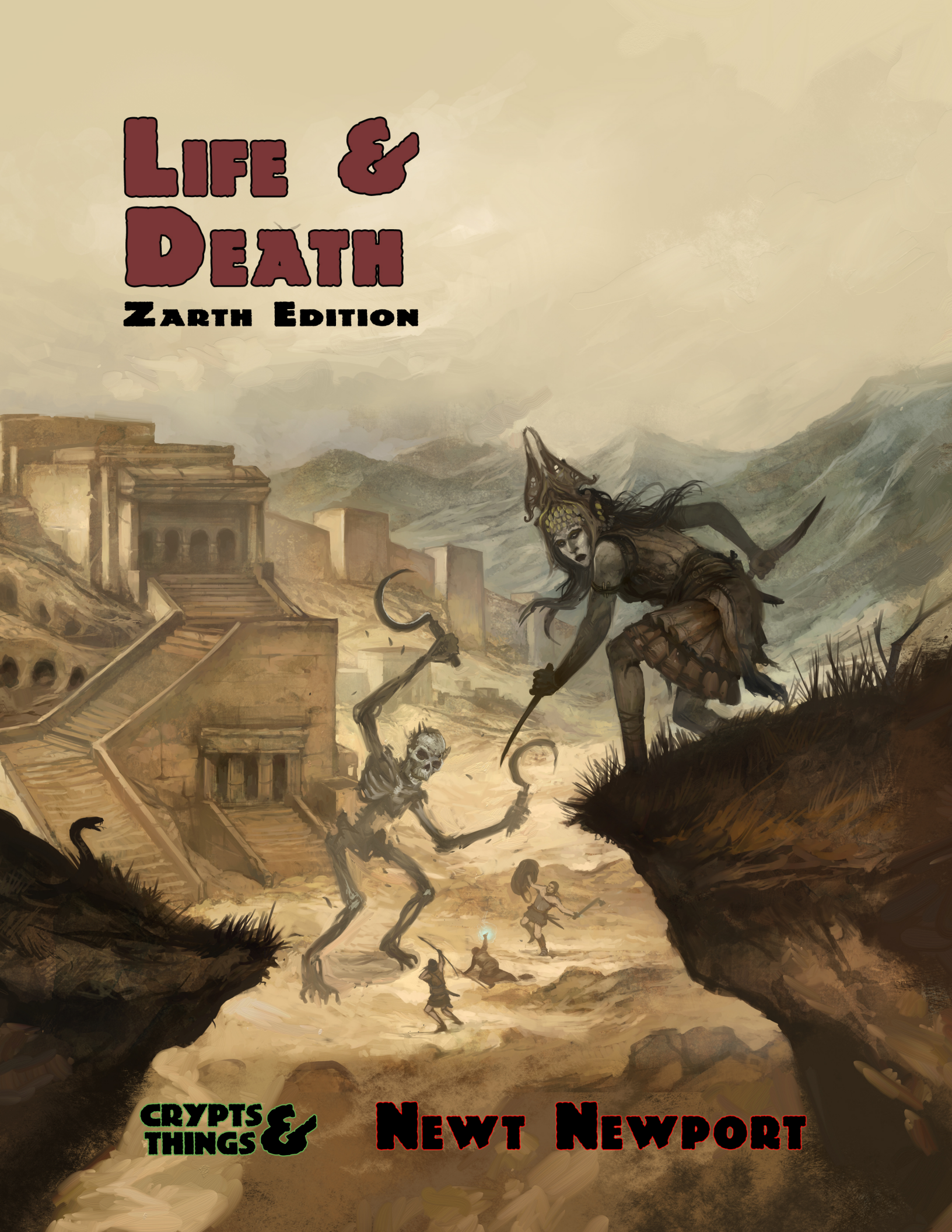


LIFE & DEATH

ZARTH EDITION



**CRYPTS
THINGS &**

NEWT NEWPORT

LIFE AND DEATH

A Saga of the Shattered Lands

ZARTH EDITION



BY NEWT NEWPORT

Art by David M. Wright

Maps by John Ossoway

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Crypts and Things
Tomb of the Necromancers
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From the Shroud - an occasional fanzine.

