifies how much and what it will take, in whatever form of commodity, once the evaluation is complete.

Resistance to tribute payment is met with extreme force. One captain who tried to negotiate the 15% down to 5% was hung from his own yard arm and flayed alive whilst every 10<sup>th</sup> member of his crew was decapitated, the remains of all placed in spikes around the harbour wall to show how Pan Tang handles tribute negotiations.

So, in general, merchants and pirates alike come to Ryfel and pay what is due. They do so because Ryfel gives them:

- A safe haven.
- No questions asked.
- No recriminations taken.
- A place to sell what is plundered and spend the cash on things that matter.
- Dozens of places where money can be spent on drinks, gambling and prostitutes (both willing and otherwise).

The best customers earn Governor Boorg's friendship, be they pirate or merchant, and are invited to sample the decadence at the Black Citadel and attend the monthly arena events. These honoured guests are given information by Boorg on things that might be profitable to them (and so profitable to Boorg) and, in return, they are expected to continue using Ryfel's facilities and pay respect to Pan Tang. These honoured sea captains are given

a special standard to fly alongside their own which shows their status and exempts them from raids by Pan Tang's own pirate navy. The standard is a black flag adorned with a silver seahorse: it marks the ship as a friend of Ryfel and is good insurance on the high seas, especially the trade routes around the northern and western continents where Pan Tang pirate navy ships prowl.

### Ships in the Harbour

At any one time there will be 3D6 ships docked. To determine the nature of a ship and its crew, roll:

	Type of Ship	Average Crew
01–20	Merchant Cog	1D10+15
21–55	Pirate Galley	2D10+40
56–65	Captured Cog or Galley	1D10+15 / 2D10+40
66–80	Slaver	2D10+20, +2D10 slaves
81–93	Pan Tang War Bireme or Trireme	4D10+60 / 6D10+150
94–00	Pan Tang Tribute Trireme	6D10+150

Merchant cogs belong to the more unscrupulous merchants who have no qualms dealing with Pan Tang or those under its rule.

### Typical Merchant Crew Member

Sailors or reasonable skill and found throughout the Young Kingdoms serving on merchant ships of all shapes and sizes.

		1D20	Hit Location	AP/HP
STR	12	1–3	Right Leg	2/5
CON	10	4–6	Left Leg	2/5
SIZ	13	7–10	Abdomen	2/6
INT	9	11–12	Chest	2/7
POW	9	13–15	Right Arm	-/4
DEX	12	16–18	Left Arm	-/4
CHA	9	19–20	Head	-/5

Combat Actions	2
Damage Modifier	+0
Magic Points	9
Movement	8m
Strike Rank	+11 (+9)

Typical Armour: Linen jerkin and trows: -2 Armour Penalty

Skills: Athletics 76%, Acrobatics 45%, Boating 80%, Brawn 38%, Craft (Rope & Rigging) 75%, Evade 35%, Lore (Regional) 60%, Lore (The Sea) 64%, Perception 56%, Persistence 37%, Resilience 65%, Shiphandling 75%, Streetwise 43%, Unarmed 41%

Passions: Love The Sea 40%

### Weapons

Type	SIZ	Reach	Damage	AP/HP
Club	M	S	1D6	4/4
Dagger	S	S	1D4+1	6/8

### Combat Styles

Old Sea Dog 35% (Club and Dagger)

They are often from Pan Tang and Dharijor but even the Purple Towns has merchants who will deal with Pan Tang.

Pirate vessels are usually unloading loot plundered from raided vessels, shore-raids and slaves. The crews are desperate men unbound by laws and customs of decency and interested only in drinking and whoring their share of the plunder. A typical pirate ship has loot worth 1D100 x3000 in silver.

Captured vessels are prize ships seized by pirates and still in a serviceable, sea-worthy condition. Their crews will be sold as slaves although some might opt to join their captors and become pirates. Most prize ships are merchant cogs, knorrs or galleys.

Pan Tang's Tribute Trireme flies the standard of the Theocrat – Pan Tang's merman emblem – and sails between Pan Tang's territories collecting the gathered tribute and bringing certain supplies and gifts from the Theocrat. It is usually accompanied by 1D3 war biremes which act as close escort protection. The Tribute Trireme contains loot worth 1D100 x10,000 in silver, not including Ryfel's collected tribute.

Slavers typically hail from Pan Tang, Dharijor and amongst the floating pirate community. They are outfitted to hold up to 100 slaves, manacled, in filthy conditions below decks. Around 10% of the slaves carried will die in transit due to disease and injury.



### Typical Pirate

Tough and amoral men, pirates are generally seasoned sailors who prefer their profit to come through the plunder of other vessels than through legitimate trade. Their captains ensure discipline but pirates hold no loyalty save to their own gain and, occasionally, favoured crewmates.

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	13	1-3	Right Leg	2/5
CON	12	4-6	Left Leg	2/5
SIZ	13	7-10	Abdomen	2/6
INT	13	11-12	Chest	2/7
POW	10	13-15	Right Arm	-/4
DEX	14	16-18	Left Arm	-/4
CHA	9	19-20	Head	-/5

Combat Actions	3
Damage Modifier	+1D2
Magic Points	10
Movement	8m
Strike Rank	+14 (+10)

Typical Armour: Linen jerkin and trows: -2 Armour Penalty

Skills: Acrobatics 70%, Athletics 75%, Boating 75%, Brawn 60%, Culture (Pirate) 80%, Evade 50%, Insight 44%, Lore (Regional) 70%, Lore (The Sea) 30%, Perception 55%, Persistence 56%, Resilience 70%, Shiphandling 75%, Unarmed 63%

Passions: Love Plunder 75%

### Weapons

Type	SIZ	Reach	Damage	AP/HP
Shortsword	M	S	1D6+1D2	6/8
Shortspear	M	L	1D8+1D2	4/5

### Combat Styles

Pirate Skirmishing 60% (Sword and Spear)

### Typical Merchant

Of the kind that trades between countries or along the coasts. A seasoned sailor as well as a hardy bargainer.

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	9	1-3	Right Leg	-/6
CON	14	4-6	Left Leg	-/6
SIZ	11	7-10	Abdomen	2/7
INT	15	11-12	Chest	2/8
POW	12	13-15	Right Arm	-/5
DEX	14	16-18	Left Arm	-/5
CHA	15	19-20	Head	-/6

Combat Actions	3
Damage Modifier	-1D2
Magic Points	12
Movement	8m
Strike Rank	+15 (+14)

Typical Armour: Linen jerkin. -1 Armour Penalty

Skills: Athletics 35%, Boating 55%, Commerce 85%, Evade 30%, Influence 65%, Insight 60%, Lore (Regional) 70%, Perception 75%, Persistence 46%, Resilience 52%, Shiphandling 60%, Unarmed 30%

Passions: Love Profit 75%

### Weapons

Type	SIZ	Reach	Damage	AP/HP
Fist	M	S	1D3-1D2	-/5
Kick	M	M	1D4-1D2	-/6

### Combat Styles

Unarmed 30%.

## *The Temple of Death*

Erected close to where Ryfel's public gibbet stands, the Temple of Death is Malagan's creation and dedicated to the Death Bringers: Chardhros and Hionhurn.

It is an imposing, asymmetrical, single-storey building with a basement beneath. Made of local black granite it is carved with hundreds of leering, eyeless faceless on emaciated heads; skulls, skeletons and scenes of torture, maiming and sacrifice – and the eight-pointed star of Chaos. The building radiates malevolence; anyone not possessing a Pact with Chaos must make a Persistence roll to willingly cross the threshold.

Inside there are three rooms: the main temple room, which is decorated in black, grey and gold paint, a man-sized alabaster statue of Chardhros the Reaper dominating the eastern end. The sickly pale stone contrasts sharply with the darkness of the walls. Before the statue is an altar that is no more than a large smith's anvil, although it carries traces of dried blood and scraps of flesh. Offerings of food, alcohol and even human remains (skulls, fingers, ears and so on) are scattered at the base of the altar. The room is bare otherwise; worshippers kneel on the floor before the altar or stand at the back, pressed close to the granite walls.

Rooms lead off to the north and south. The northern room is a shrine to Hionhurn, with a smaller alabaster statue depicting the Executioner of Chaos with an axe poised in mid-swing. Nooses of rope and chains dangle from the ceiling. Otherwise it is bare.

The southern room is half the size of the main temple room. This is where Malagan prepares to perform rites when he propitiates Chardhros. A chest contains ceremonial gowns of black and red, bloodstained and foul-smelling. Beneath the folded gowns, in its own rosewood box, is a ceremonial dagger with a sapphire set into the pommel. The stone is not large and the dagger is worth around 90 silvers. The blade is wickedly curved and serrated.

A trapdoor of stout wood is set into the floor; it is lifted by an iron pull-ring. This reveals a set of steep wooden steps that lead two metres down into the basement. This low-ceilinged room is equipped with several cages, chains, manacles and other restraining items and is designed to hold slaves as prisoners in preparation for sacrifice.

Malagan is the high priest of this temple and he conducts a ceremony here every full moon in which Chardhros is praised and a sacrifice – usually a goat, sheep or cat – is offered to the god. Once a year, on the night of the last full moon, a human, always a slave, is sacrificed instead. The blood is collected in a stone goblet and those Pacted to Chardhros drink from it (a sip is sufficient; the more dedicated take full gulps).