Cover: *Dead Pot Country* by Jon Hodgson. *A Ghoul Queen looks on while a group of adventurers fight against a Bone Gardener.*

LIFE AND DEATH

ZARTH EDITION

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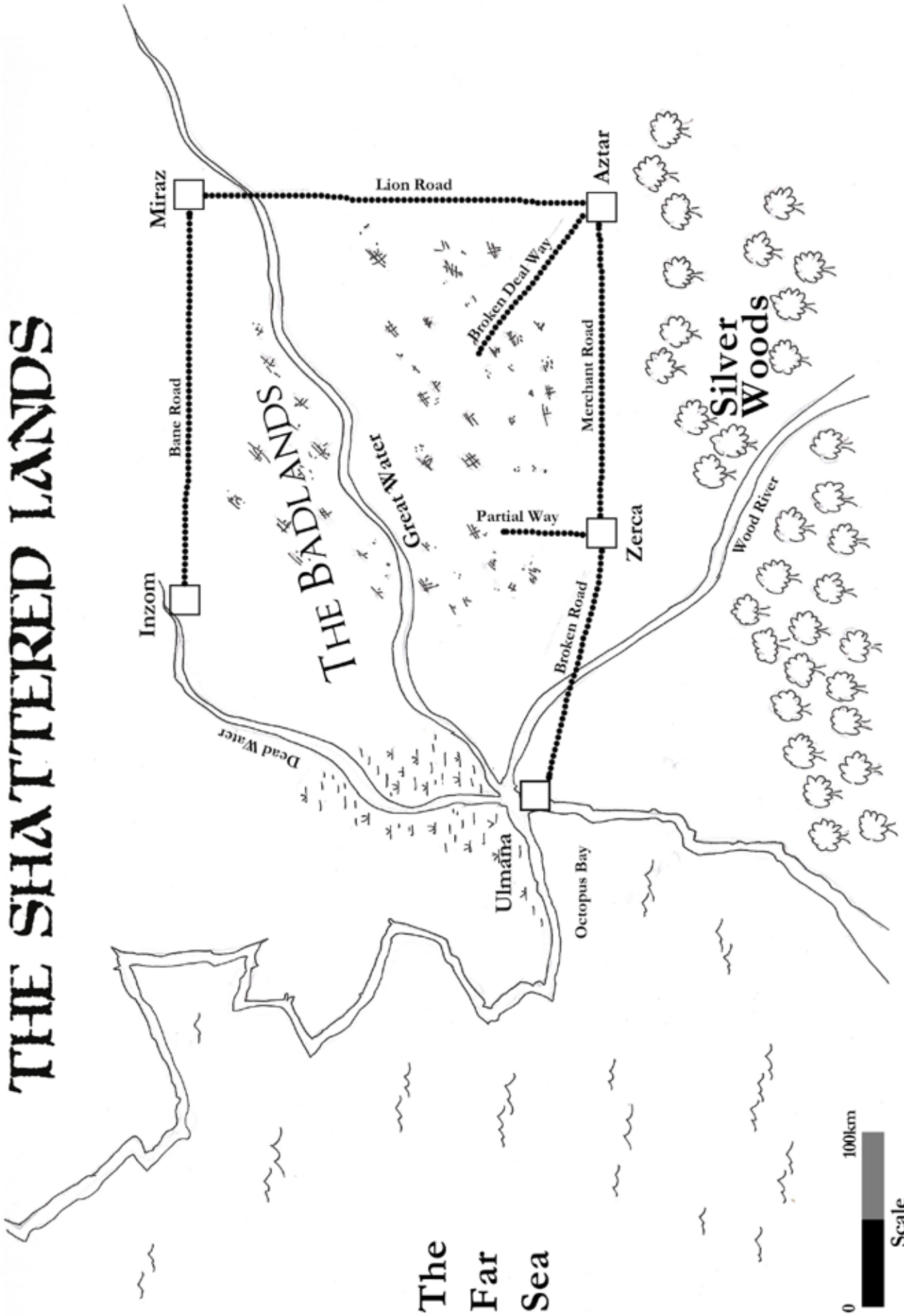
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THE SHATTERED LANDS



The
Far
Sea

WELCOME TO UNDYING!

Set in the Shattered Lands, this supplement guides the characters through a tale of a world recovering from a magical apocalypse and rediscovering the powerful magics of the past. Already the dead walk if not cremated and various evil forces seek to bring about a state of everlasting Death. The players on the other hand must oppose them and bring Life back to the world, or seize the power of Death for themselves, if they so choose.

These scenarios are for four to six starting characters, Level 1 to 3.

What's in this Book?

A Traveller's Guide to the Shattered Lands

This is a brief overview of the setting. Enough for a Crypt Keeper to use the setting without clipping the wings of inspiration.

Adventure 1. Joining the Guild of Treasure Hunters

A very short adventure to introduce the players to the setting.

Adventure 2. The Dust of Eternity

A classic raid upon a Sorcerer's tower with a twist.

Adventure 3. Dead Pot Country

Enter the ancient ruins of the River Valley Civilization in search of a missing Merchant.

Adventure 4. Life and Death

Journey to the tyrannical city of Miraz and stop the plague of Undeath that afflicts it.

For more information please visit d101games.com

Where in the World of Zarth?

If you intend to use this adventure with characters who have previously adventured in the Continent of Terror, here's some suggestions on where The Shattered Lands exist:

- Far across the Reapers Sea on another continent.
- In it's own pocket dimension or Other World. Characters from Zarth arrive via a magic portal, such as the one in the Black Monolith in the Haunted Lands in the main Crypts and Things Rule Book .

Using This with Other Old School Class/Level Based Games

The contents of this book are broadly compatible with all other editions of the World's Favourite Fantasy role-playing game, especially the so called "Old School editions" of the 70s-80s. While specifically designed to be played with Crypts and Things (C&T), this book is usable with Swords and Wizardry (in fact, C&T is a S&W variant) and other comparable retroclone and original editions up to 2nd with minimal conversion.

The following rules and terms are specific to C&T and referees of other systems may need to be aware of them.