At other times those who have chosen either Chardhros or Hionhurn as their patron god may come here to offer praise to their god, leaving some small, grisly offering as they see fit. The door to the temple is never locked as its nature and emanations

of evil deter non-worshippers of Chaos. Malagan can sometimes be found here during the night time, making his own offerings to Chardhros but usually the monthly ceremony is enough or he makes offerings in private at the Black Citadel.

The Temple of Death has some 50 or 60 lay members and initiates from the Ryfel locals. Around the same number from the clans dedicated to Chaos also attend the ceremonies when these coincide with the clan gathering: the clan initiates of Chardhros are more vehement and dedicated than the Ryfel populace and always bring the grisliest trophies. Some of the pirate crews are also initiates of Chardhros or Hionhurn, hoping to gain Malagan's favour by participating in his religion.

## *The Temple of Chaos*

In sight of the harbour the Temple of Chaos was built by Melniboné rather than Pan Tang and bears all the hallmarks of their curious style. It is made from the same, dark stone as the other buildings but is formed into a series of eight, three-storey towers connected by a central hub, mimicking the symbol of Chaos but not being an overt octagon or star.

The towers are decorative rather than functional. Each tower is a very abstract and stylised approximation of several Lords of Chaos: Mabelode, Slortar, Marthrim, Aesma, Xiombarg, Balaan, Mahluk and Artigkern. The towers contain no rooms or floors, although each contains a bell that, when intoned, resonates through the mouth of the respective god at a mournful, different pitch. Intoned correctly by skilled bellringers, the sounds the bell towers produce is quite incredible and spiritually disturbing; no one in Ryfel knows how to recreate such sounds.

The main temple is a circular, single-storey hub with short passages leading to each tower. The hub is dedicated to Chaos in general with around 100 small shrines to many gods (some gods, like Xiombarg, having multiple shrines) where offerings can be placed. The temple is ominous but nowhere near as oppressive of the Temple of Death; neither is it a place of animal or human sacrifice necessarily but a personal space for the affirmation of faith in Chaos and to demonstrate allegiance.

Officially the temple has no high priest and no ceremonies as such. Chaos worshippers are free to come and worship here as they wish. However one ardent Ryfelite, Lughtig, has established himself as the shouting, blood-and-souls proselytiser for Chaos.

Small head, small face, small body, big mouth, is Lughtig. Tufts of hair protrude from an otherwise bald head and beady, pernicious eyes glare out from beneath a dense, single eyebrow. Lughtig is Ryfel's resident religious fundamentalist: a Chaos worshipper of such stridency that one can almost feel it. Fluilea carries a great deal of religious weight in Ryfel. He is not part of the Death Bringers and he considers Malagan a dangerous interloper but his success as a proselytiser is barely matched and he boasts an extraordinary conversion rate amongst the locals and, especially, the pirates and slavers. He was born in Chahal and descended on

## Lughtig, Proselytiser of Chaos

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	14	1-3	Right Leg	-/4
CON	9	4-6	Left Leg	-/4
SIZ	7	7-9	Abdomen	-/5
INT	15	10-12	Chest	-/6
POW	14 (4 dedicated)	13-15	Right Arm	-/3
DEX	10	16-18	Left Arm	-/3
CHA	11	19-20	Head	-/4

Combat Actions	2
Damage Modifier	-
Magic Points	10
Movement	8m
Strike Rank	+13

Typical Armour: None. Scraggy, flea-riddled, unpleasantly stained, robes.

Skills: Athletics 25%, Evade 30%, Influence 75%, Insight 70%, Lore (Chaos) 56%, Lore (Regional) 51%, Perception 42%, Oratory 100%, Persistence 54%, Resilience 29%, Unarmed 29%

Passions: Love Chaos 70%

Sorcery: None

Pact (Mabelode ) 20%. 4 Dedicated POW.

Gifts: Divine Training (Oratory)

Compulsions: Nervous tic

### Weapons

Type	SIZ	Reach	Damage	AP/HP
Fist	M	S	1D3	-/3
Kick	M	M	1D4	-/4

### Combat Styles

Unarmed 29%.

Ryfel a dozen years ago with two aims: turn as many Ryfelites as possible towards Chaos and destroy the redundant worship of Grome. He has been successful in his first aim and far less successful in his second. People still worship Grome but keep their faith quiet. Lughtig knows and hates this.

Lughtig has a band of a dozen ardent followers who fawn after him, believe he is a prophet of Mabelode and generally conduct whatever dirty business Lughtig wants doing. Malagan considers Lughtig a fool and Lughtig is scared of the sorcerer; but Lughtig is also useful in that he keeps Chaos served in Ryfel and a little street-level trouble is always a useful asset to Chaos.

## The Slave Market

In the centre of Ryfel is the slave market. This large, rectangular open area boasts a stone platform facing towards the harbour with a series of 10 stout, oak posts fixed firmly into it so that slaves can be safely and securely manacled.

The market can accommodate hundreds of people and sometimes does, who want to buy or sell slaves. A seller sends his captives up

to the platform where Black Guard warriors chain them to the posts and the bidding begins (see Costs of Life). Markets are held at least once a month – sometimes more – depending on supply and demand and always draw large crowds, both those wanting to buy and those who simply enjoy the spectacle of watching human beings traded like livestock.

At market times a brazier is kept burning at the base of the platform so that a purchaser can have his property branded quickly as a mark of ownership. Not all buyers do this but those who do bring their own brands and the smith who owns the brazier does the branding, having heated the owner's iron throughout the proceedings.

Black Guards always ring the slave market during a sale, in order to prevent against both escapes and riots. It is not uncommon for very good slaves to attract furious bidding from rivals and fights have erupted when a buyer is outbid on a particularly fine specimen. Any slaves that try to escape are subdued with the flats of swords (a dead slave fetches no price and hence no tribute) but the beatings are fierce and aimed at the chest and abdomen to prevent against head damage.

## Manariz of Dhakos

A fat and odious creature from Dhakos, Manariz started life as a spice merchant but rapidly found that trading slaves was more profitable. Eventually he became an auctioneer when he found the business of procuring slaves too onerous. He receives a 2% cut of the accrued tribute which he splits 80/20 with Phirsig and the two men live quite well on the proceeds.

		1D20	Hit Location	AP/HP
STR	11	1-3	Right Leg	1/6
CON	10	4-6	Left Leg	1/6
SIZ	17	7-9	Abdomen	1/7
INT	17	10-12	Chest	1/8
POW	10	13-15	Right Arm	1/5
DEX	10	16-18	Left Arm	1/5
CHA	14	19-20	Head	-/6

Combat Actions	3	Typical Armour: Voluminous ceremonial robes. -2 Armour Penalty
Damage Modifier	+1D2	
Magic Points	10	Skills: Athletics 28%, Brawn 31%, Commerce 95%, Culture (Ryfel) 91%, Evade 40%, Evaluate 99%, Influence 74%, Lore (Regional) 60%, Lore (Slaves) 112%, Perception 85%, Persistence 35%, Resilience 31%, Unarmed 33%
Movement	8m	
Strike Rank	+14 (+12)	

### Weapons

Type	SIZ	Reach	Damage	AP/HP
Fist	M	S	1D3+1D2	1/5
Kick	M	M	1D4+1D2	1/6
Shortsword	M	S	1D6+1D2	6/8

### Combat Styles

Dharijorian Self Defence (Unarmed and sword) 29%.

All slaves are stripped to the waist so that musculature can be assessed. Some slaves, destined for the whorehouses, are stripped completely. Foolish spectators in the crowd sometimes try to goad slaves with name-calling and throwing of excrement or rotten vegetables but the Black Guard usually subdues such troublemakers with swift beatings and, sometimes, enslavement of their own.

All slave auctions are conducted by the miserable rogue Manariz of Dhakos, a plump, voluble man who can assess the value of a slave with a mere glance and knows instinctively which slaves are compliant and likely to cause little trouble to their masters, or wilful and likely to cause problems. He listens to the suggested prices from sellers, offers his own opinion and then conducts the auction accordingly. The payment is made to his clerk, Phirsig, a dour Pan Tangian with an incredible skill with numbers, who deducts the sale tribute destined for Governor Boorg and then arranges payment for the balance once the sales have been completed.

## Costs of Life

Slaves are traded on the basis of two factors: their ability to perform work, especially hard, physical labour, and their comeliness – sometimes both. The base cost of any slave is therefore dependent on these particular factors and a slave trader is adept at judging

them. Here is how one can decide the market value of a slave Adventurer or Non-Player Character.

- Take the average of STR, CON and CHA. Multiply this figure by 500. This is the slave's base market value in silver pieces.
- Look at the slave's Resilience: add 100 silver pieces for every 10%, or fraction thereof, that Resilience exceeds 40%. Conversely, subtract 50 silvers for every 10%, or fraction thereof, that Resilience is below 40%.
- Look at the slave's Persistence, which measures how wilful that slave might be, and thus difficult to manage. Subtract 50 silvers for every 10%, or fraction thereof, that Persistence is *above* 40%.
- Look at the slave's Brawn: add 100 silver pieces for every 10%, or fraction thereof, that Brawn exceeds 40%. Conversely, subtract 50 silvers for every 10%, or fraction thereof, that Brawn is below 40%.
- Look at the slave's age: for every 5 years over the age of 50, or fraction thereof, subtract 50 silvers.

This yields the slave's base market value – the cost for which that slave can be reasonably traded in a one-to-one negotiation. If a slave is killed, this is the silver piece value the owner could command in recompense.

Most slaves, though, are bought at auctions. The bidding price for a slave – the minimum price at which it is offered for sale – is usually 50% of the market price: the slave trader hopes that bidding will take the slave's sale price up to, and hopefully above, the market price.

*For example, a Spartikus is a 30 year-old male with STR 13, CON 16 and CHA 10. His skills are Brawn 45%, Persistence 70% and Resilience 60%. His market price is:*

*6,500 silver for his Characteristics*

*+200 silver for his Resilience*

*-150 silver for his Persistence*

*+100 silver for his Brawn*

*Nothing for age*

*Total = 6,650 silver pieces*

### Particular skills

If a slave has any particular skills – good Combat Styles for a potential gladiator, for example – the market value can be increased by the percentage value of the skill, multiplied by 10 – assuming, of course, that the slave trader knows buyers are looking for a particular skill. Only one skill can be used to boost the price in this way.

In our example Spartikus has a combat style of 85%. The slave trader can charge an extra 850 silver, taking Spartikus's market value up to 7,500 silver.

At auction Spartikus would probably have a bidding price of 3,750 silver; the auctioneer would no doubt point out Spartikus's fine qualities (but not his wilfulness) to those bidding for him, aiming to reach 7,500 silvers rapidly.

## The Walls and Gates

Ryfel is walled. The wall is a uniform six metres high and one metre thick, built from large blocks of carved granite and fixed firmly into place by dark mortar. The walls can be scaled and they are not patrolled; the only guard points are at the towers flanking the two gates.

Ryfel has two gates. South Gate is the most northerly and is used by most visitors to the city. The gate is always clogged with mud, save in the summer, and is narrower than its counterpart. The gate garrison (usually four to six Black Guard warriors but more are easily summoned from the barracks) checks the identification of everyone approaching and extracts the gate toll of five silvers which is paid into the city's tribute. Those who refuse to pay are certainly denied entry and may even be attacked by the warriors: no one would care if anyone outside the walls died in such a way.

Citadel Gate is for the use of the Black Guard, honoured guests and the Governor's retinue. It is wider than South Gate but still guarded; no gate toll is extracted.

The towers overlooking both gates are round, stone structures some six metres tall. The huge wooden and bronze gates at both access points can be closed with surprising speed and barred shut with massive wooden beams. The gates are closed and barred one hour before sunset and not opened until sunrise.

To spice-up entry into the city, roll to find the current attitude of the guards on the gate and judge the experience for the adventurers accordingly. Have the Adventurers either describe their general demeanour or have them make Influence rolls. If the roll is a success then the guards are in a Neutral mood. If the roll fails they are in an aggressive mood and if the roll is a Fumble then outright aggressive.

For the guards, roll 1D100 on the column most appropriate to the resulting demeanour to determine how they react. Pan Tang Black Guards are *never* friendly.

### Guard Attitude

Aggressive	Neutral	Encounter Attitude
01–05	01–10	Taciturn but co-operative
06–15	11–30	Taciturn but helpful
16–25	31–70	Neutral – waits for telling actions
26–85	71–90	Visible dislike
86–00	91–00	Outright aggression

Guards that exhibit outright aggression attempt to arrest the Adventurers on whatever charge they can think of: lack of respect, failing to pay an additional hike in the gate toll, carrying weapons, ignoring orders or instructions, making snide comments about the city and so on. Guards do get bored easily and might try to pick a fight simply to enliven a dull day.

If the confrontation turns to a fight reinforcements for the guards can be summoned easily – something the adventurers lack in terms of advantage. Locals know better than to get involved with the guards on behalf of strangers although obviously trumped-up charges might be reported later. The guards have no qualms about killing – although captives make good slaves sometimes and the soldier who makes the capture can sell his captive at the slave market.

## GAZETTEER

The streets of Ryfel are filthy and mud-caked. It rains frequently here and the dirt roads soon turn into swamps with mud clinging to boots, cloaks and armour as easily as the lice most people carry cling to beards and hair. The air is perpetually damp and it is difficult to get clothes completely dry if they are caught in the fierce rains that are driven in from the ocean; and, as if this, and the mud, were not enough, there is the stench.

Ryfel stinks. It stinks of sweat, excrement, blood, decay and a dozen other vile smells that clamour to overwhelm the senses. There is no sewer system and waste is frequently emptied directly

into the streets or behind dwellings where it is hoped that the rain will wash it away, taking it down to the sea but rarely does. Naturally enough, disease is not uncommon in Ryfel: the old, very young and generally infirm succumb to diseases such as cholera and the horrible affliction known as Ryfel Gut which cause a person to vomit and defecate in equal measure and proportion for several days at a time.

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## *Got Ryfel Gut?*

Ryfel Gut is contracted through contact with the filth and germs ever present in the city. It creates diarrhoea and nausea and lasts for several days. Locals have built-up a tolerance to it but outsiders must make a Resilience roll 1D4 days after arriving in the city. If the roll is failed then the disease takes hold as per the onset time.

**Application:** Contact.

**Onset time:** 1D4 days.

**Duration:** 1D4+1 days.

**Resistance Time:** Daily. The first Resistance roll must be made at the end of the Onset Time, then daily thereafter. Successfully resisting the disease allows the Adventurer to avoid suffering the Conditions until the next roll must be made.

**Potency:** 38%.

**Resistance:** Resilience.

**Conditions:** Exhaustion, Nausea.

**Antidote/Cure:** The crushed and boiled root of the herb known locally as gnorros, if drunk daily, reduces the Potency of Ryfel Gut by 2D6% but does not cure the disease until it has run its course. After the first experience of Ryfel Gut the sufferer starts to build a natural tolerance; reduce the Potency by 1D6% and do not test for the disease again for another 1D4 weeks.

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The buildings of the city are gloomy and closely packed, creating a warren of narrow streets, dirty alleys, dead-ends and forbidding corridors between houses. Most buildings are of the same, dark, local stone that built the Black Citadel and they seem to absorb the light. The majority are thatched with dingy straw but a few have tile roofs. Most buildings do not rise much above two storeys and many are little more than stone huts, perhaps extended over time to make larger but distinctly haphazard structures. Many are in a shoddy state of repair, with broken shutters, leaking roofs, crumbling foundations and walls infested with insects and rodents. A great many of the buildings in Ryfel were built by Melniboné when they first came to this coast and used to house slaves involved in building the harbour walls; the style was subsequently copied by settlers but the techniques of making the buildings weather-proof were unknown and so the houses slowly crumble. It is not unknown for a roof or wall to give way unexpectedly, save in those dwellings where the owner can afford to spend money on upkeep and repair.

It is easy to lose one's way amongst the streets – something thieves and waylayers rely upon, taking advantage of the unsure or the drunk, attacking swiftly and often in groups, aiming to rob

quickly and then make a fast getaway, vanishing into the grim morass of houses.

Ryfel has no official division of districts, merely unofficial, locally devised ways of identifying particular areas within the city. Street names are descriptive of the predominant trades: The Street of Fishmongers, for instance; or Whore Lane. None of the streets carry name signs so one often has to navigate by simply watching out for what kind of trades are being plied and carefully following any directions locals happen to give 'Down this road filled with pot holes, right at the street where the bakers bake, turn into the street where the butchers start and then second right into the narrow street with the red lamps'.

## *Noted Taverns and Inns of Ryfel*

### **The Frozen Gem (Harbourside)**

The largest of Ryfel's inns, and its most dangerous, the Frozen Gem is close to the harbour and owned and run by Zherez Zheringen, a Pikaraydian from Chalal, originally, who operated for many years as a coastal pirate before taking his plunder and investing it in The Frozen Gem.

The Gem is a three storey structure made from local hardwoods with lath, wattle and daub walls and a roof thatched with dirty straw that needs replacing. Although it has three floors the cellar and attic are functional giving the place five floors in total.

**Ground Floor:** Common room, bar, kitchen and stores. Private, 'special' room for entertaining and Zherez's office.

**First Floor:** Balcony overlooking the common room, whores' parlour and private rooms for entertaining.

**Second Floor:** Private rooms for rent.

**Cellar:** Stores.

**Attic:** Zherez's suite.

Behind the gem are stables and the pig sties. Zheven employs the following staff:

### **Ghawuld**

Zheringen's friend and brutish bar keeper. He does a great deal of Zheringen's dirty work and tends bar. He is a Ryfel native who once sailed with Zheringen as a pirate and brought him to Ryfel to found the Frozen Gem.

### **Ulruren**

Ghawuld's common-law wife. She was once his slave but he freed her many years ago and they now live together in a small house not far from the Gem. She is a sullen woman with a broken past but is a good and capable cook. She looks after the kitchens and the pigs.