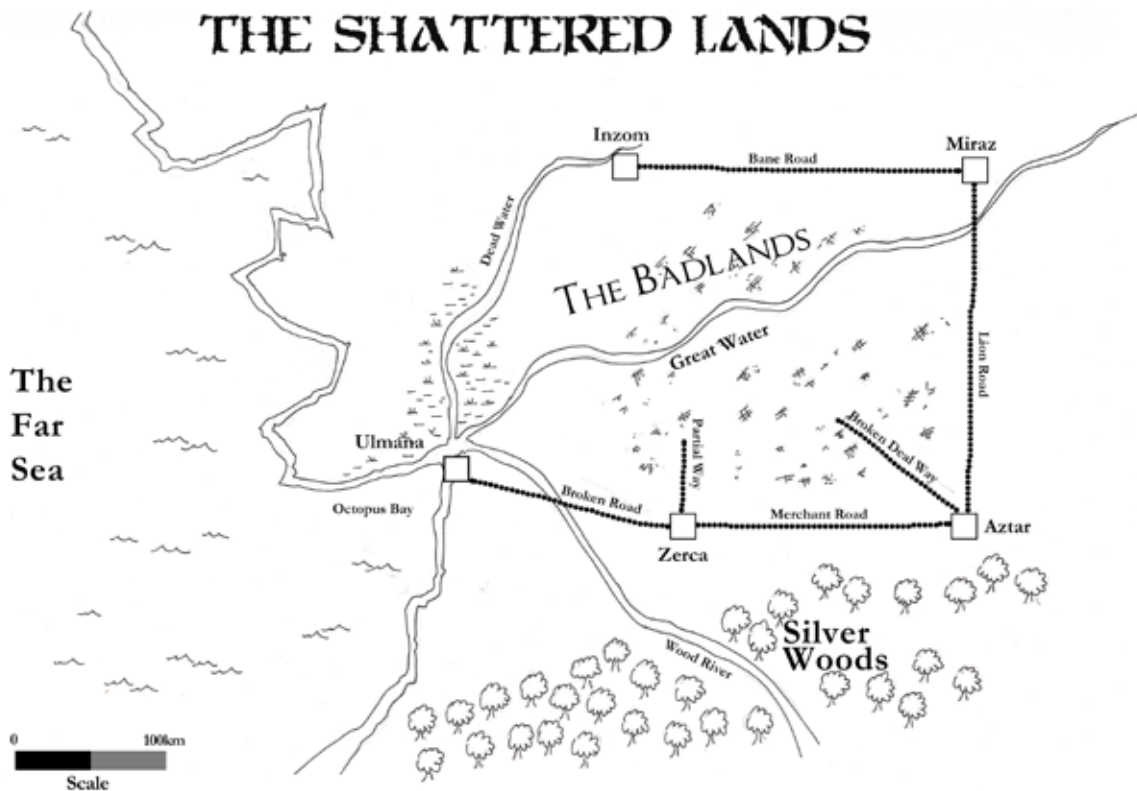
- *Crypt Keeper* is the name of referee or Dungeon Master in C&T.
- *Sanity System*. C&T has rules for Sanity loss, but this is very much left open to the Crypt Keeper when to use. For other systems, either ignore it when the adventure calls for Sanity checks or use your own favoured system.
- *One Magic System*. C&T gathers all the spell lists into one and gives them a colour. White (Good magic), Grey (Neutral, mainly illusionary magic) and Black (Evil Magic).
- *No Saving Throws*. Player characters have a Luck score that they Test their Luck against to avoid spell effects, physical harm and other misfortunes that the Saving Throw mechanism protects characters against. Monsters don't get to Test their Luck; spells that the character's fling at them automatically take effect unless the creature has magical resistance that nullifies the effect.
- *No class based non-player characters*. C&T keeps to Swords & Wizardry's (the system it was built on top of) convention that all NPCs are monsters, with Special Abilities rather than Classes. So a powerful Necromancer in C&T is a monster with 4 Hit Dice and the Special Abilities of being able to cast Magic Missile, Raise Dead and Curse, rather than a 4th Level Magic User.

A TRAVELLER'S GUIDE TO THE SHATTERED LANDS

Five hundred years ago human civilisation reached a peak with the Empire of the Lions. The last Lion Emperor was a man of great hubris who brought down the wrath of the gods. They sent earthquakes and fire from heaven, made people speak different languages and built invisible walls that imprisoned people in their cities. The country-dwellers were cut off and devoured by monsters. Then the Old Gods withdrew from the world leaving the remnants of mankind imprisoned in their cities.

One hundred years ago, the Age of Isolation ended and people began to wander back into the wilderness. City-States began to nervously trade with one another, wars came and went, and Magic began to return to the world.

Now in the Land of the Five Cities, your adventurer has strapped on their armour, donned his weapons, prepared his spells and has stepped outside the walls of his city ready to explore the new world of adventure that is opening up.



The Five Cities

The human population of the Shattered Lands is huddled around five self contained city-states. Each has a supporting belt of farms and villages which cluster up to ten kilometres away from the city. Beyond these peasant dwellings are the barren Badlands. Each of the following entries gives a brief description of each city and then some character backgrounds.



From Left to Right: Mirazan Iron Legionary and Street Beater, from Inzom Shroud Viewer and Blood Stealer, an Ulmana City Elder and Salty Pirate, Astar Timber Baron and Beggar, Badland Riders, a pair of Zercan Sorcerers.

Miraz, City of the Tyrant

Ruled by a dynasty of Tyrants and home to the Iron Legions, this city wars constantly with its neighbours. While its attempts at conquest have ultimately failed, Miraz remains a constant threat to the other cities due to its highly organised social structure and great reserves of iron weapons. Its wealth, stolen from others in constant raids, pays for a large number of foreign mercenaries leading to the popular saying “Miraz’s Iron Legions stomp along roads of Gold”.

Iron Legionary (Fighter)

The legendary fighting men of Miraz, fully armed and armoured in iron, whose hob-nailed boots stomp through the dust of the Badlands on annual campaigns of conquest against the other cities.