### **Axelis, Jenna and Lud**

The three serving girls who assist with the bar and food, keeping customers served and fed. They are all past their prime but were

once pretty. Each of them can hold their own against groping hands and crude comments. Jenna killed a man, using just a fork, when he tried to rape her; Zheringen fed his corpse to the pigs. All three are Ryfel natives and as close as sisters, frequently squabbling but uniting to defend themselves. They fear Zheringen and Ghawuld and loathe Ulruren but they make decent money at the Gem and are not whores, like the rest.

### **Ysca**

Ysca is the stableman and groom for the Gem. A taciturn Ryfel native he is very loyal to Ghawuld and assists him and Zheringen with any dirty jobs that might need handling. He is also a petty thief and takes any opportunity he can to rifle through personal possessions.

### **The Whores**

The Gem has 12 prostitutes. All of them are slaves bought by Zheringen from either the pirates or the clansmen. Each is pretty and each is kept clean and healthy by the attentions of Magran the Healer, who gives them regular check-ups for disease. Zheringen has promised them that, if they service the Gem's clients diligently and eagerly they can earn their freedom. Ghawuld terrifies them and so they do as they are told. All the girls are aged between 16 and 25; Zheringen had some older women but they disappeared – given their freedom, Zheringen claims.

Most senior of the women is Aneera, a striking red-head from Argimiliar who was sold into slavery by unscrupulous relatives a decade ago and has been in Zheringen's possession for six years. She has the air of being resigned to her fate and works her clients with seeming enthusiasm. In reality she despises them and loathes Zheringen. If she could find a way she would kill all of bastards who work for him and rescue the whores, leading them far away from Ryfel. She cares deeply for all of the prostitutes and they treat Aneera as a mother figure. Aneera has noted the growing obsession Nhagren has with Sushira, a pretty, blond, Jharkorian lass. Aneera is clever; she intends to try to use Nhagren's love and lust for Sushira to help her and the girls get away from the Gem and take revenge on Zheringen once and for all.

The Gem caters for all tastes, all depravities. Zheringen has a dozen whores, all of them slaves, that are hired out to anyone with the money to pay Zheringen's prices; and, because Zheringen keeps his whores clean, relatively pox-free and dressed in decent enough clothes, his prices are high. The prostitutes reside in the second storey of the inn, above the common room. They have a parlour of their own and then a further 10 private rooms where clients are taken, although orgies held in the parlour are not uncommon. Zheringen sees the women purely as an investment and as a commodity: he does not use them himself and he does not care much for their welfare save keeping them clean and free of disease so as to charge as much as he can for their services. He expects the whores to satisfy his clients so that they return time and again; to this end, the girls are expected to perform whatever acts their clients desire. From time to time one of Zheringen's girls is injured so badly that she cannot work, or killed. In the

case of the former, Zheringen punishes the client by demanding a fee equal to 60 times the rate for the girl – the average number of clients she would service in a week. In the event that a girl is killed, or dies from her injuries, Zheringen might demand upwards of a thousand in silver or take violent revenge against the perpetrator, depending on the circumstances. This is not concern for the girl or revenge for her injuries; but punishment for the loss of Zheringen's earnings.

The downstairs common room is where most of the action is centred. Drinking and gambling, of course, but Zheringen also stages both cock and dog fights in the fighting pit which dominates the room's centre. Dog fighting is a popular draw for members of the Black Guard whereas cock fighting is more popular with the locals and the clansmen who visit the Gem during the twice yearly gathering. Fights are staged two or three times a week, depending on who has animals available to make a worthwhile contest.

The Gem has eight rooms for hire: none of the rooms are especially grand and consist of a bed, wash basin, chair and a table. Zheringen's rooms are in the attic of the building and are expensively appointed with silks, tapestries, throws and treasures from Zheringen's time as an Oldest Ocean pirate. Of particular value is a bust of a strikingly handsome woman, fashioned out of a transparent crystal that, whilst not diamond, is breathtaking to behold. It is this bust that gives the inn its name and Zheringen is captivated by both the beauty of the crystal, the intricacy of the craftsmanship and the features of the woman. The piece hails from Sered Oma and it depicts a queen ancient even by Melniboné's standards. Zheringen took it from a merchant cog bound for the Isle of Purple Towns over 20 years ago and he has prized it ever since. He will not part with it and he would exact a brutal revenge on anyone who stole or damaged it.

Behind the Gem are the pig sties. Here Zheringen keeps around a dozen wild pigs, caught in the forests to the south of Ryfel, which he rears for meat served in the Gem's food. The pork produced from these pigs is delicious but they serve another purpose: those who cross Zheringen pay with their lives, usually, and the pigs are the way he disposes of the corpses. They have fed on a fair number of Zheringen's enemies and those who badly abused his whores, over the years, and Zheringen quietly attributes the quality of their meat to their occasional human diet. He never passes-up the chance to give his pigs a human corpse and, as a favour to certain friends, he will dispose of corpses they have made, deliberately or by accident.

### **Zherez Zheringen, Owner of the Frozen Gem**

Zheringen hails from Chalal. He grew-up in its filthy streets and rapidly became a petty thief. This later turned into piracy when he ran away to sea. He soon gained a murderous reputation and made himself rich through his ruthlessness. In later years he commanded his own band of pirates which included his friend, Ghawuld. When both men began to tire of that life and find a less strenuous and dangerous way of making money, they came to Ghawuld's home town of Ryfel and founded the Frozen Gem,

## Zherez Zheringen, Owner of the Frozen Gem

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	12	1–3	Right Leg	–/6
CON	12	4–6	Left Leg	–/6
SIZ	15	7–10	Abdomen	1/7
INT	17	11–12	Chest	1/8
POW	12	13–15	Right Arm	–/5
DEX	18	16–18	Left Arm	–/5
CHA	15	19–20	Head	–/6

Combat Actions	3
Damage Modifier	+1D2
Magic Points	12
Movement	8m
Strike Rank	+18 (+17)

Typical Armour: Linen padding worn beneath shirt. –1 Armour Penalty.

Traits: None

Skills: Athletics 65%, Brawn 30%, Commerce 80%, Culture (Ryfel) 60%, Evade 75%, Evaluate 80%, Insight 85%, Lore (Pirates) 70%, Lore (Regional) 70%, Perception 85%, Persistence 75%, Resilience 68%, Sleight 70%, Stealth 78%, Streetwise 110%, Unarmed 90%

Passions: Love Profit 80%, Hate Idiots 70%

### Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Dagger	S	S	1D4+1+1D2	6/8	10m
Longsword	M	L	1D8+1D2	6/12	—
Main Gauche	S	S	1D4+1D2	6/7	—

### Combat Styles

Oldest Ocean Pirate (Sword, Main Gauche, Dagger) 106%

turning a crumbling and dilapidated timber-framed house into the largest of the city's taverns. Zheringen filled the place with slave whores, bought-in the best liquor he could find, hosted every form of gambling sport he could think of and is becoming even wealthier in the process.

He is a cruel but charming man. Stocky and muscular, even though he is somewhere in his 50s, Zheringen has fast, blue eyes that assess motives, characters and options very quickly. He enjoys schemes and plans – the more intricate the better. He enjoys the aura of fear that surrounds him. He is one of the few men in Ryfel who does not fear Malagan. His good friend, Nhagren, keeps Zheringen constantly informed of business at the Black Citadel and elsewhere in the city; Zheringen uses this information to his advantage. He knows what is coming into the city before anyone else and ensures that he buys the best goods for the lowest price to sell for the highest profit.

Those who cross Zheringen pay with their lives. He values loyalty but punishes treachery brutally, having Ghawuld take those who have offended him down to the Gem's cellars where Zheringen sets to work with knives, skewers, brands and other tools of pain. When done, what is left is fed to his beloved pigs.

Little escapes Zheringen's attention and whilst he does not act on everything he learns he stores information away for future reference, always finding a way to use it. He is, perhaps, the most dangerous man in Ryfel.

### Aneera of Cadsandria, Slave-Whore of the Frozen Gem

Most senior of Zheringen's prostitutes, Aneera is 25 years old with flame-red hair and soft, grey eyes that often seem vacant or distant. She hates Ryfel and hates what she is forced to do. She hates Zheringen and all those who work for him; she hates the clients she is forced to service night after sordid night. She dreams of escape and dreams of taking the 11 other slave whores with her.

From her time spent servicing the soldiers of the Black Guard she has heard that there is a goddess of Chaos who also despises men; her name is Eequor, the Blue Lady of Disdain. Although Aneera is no great proponent of Chaos she has vowed to serve Eequor if Eequor will deliver her and the other girls to freedom. Eequor has answered: Aneera is now pacted to her and is slowly bringing the other whores around to Eequor's worship, a secret between them, so that they will, together, flee Ryfel and this life of misery.



## *Aneera of Cadsandria, Slave-Whore of the Frozen Gem*

STR	10
CON	9
SIZ	9
INT	10
POW	10 (3 dedicated)
DEX	13
CHA	15

Combat Actions	2
Damage Modifier	-1D2
Magic Points	7
Movement	8m
Strike Rank	+12

Passions: Hate Men 90%

Pact (Eequor) 25%. 3 Dedicated POW.  
Cult Rank: Sister of the Azure Veil

Gifts: Perfection

Compulsions: Compelled to betray the plans of all men.

Aneera is a recent initiate of the Azure Sisterhood, making her pact with Eequor privately at the Chaos temple in Ryfel and burning a lock of Zheringen's hair to seal it. Her knowledge of Eequor is scant at the moment but Eequor sends this newest and most loved of mortal servants vivid dreams from which Aneera's Insight has developed rapidly. She is teaching the other girls all she knows about Eequor and will, given time, form a chapter of the Azure Sisterhood here in Ryfel.

### **Weapons**

Type	SIZ	Reach	Damage	AP/HP	Range
Dagger	S	S	1D4+1-1D2	6/8	10m

### **Combat Styles**

Dagger 35%

Aneera does not view any man with anything save contempt. She is always polite and flattering when going about her work but she feels nothing for any man, save hatred and loathing. She does respond to kindness but is always suspicious when it is offered by a man.

### **The Spire (Clanside)**

A narrow, three-storey venue mimicking the drinking towers of Hwamgaarl, this tavern specialises in wines and grain spirits and is a popular haunt for the Black Guard. Each floor deals with a separate selection of drinks and a favoured past-time of patrons is to 'Do the Descent', where one begins drinking at the top floor, sampling each of the wines and spirits on offer, doing the same down through each floor. The experience is said to closely mimic to sensations felt when entering hell, including the hangover. As a haunt of the Black Guard it is rare for local Ryfelites to come here although pirates and favoured merchants do frequent the place. The Black Guard soldiers closely watch all newcomers and

1D20	Hit Location	AP/HP
1-3	Right Leg	-/4
4-6	Left Leg	-/4
7-10	Abdomen	-/5
11-10	Chest	-/6
13-15	Right Arm	-/3
16-18	Left Arm	-/3
19-20	Head	-/4

Typical Armour: None

Skills: Athletics 30%, Brawn 35%, Evade 30%, Evaluate 75%, Insight 100%\*, Lore (Argimiliar) 50%, Lore (Eequor) 15%, Perception 55%, Persistence 56%, Resilience 35%, Seduction 77%, Unarmed 30%

\*Cult Gift raising skill to 100%

unfamiliar faces can expect some form of challenge – especially if they appear to be looking for trouble.

### **Zham's (Harbourside)**

Two shacks sandwiched together Zham's serves cheap beer in cheap surroundings. Bongs burning herb-infused tobacco wads are clustered in the central, straw filled pit and a mouthpiece can be rented for a few coppers. Despite its cheap façade and watered beer, it is a popular, convivial place, frequented by locals.

### **Drod's (Harbourside)**

Like the Frozen Gem, Drod's caters for pirates and supplies prostitutes but of a much lower quality and hence lower price than Zheringen charges. The owner, Drod, was once a pirate but when his ship was destroyed he moved to Ryfel to take advantage of civilisation. A ruddy-faced, one-handed man, he scowls his way through life enjoying nothing more than a brawl where he employs his vicious hook that replaces his left hand. Drod offers

work to any girl prepared to lift her skirts for money and he does care what happens to them. The pirates and rogues who come ashore find Drod's a cheap place to get drunk on bad ale, take advantage of the cheap women and get into cheap fights with cheap locals. Drod cares not one iota. There are always plenty of people who need his low-level brand of hostelry.

### **Irast's Home from Home (Slaveside)**

Serving good food and offering dormitory rooms, this inn offers reasonable accommodation at reasonable prices. Irast is a Ryfelite with a sly sense of humour and a compulsion to ensure the comfort and happiness of even the most disagreeable guests. His patience and perpetual smile is the stuff of legend. His 12 daughters, each quite beautiful, tend the rooms and maintain the kitchen, their faces hidden behind veils of dark green gauze. Irast is desperate to marry them all to the wealthiest people possible, so far without success. No guest at the Home from Home leaves without Irast first having described, in considerable detail, the charms and talents of all 12 daughters.

### *Harbourside*

The area fronting the harbour and extending all the way to the northern edge of the slave market is known as Harbourside. It is a web-work of narrow streets and many clustered buildings that create an urban maze. It is the most lawless of Ryfel's districts; the alleys and dead-ends provide a perfect environment for ambushes by robbers of all kinds – and both the locals of Harbourside and the pirates who frequent taverns like the Frozen Gem and Drod's are always on the look-out for the unwary who might have a bit of cash about them.

The Black Guard have only scant presence in Harbourside; those that do frequent here are the Harbour Tribute squads and those who have cultivated something approaching a friendship with the local tavern and brothel owners. For the most part their presence is low-key. This allows the criminal element to flourish readily – not that the Black Guard would ever really prevent that from happening – and two men vie for control of the criminal enterprises here in Harbourside.

The first is Zheringen, the Frozen Gem's owner. He sees himself as Harbourside's de-facto boss, controlling gambling, drinking and prostitution. Others are allowed to operate in these areas but Zheringen sets the standards and, through the Gem, garners the bulk of the trade.

The second is an active pirate: Yherethen of Bakshaan is the captain of the 'Golden Skull', a pirate galley that spends more time berthed at Ryfel than it does on the seas these days. Yherethen is a cunning and clever entrepreneur who runs the street crime that is so heavy in Harbourside. He controls the small gangs of thieves and pickpockets who target merchants and anyone likely to be carrying some wealth. He has about 10 gangs operating around Harbourside, youngsters and young women, mostly, who target an unwary individual, organise a collision or stealthy approach and deftly cut a purse or raid a pocket, passing the proceeds onto

an accomplice who disappears quickly into the crowds. Yherethen takes 80% of the takings of these robberies, paying 10% to his gangs and 10% to Governor Boorg. One can pay to gain immunity from Yherethen's gangs; for 10 silver a month he gifts the payee a woodpecker feather which is to be worn prominently on the person. Those who wear the feather are meant to be exempt from theft or attack and if a gang targets a feather-wearer they may claim recompense from Yherethen.

Yherethen himself is a golden-haired, bright-eyed Ilmioran of middling years who sees great opportunities in Ryfel for wealth. The seas yield profit of course and he spends about half the year at sea, returning to Ryfel monthly to offload his booty and collect from his gangs but his real prize is Boorg's tribute. He would love to steal the entire contents of the Black Citadel vaults and any other tribute accrued by the tribute galleys. This grand plan is, naturally enough, almost suicidal: to steal from Pan Tang is to steal from the Theocrat and that is to invite a slow and painful death but Yherethen likes to think big and run risks. There are ways and means of staying hidden in the Young Kingdoms and to steal the Theocrat's tribute would send the signal that Pan Tang, for all its evil ways, is not immune to someone with cunning and a will to tackle the seemingly impossible.

Zheringen and Yherethen despise each other. Although their financial interests do not overlap Zheringen cannot abide the idea of a pirate captain controlling the street activities of Harbourside – and area Zheringen considers his personal fiefdom. Plenty of his customers suffer thefts and Zheringen counsels them against buying one of Yherethen's feathers, pointing out that there is never a guarantee that the feather prevents against robbery. He might change this counsel if Yherethen paid Zheringen a cut of what he makes but that is unlikely to happen. Yherethen despises Zheringen's arrogance and is not about to start paying money to a Chalalite who is only a single step above piracy himself.

### *Notable Locations in Harbourside*

#### **Moohlan's Pawnbroker Shop**

Ruj Moohlan is a Ryfel native and the pawnshop he runs has been in the family for decades. He evaluates (115%) any item brought to him and offers a loan against it, the loan always being 45% of the item's actual worth. Paying back what is owed guarantees the return of the goods: Moohlan is true to his word in this respect. Yet if one cannot repay the loan within a month then Moohlan places the goods on sale (at 90% of their actual worth) and pockets the difference. His shop is therefore an emporium of all kinds of merchandise: jewellery, weaponry, pottery, heirlooms – you name it, Moohlan most likely has it. Those who have gambled away their coin at the Gem or elsewhere come here to make a fast sum of cash with which to recoup their losses, pawning whatever is pawnable. Like all good citizens Moohlan pays his dues to Governor Boorg but does so in items rather than hard cash. Jewellery, especially, is something he donates as part of his tribute because few people in Ryfel openly flaunt jewellery.

Moohlan is a small, ferret-like man in his late 30s with a shock of black hair, which he keeps shaved around the back resulting in a comical basin cut. He is quick witted, shrewd and does not bargain: his loan rate is always 45%, take it or leave it. He is, though, a good source of gossip and rumour. He drinks at the Frozen Gem but does not gamble, having seen the levels of desperation it drives some men to. Diplomatically Moohlan also buys a feather from Yherthen and the gangs know not to target him. Moohlan offers a way for booty to be sold and the service he offers has assisted many of Yherthen's pirates in the past.

### **Caeran's Smithy**

Burly Caeran, a native Ryfelite, claims to be the best smith in the whole city. He hammers everything from spear heads to horseshoes working the blazing furnace from the edge of the district looking out towards the harbour. The entrance to the smithy is via a large cobbled courtyard and stable – Caeran provides stabling services too – and the sound of his hammer ringing on the anvil at most times of day and evening. Caeran is assisted by his three sons, all strapping fellows like himself and together they handle a brisk trade in all forms of metal working, although they do not fashion armour from scratch. Caeran is quite happy to melt down and reform stolen metals and thus does a brisk trade with the pirate crews who wish to consolidate stolen jewellery and coin into something less identifiable.

Despite his claims Caeran is a average blacksmith at best but in Ryfel, where workmanship is not necessarily appreciated properly, that is no real detriment.

### **Fherik the Butcher**

The impressively moustachioed Fherik is the Harbourside butcher, preparing meat of all kinds from his stinking abattoir and shop-front two streets away from the Frozen Gem. He slaughters and prepares any livestock brought to him with deft precision and he has a reputation for wasting nothing from an animal, preparing prime cuts of meat alongside coarse sausages and patties that his wife and daughters make in the back room of the shop front. Fherik is an associate of Zheringen and slaughters the inn-keepers' pigs on a regular basis. He has, on occasion, helped dispose of other meats too, with these unspecified hunks of protein finding their way into his 'special' sausages (which taste utterly delicious with their secret blend of herbs and spices known only to Fherik and his wife). His wife, Gudress, is a whale of a woman, with a large, round, ruddy face and thick arms every bit as strong as her husband's. They fight frequently and publicly, especially when Gudress is drunk, which is often. Locals like to joke that Fherik is fattening his wife for inclusion in his 'specials': perhaps they are not so far away from the truth?

### **Tort's Repairs**

Specialising in ship repairs Tort is a master craftsman from Menii who made his home in Ryfel two decades ago, escaping some Purple Towns scandal. He claims to have been a nobleman with land and prospects but few believe him. Certainly though, he is good at his work, being able to quickly and readily repair any

boat or ship given tools, time and the right financial incentive. He employs a team of eight craftsmen, which includes three apprentices. They do not care who they work for: pirates or legitimate merchants and his team can handle everything from mast and rigging repairs through to hull patching and repitching. His stores are filled with timbers, rope, sail cloth, fittings and everything else in between. Metal work he contracts to Caeran the smith; all other work he and his team take on and complete.

### **Auhora the Herbalist**

Auhora was a clanswoman until she met and married Uhtred, a Ryfelite, and settled in the city. Her husband was killed in a brawl at the Frozen Gem and rather than return to her clan she stayed in the city having become accustomed to her life.

Auhora is a very skilled herbalist. She knows every plant in the Ryfel vicinity: its properties, medicinal value and so on. Her shop is little more than a large hut and it is festooned with bunches of drying herbs that hang from the low rafters, scenting the whole of the place with a sickly-sweet tang. In her back room she has her workshop. A thick butchers-block forms the workbench and it is crammed with pestles, mortars, solutions, jars of crumbled herbs and other items such as crushed minerals all gathered locally. Auhora can prepare everything from tonics and hangover cures through to sleeping potions and poisons. Her first concern is healing and there is never any difficulty in obtaining healing salves from her. Obtaining a sleeping potion or poison though, always requires a successful Influence roll opposed by her Persistence of 75%.

She will tend the wounded and injured at a charge of five silvers for every day they spend in her care. She doubles this if Neurig the Leaf has to be summoned. She is skilled in First Aid (95%) and Healing (84%) and she is frequently called upon by Zheringen to tend to his women at the Gem. She finds this work depressing but has the interests of the girls at heart – not Zheringen's.

The thug who killed her husband is still at large in the city and Auhora has long since lost interest in revenge but if it were offered she would seize it. In her cellar, amongst yet more stacks of herbs and drying plants, she maintains a shrine of her own devising. Here she worships Grome Earth Father and one of his daughters, Neurig of the Leaf, a herb spirit who can assist with healing. Neurig must be persuaded through Spirit Walking to use her healing magic and only in the most dire of circumstances. Neurig resides on a spirit plane close to that of the earth. The darkness of the cellar and the pungency of the many drying herbs establishing a connection between the two realms.

### **Neurig the Leaf**

Intensity 4 boost Hit Points, nature spirit  
INT 6, POW 16, CHA 7. CA 2, SR +7, HP 16, Spirit Damage +1d8  
Persistence 64%, Spectral Smother 80%  
Neurig, if persuaded, can provide magical healing, raising 4 Hit Points to each injured location of the subject. Neurig only

*Aubora the Herbalist*

STR	9	<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
CON	10	1-3	Right Leg	-/4
SIZ	7	4-6	Left Leg	-/4
INT	16	7-10	Abdomen	-/5
POW	14	11-12	Chest	-/6
DEX	12	13-15	Right Arm	-/3
CHA	11	16-18	Left Arm	-/3
		19-20	Head	-/4

Combat Actions 3  
 Damage Modifier -1D2  
 Magic Points 14  
 Movement 8m  
 Strike Rank +14  
 Passions: Love Life 70%, Love Grome 53%

Typical Armour: None

Skills: Athletics 32%, Culture (Clans) 30%, Evade 35%, First Aid 95%, Healing 84%, Insight 79%, Lore (Herbs) 117%, Lore (Regional) 99%, Perception 71%, Persistence 75%, Resilience 30%, Spirit Walking 56%, Unarmed 40%

**Combat Styles**

None

*The Ratter*

STR	16	<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
CON	12	1-3	Right Leg	-/6
SIZ	18	4-6	Left Leg	-/6
INT	17	7-10	Abdomen	1/7
POW	12	11-12	Chest	1/8
DEX	18	13-15	Right Arm	-/5
CHA	15	16-18	Left Arm	-/5
		19-20	Head	-/6

Combat Actions 3  
 Damage Modifier +1D4  
 Magic Points 12  
 Movement 8m  
 Strike Rank +18 (+17)

Typical Armour: Linen padding worn beneath shirt. -1 Armour Penalty.

Traits: None

Skills: Athletics 65%, Brawn 30%, Culture (Ryfel) 60%, Evade 75%, Evaluate 80%, Insight 85%, Lore (Ratting) 123%, Lore (Regional) 70%, Perception 85%, Persistence 75%, Resilience 68%, Sleight 70%, Stealth 78%, Streetwise 110%, Unarmed 90%

Passions: Love Dogs 80%

**Weapons**

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>	<i>Range</i>
Dagger	S	S	1D4+1+1D4	6/8	10m
Flesh and Blood	S	T	1D2	-/4	—

**Combat Styles**

Dagger 115% (thrown and wielded), Flesh and Blood 95%

performs this service if Auhora can convince her to work through a Spirit Walking roll opposed by Neurig's Persistence.

## *Slaveside*

Slaveside is the central hub of Ryfel, surrounding the slave market. A squalid place with mud-clogged streets, pot holes in the roads and seemingly year-round puddles. The buildings of Slaveside are old and lean together in a shabby conspiracy creating very narrow, crooked streets where the ragged children of Ryfel play amongst the pot holes and puddles and suspicious parents watch all comers from the shadows of doorways and from behind half-shuttered windows. At market time Slaveside transforms as the merchants and their customers bring it alive. Those who overlook the market square watch proceedings with idle interest but many more make the effort to congregate in the market and watch, heckle and taunt the slaves. Outside market days the market square is used as a congregating place but never as a market for other comestibles.

The district is not under the aegis of a boss, as is Harbourside, but it is home to several well-known and influential characters. Foremost amongst these is the man known as The Ratter. The Ratter is, as his name suggests, a rat-catcher and he is exceedingly efficient at his work. A native Ryfelite who grew-up in Slaveside, The Ratter is easy to spot. He is rake-thin, stands well over six feet six and has a gaunt face that looks almost as though it has been slammed between two boulders. Moody dark eyes glower out from beneath a thick monobrow and he wears a stove-pipe hat that only adds further to his height and sinister presence. He goes everywhere with his two ratted dogs (small, angry, yappy terriers, flea-addled and mange-ridden), Flesh and Bone, and they follow at his heels, Flesh always on the left and Bone always on the right. They are meticulously trained to chase-down and murder rats, obviously, but also to hurl themselves at anyone The Ratter commands them to attack. The Ratter makes his business to know everything happening in Slaveside and, come to think of it, most things happening in the city. He knows just about everyone's name, where they live and, seemingly, what they had for breakfast that morning. This makes The Ratter a valuable person to stay on the right side of. He knows who can help and who can hinder. He knows where things are available and what their cost is. For a price, he can get them for you. But The Ratter is quick to anger and his fury is legendary. When a rival rat-catcher tried to set-up business in Slaveside The Ratter confronted him in Drod's, drove a dirk through the man's arm, pinning it to the table and then set Flesh and Bone on him. The remains were sent to Zheringen's pigs and many locals took bets on which of the two dogs would rip-out his throat first.

Treat Flesh and Bone as weapons rather than animals. The Ratter's command of them is his Combat Style percentage. The animals have no armour points, 4 Hit Points each, Resilience 70% and Persistence 44%. He can command them to attack the same target or different ones. They do not relent until The Ratter commands them to cease. Their combat tactics are to attack the legs first, attempting to Trip the target and then go for the throat (Head location).

Also resident in Slaveside are Manariz of Dhakos and his clerk, Phirsig. The two men live together in the largest house of the district, overlooking the market square. The house is two storeys and an attic. Manariz occupies the upstairs, Phirsig the downstairs and the two men have a mutual loathing of each other. The only time they are cordial is when the slave market is in operation and they are working together; otherwise, they avoid each other completely, despite occupying the same premises. No one knows why the hate each other but the animosity is well known. Each man also owns a slave. Manariz's slave is called Goled, a Dorelite of advancing years who has served Manariz for close to two decades. Goled is very loyal to his master and acts as his eyes and ears in the street. Phirsig's slave is Felenna, a pale, middle-aged thing from Oin that hides behind a mane of straggling grey hair. She is Phirsig's lover as well as his slave and, like Goled, she is Phirsig's view of the world. Also like Phirsig and Manariz, the two slaves loathe each other and go to extraordinary lengths to avoid each other which is not easy as they conduct all the chores and errands for the two slave auctioneers.

## **Notable Locations in Slaveside**

### **Uzma's Flop House**

A long, low building, Uzma's flop house offers dormitory accommodation for up to 30 people at a time. For a price of copper piece a night one can reserve a bunk in one of the three dormitory rooms dominating the house. For two coppers one gets breakfast; for three coppers the breakfast is edible. Uzma himself is a small, hard-faced, bald-headed creature with an enormous piggy nose that simply cannot be ignored. His wife is also his half-sister; Ozma. Ozma is a very fragile step away from imbecility and she hangs on Uzma's every word and instruction, incapable of thinking or acting for herself. Her duties are simple: prepare the barely edible gruel that serves as breakfast and empty the piss-pots that stand in one corner of each dormitory. Uzma's provides much needed accommodation at market time when Ryfel heaves with traders and rooms are hard to find. No one would stay at Uzma's by choice – save for the very poor and very desperate – but market time creates such desperation if one has not had the good sense to send advance word of arrival and secure lodgings at somewhere classy, like the Frozen Gem or Crooked Tavern. Ryfel Gut is an absolute surety at Uzma's: contracting it happens in 1D2 days rather than 1D4.

### **The Crooked Tavern**

So-called because it leans at an awkward angle, the Crooked Tavern is also an inn with 10 guest rooms across its upper floor. The owner, Salato, has also thoughtfully equipped the narrow courtyard with a place for traders to keep slaves in a secure location. This rat-infested barn-like structure has a gaol door sit into its sturdy stone and timber frame and tethering places along the walls to ensure slaves stay put. At market time the place is filled to bursting and Salato cares little for how many slaves are crammed into the place (60 is the record). He charges a copper per slave per night whilst their owners enjoy the modest luxury of the

Crooked Taverns small but quite comfortable rooms and decent food cooked by Salato's wife, Lorenna. The beer is watered, the wine is barely alcoholic and the prices are high but the Crooked Tavern is within spitting distance from the market square and so highly desirable during market time.

### The Tack Shop

Almar's Tack Shop is where one buys provisions for the trail. He specialises in saddles, saddle cloths, harnesses, bridles, bits and stirrups but also acts a general store too, selling whatever food and goods are in season and available through the merchants who pass through Ryfel's streets. Almar can repair tack as well as supply it, although his usual approach is to gaze thoughtfully at the item in question, suck on his teeth and shake his head: 'Really,' he says, in a thick, Ryfelite drawl, 'really, you need a *new* one. I'll take this in part exchange – even though its junk, *really* – and give you ten percent off a new one. Can't say fairer than that'. Despite being a quick-witted opportunist, Almar is a good source of knowledge about the region Ryfel occupies: the trails, clan territories, good places to make camp, likely ambush sites and so on. Buying him a drink at the Crooked Tavern is a sure way of gaining his insights.

### Graeve

STR	14
CON	17
SIZ	17
INT	11
POW	14 (4 dedicated)
DEX	13
CHA	13

Combat Actions	2
Damage Modifier	+1D4
Magic Points	10
Movement	8m
Strike Rank	+12 (+11)

Passions: Love Nessa 90%, Love Clanside 77%, Hate Chaos 70%

Pact (Grome) 55%, 4 dedicated POW

Gifts: Divine Training, Elemental (Gnome)

Compulsions: Vegetarian, Armour Rejection

### Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Target	L	S	1D6+1D4	4/12	—
Battleaxe	M	M	1D8+1D4	4/8	—
Longspear	L	VL	1D10+1D4	4/10	—
Short Bow	L	—	1D6+1D4	4/4	80m

### Combat Styles

Clansman Elite Warrior (Axe, Spear, Sword, Shield, Bow) 95%, Shield Wall 80%

## Clanside

Sandwiched between the western edge of Slaveside and the Gathering Place for the clans, Clanside is a district of poor residences that are little more than huts and shacks. The people of Clanside are a mixture of native born Ryfelites and clansmen who have moved into the city. The latter are a minority; women, usually, who have been brokered by chieftains are even expelled from their clan in disgrace. It has no shops or stores to speak of and only one tavern, The Kilt, which is a favoured drinking and gambling place with the clansmen when they descend on Ryfel for the gathering. Otherwise Clanside is quiet save for the barking of dogs, spitting of cats and the occasional shouts for youngsters to come indoors. The people keep to themselves and rarely venture down to the harbour and often no further than central Slaveside.

The district is very definitely run by Graeve, the hulking clansman once of the Harrasins but now the de fact chieftain of Clanside. A scarred and taciturn figure, Graeve walks with a limp, the result of a battle many years ago that also took three fingers from his right hand. Graeve looks after the people of Clanside: an injustice

1D20	Hit Location	AP/HP
1–3	Right Leg	–/7
4–6	Left Leg	–/6
7–9	Abdomen	1/8
10–12	Chest	1/9
13–15	Right Arm	1/5
16–18	Left Arm	1/6
19–20	Head	1/7

Typical Armour: Leather, –1 Armour Penalty

Skills: Athletics 66%, Brawn 70%, Culture (Clans) 80%, Evade 58%, Evaluate 60%, First Aid 50%, Influence 83%, Insight 40%, Lore (Regional) 84%, Perception 67%, Persistence 70%, Resilience 63%, Riding 90%, Survival 100%\*, Track 80%, Unarmed 87%

\*Cult Gift: Divine Training

against a Clansider is pursued by Graeve and usually results in the offender's death. Graeve trusts no one save his people and his wife, Nessa, whom he loves more than life itself. It was for Nessa that Graeve left his clan and moved to Ryfel and his loyalty to her and the district binds Clanside together. Graeve is also the leader of the Grome worshippers: Clanside is fervently allied with Grome Earth Father and Graeve has sworn to keep it that way. As a consequence he considers both Malagan and Lughtig to be enemies – Lughtig especially so, and Graeve is waiting for the day when he can legitimately send the chaos proselytiser to meet his beloved lords of disorder.

## Oldside

In the shadow of the Black Citadel, Oldside was the first place built when Melniboné ruled here. The buildings are dark, strong and contrast sharply with the dilapidation of the rest of the city. This is where the wealthy of Ryfel live. The houses are not grand but they are sturdy and the cobbled streets are free of the mud and filth that plagues the rest of the city. In Oldside's streets one finds merchants who rent houses because, by ancient rite, Oldside is considered the property of the Black Citadel and Governor Boorg is the landlord. Thus, one can only live here if one can afford the rents Boorg charges (all of which lines his pockets and not the tribute coffers). Some Black Guard officers are gifted property here and visiting officials and favoured merchants and slavers are allowed to stay rent free in the grander houses. The population is therefore transitory although there are a few permanent residents.

Honark the Old One is the most visible of the residents. A grizzled Pan Tangian Honark served as counsellor to the previous governor of Ryfel but chose to remain here when Boorg's predecessor was summoned back to Hwangaarl. Honark is scheming and wily, and thoroughly despises Boorg to the point where he is openly insolent to the man. Boorg would love Honark dead but whenever the tribute ship docks the captain makes a point of lodging with Honark and so any unfortunate accidents befalling him would soon find the Theocrat's ears. Honark lives in the tallest of Oldside's houses and he is tended by a trio of young slave girls that he claims are his long-lost daughters from another life. Honark is an expert chess player and he is engaged in a long duel with Malagan – the prize for the winner of 1,001 games being one of Honark's slaves if Honark loses, or a demon of passion summoned by Malagan should the sorcerer lose. Thus far, it is even at 300 games each.

The other notable resident of Oldside is Rennen Dhor, a Dharijorian slave trader who spends half his time in Ryfel and

half in Gromoorva where is a man of considerable means. When in Ryfel Dhor's ship, 'Swordwater', is docked at the harbour its crew free to spend their time amongst the Harbourside scum as long as the slaves are tended and brought for auction on time. He is an old friend of Boorg and considered an honoured guest, invited to all the functions Boorg provides. Dhor loathes the clans and Ryfelites but relishes the money he makes in the place – and he ensures that those who actively buy slaves use Ryfel as a key trading point, thereby keeping it profitable. Dhor has two slaves of his own: Maqs, an enormous, dark-skinned Weeping Wastelander who acts as both valet and bodyguard and Distra, a matronly slave woman from Tarkesh who is Dhor's cook and housekeeper. He treats both of his slaves very well, almost like family, something that amuses Boorg no-end.

## Building Random Function

To randomly determine the function of a particular building in Ryfel, roll 1D100 on the Business and Premises table.

*Businesses and Premises Table 3*

1D100	Business/ Building	1D100	Business/Building
01–03	Baker	46–47	Brothel
04–05	Barber/Physician	48–51	Mason
06–08	Brewer	52–55	Moneylender
09–13	Butcher	56–60	Pawnbroker
14–15	Brothel	61–62	Painter/Sign maker
16–17	Candle maker	63–65	Paper and Ink maker
18–20	Carpenter	66–70	Potter
21–24	Cobbler	71–74	Residence (Fair – for Rent)
25–28	Cooper	75–76	Residence (Squalid – for Rent)
29–30	Distiller	77–79	Residence (Dormitory/shared rooms)
31–33	Dyer/Tanner	80–85	Residence (Doss house)
34–38	Fishmonger	86–87	Ropemaker/Netmaker
39–41	Fortune-teller/ Entertainer	88–89	Sail maker
42–43	Fuller	90–91	Sharpener
44–45	Gaming hall	92–00	Tavern or Inn

# STOCK NON-PLAYER CHARACTERS

Various personalities of Ryfel are described throughout the previous sections. Major personalities are listed here, in one place, for ease of reference. As well as specific names are some statistics for general Non-Player Characters that Adventurers might freely encounter.

## *Ryfel Citizen*

This entry a common citizen of Ryfel. The Games Master should feel free to add, subtract or alter these statistics to better fit the encounter in which they are being called for – or just to suit their creative nature!

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	12	1–3	Right Leg	1/6
CON	13	4–6	Left Leg	1/6
SIZ	13	7–9	Abdomen	1/7
INT	11	10–12	Chest	1/8
POW	10	13–15	Right Arm	1/5
DEX	12	16–18	Left Arm	1/5
CHA	12	19–20	Head	–/6

Combat Actions	2
Damage Modifier	+0
Magic Points	10
Movement	8m
Strike Rank	+12 (+10)

Typical Armour: Leather trows and shirt. –2 Armour Penalty

Skills: Art 24%, Athletics 26%, Brawn 25%, Craft (varies) 30%, Culture (Ryfel) 23%, Dance 30%, Drive 28%, Evade 26%, Evaluate 24%, First Aid 30%, Gambling 30%, Influence 28%, Insight 23%, Lore (Regional) 32%, Perception 32%, Persistence 22%, Resilience 28%, Riding 38%, Sing 28%, Sleight 25%, Stealth 23%, Streetwise 30%, Swim 27%, Unarmed 30%

### **Weapons**

<i>Weapon</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>
Club	M	S	1D6	4/4
Shortsword	M	S	1D6	6/8
Buckler	M	S	1D3	4/10

### **Combat Styles**

Club 35%, Sword and Shield 28%



## Typical Pikaraydian Barbarian Clansman

Pikarayd's wild interior is filled with men like this: hardened, fierce, competent spearmen who are used to the tough bleakness of Pikarayd's unforgiving countryside, accustomed to raiding, adept at war and proud of their clan and their oaths to it.

The warriors of the Pikaraydian clans are typically long-haired, bearded, swarthy and decorated in crude tattoos of woad or other pigments and wear warrior rings (rings forged from the weapons of defeated enemies) on their hands and in their hair and beards as a sign of their prowess in battle. They fight in warbands of 1D20+20 men and fight in a shield wall, the shield held on the left arm and overlapping with the shield of the men to either side. In this fashion they create a formidable barrier of wood and metal, using their sharp spears to slice, gouge and stab between the gaps in the shields. If a shield wall breaks then tactics change and the warriors fight with swords or axes if they have them, now having the room to swing a weapon rather than press through the shield wall. But the shield wall is always the first line of defence and any warband that senses trouble immediately forms one, at least two ranks deep if possible, spears ready and bristling.

Pikaraydian clansmen are, by their nature, superstitious. They watch continually for omens, good and bad, spit to avert evil, and believe that sorcerers can steal their souls and hold them hostage. They believe in the powers of nature and, whether or not they worship Grome or a Chaos god, they believe that the gods watch over a battle and aid those who fight bravely and are prepared to die bravely. They do believe in honour and respect, mostly; although, like all men, they are subject to whims and passions. These are tough, uncompromising warriors who represent Pikarayd's barbarian heart.

		1D20	Hit Location	AP/HP
STR	13	1-3	Right Leg	2/5
CON	12	4-6	Left Leg	2/5
SIZ	13	7-10	Abdomen	3/6
INT	13	11-12	Chest	3/7
POW	10	13-15	Right Arm	2/4
DEX	14	16-18	Left Arm	2/4
CHA	9	19-20	Head	2/5

Combat Actions	3	Typical Armour: Leather kilt and breastplate with linen padding, leather helm, leather greaves and vambraces: -4 AP
Damage Modifier	+1D2	
Magic Points	10	Skills: Athletics 45%, Brawn 60%, Culture (clan) 80%, Evade 50%, Insight 44%,
Movement	8m	Lore (Grome or Chaos) 30%, Lore (Regional) 70%, Perception 55%, Persistence
Strike Rank	+14 (+10)	56%, Resilience 70%, Unarmed 63%
Passions: Love Clan	75%, Love Lord	80%

### Weapons

Type	SIZ	Reach	Damage	AP/HP
Shortsword	M	S	1D6+1D2	6/8
Shortspear	M	L	1D8+1D2	4/5
Target Shield	L	S	1D4+1D2	4/12

### Combat Styles

Pikaraydian Warrior (Spear, Shield, Sword) 75%. Shield Wall (Spear and Shield) 65%. Shield Wall is used when the warriors are locked into a Shield Wall; when not in a wall they use the Warrior style.

Warriors in a Shield Wall increase their Armour Points by the Hit Points of the shield they are using but, due to being locked by the wall, reduce their Strike Rank to half.

## Typical Black Guard Soldier

The Black Guard wear breastplates of black and yellow lacquered iron, a black and yellow open-faced helmet and drape themselves in cloaks of black linen. Typically swarthy and heavily bearded, in the usual Pan Tangian manner, they are generally resentful of being posted to the back of beyond and away from the more enjoyable and lucrative postings. This resentment spills out into tormenting the locals of Ryfel, bullying them and persecuting them whenever the mood strikes. The only respect a typical Black Guard warrior has for anyone is reserved for some of the tougher pirates who frequent Ryfel; everyone else is, simply, scum.

		<b>1D20</b>	<b>Hit Location</b>	<b>AP/HP</b>
STR	14	1–3	Right Leg	1/5
CON	11	4–6	Left Leg	1/5
SIZ	10	7–10	Abdomen	5/6
INT	11	11–12	Chest	6/7
POW	10	13–15	Right Arm	1/4
DEX	14	16–18	Left Arm	1/4
CHA	8	19–20	Head	6/5

Combat Actions	3	Typical Armour: Plate breastplate, Chainmail hauberk, leather greaves and vambraces. Plate helm. –5 Armour Penalty
Damage Modifier	+0	
Magic Points	10	Skills: Athletics 35%, Brawn 45%, Culture (Pan Tang) 60%, Evade 48%, Influence 50%, Insight 40%, Lore (Pan Tang Army) 65%, Perception 47%, Persistence 46%, Resilience 55%, Stealth 35%, Unarmed 40%
Movement	8m	
Strike Rank	+13 (+8)	

Passions: Hate Locals 35%

### Weapons

<i>Type</i>	<i>SIZ</i>	<i>Reach</i>	<i>Damage</i>	<i>AP/HP</i>
Shortspear	M	L	1D8+1	4/5
Scimitar	M	M	1D8	6/10
Battleaxe	M	M	1D6+1	4/8
Target	L	S	1D6	4/12

### Combat Styles

Pan Tang Warrior (Sword, Spear, Axe and Shield) 66%

Michael Moorcock's

# ELRIC

## OF MELNIBONÉ

**Alorasaz:** frozen city of fur trappers, loggers and miners, deep in Lormyr's wintery southlands. A peaceful place on the surface, but beneath lurk tensions and fears as two competing families struggle to control Alorasaz's wealth. And what of Castle Kaneloon, standing on the very edge of the world? Does the Lady Myshella not exert an influence over sleepy Alorasaz?

**Raschil:** the bustling, civilised port city of Filkhar, a cosmopolitan place where many nations rub shoulders in the countless taverns and inns. But a city with its own secrets too: why, for instance, has the Queen not been seen for months when, once, she was society's doyenne?

**Ryfel:** built from black granite and mud-brick on Pikarayd's wild and treacherous northern coast: a city of pirates and reavers, and a meeting place for the barbaric clans of the interior. Ryfel attracts the proponents of Chaos and Disorder; sorcerers, murderers and dark cultists; thieves, fugitives and feuding clansmen. Pan Tang holds court here; but are the Pikaraydian chieftains as enthralled as Pan Tang believes them to be?

Volume One of 'Cities of the Young Kingdoms' explores three, very different cities of the Young Kingdoms' southern continent. Each city is described in detail with maps, locations, personalities, game statistics and dozens of adventure hooks. The cities can be used as standalone backdrops for Elric of Melnibone games, bases for adventurers, or as part of the mini-campaign that threads between them and joins them together.

Welcome to the southern lands...

MGP 8210 US\$24.99

ISBN 978-1-907702-08-2



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PUBLISHING**



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