The pinnacle of Mirazian discipline, an Iron Legionnaire, is a feared fighting machine, both at home and away. They

are taught to fight with sword and shield in heavy iron plate mail, in tight formation, fighting alongside their fellow legionaries.

Equipment: Plate mail armour, Shield, Spear, Long sword.

Agent (Fighter, Thief)

Agents are Miraz’s administrative class, responsible for the day to day running of the city. They come from hereditary families that sit just outside of the nobility. This profession is allowed to handle and manage money, but is not allowed the initiative to broker its own deals. Trade is strictly controlled by laws laid down by the Tyrant which ensures that all profits flow into his treasury. An Agent’s life varies between one of comfort and paranoia, depending on their standing with the Tyrant. Agents are experts in balancing the books and surviving the games of one-upmanship and intrigue that are prevalent in their class.

Equipment: Writing Quill, Parchment, Dagger, Leather armour.

Noble (Fighter)

A member of one of Miraz's 'Golden Families' who sided with the First Tyrant during the beginning of the Age of Isolation and who joined with him in a pact of power that has held the city in its iron grip ever since. The noble families intermarry to consolidate their power. With the best upbringing and training that money could buy, Miraz's nobles are expected to rule the lower classes with absolute authority and protect them from the unwanted and unruly attentions of outsiders.

Equipment: Chainmail, Long bow, Long sword, Noble's ring that shows family ties.

Rebel (Fighter, Thief)

For some the social restrictions that Miraz operates under have become too much. They gather in the homes of fellow conspirators and plot the downfall of the Tyrant and his spawn. They have a well established network of secret agents that helps keep them one step ahead of the Agents, Street Beaters and Death Guard of the Tyrant.

Equipment: Sling, Bag full of scrolls spreading the rebellion's message, Sling, Short sword.

Street Beater (Fighter)

These professionals are the fearless defenders of the law of the Tyrant of Miraz. They berate the late, beat the disobedient and make very public examples of those who dare step outside the boundaries of accepted Mirazian behaviour. They investigate claims of adultery, fraud, and revolution. They are shrewd and perceptive, and unlike the Tyrant's mercenaries and Death Guard, are approachable and skilled in the arts of negotiation. They are not afraid to resort to violence and in times of civil disobedience, they raise the Civic Militia and break up the rioters.

Equipment: Leather armour, Club, Shield, Sling, Water skin, Running sandals.

Inzom, City of the Dead

Inzom is also known as 'Necropolis'. Even in the time of the Lion Empire it was the last destination for many nobles who could afford to be interred in the city of the dead outside the walls of the city of the living.

During the Age of Isolation, the living huddled within the walls of their city, while the dead shuffled around in theirs. A strange relationship exists between the two cities, with centuries of ritual and tradition ensuring the city's prosperity, known as *The Balance*.

Inzom's last living ruler died in the invasion of the city by Miraz fifty years ago. The Bone King rose up with the dead legions and expelled the Iron Legions. Since that time he has ruled the city of the living as well as the city of the

dead. The Bone King occasionally sanctions expeditions into the city of the dead to raid the tombs of nobles who have fallen out of favour.

Morgue Attendant (Thief, Sorcerer)

Morgue attendants are lurkers at the threshold of death. Their job is to ensure that the dead are successfully interred and that nothing passes over or back from the City of the Dead, living or dead, that would upset the Balance between the Living and the Dead. Part embalmer, part investigator, Morgue Attendants have a grim sense of humour that comes from sticking their heads in places foul and rotting in search of some glimmer of the truth.

Equipment: Two handed spear, Leather armour, Dagger, Short sword, Embalming fluid.

Death Warden (Fighter)

Death Wardens are members of Inzom's street-pounding police force. Always on the front line when the balance between Life and Death breaks down into violence. They hunt the Living who disturb the rest of the dead and the Dead who disturb the peace of the living. Heavily armoured to deal with the most persistent of foes, Death Wardens have a reputation of pursuing their targets to the grave...and beyond.

Equipment: Chain mail, Sling, Mace, Holy water.

Bone Collectors (Fighter, Thief, Sorcerer)

There are some who are born into power and riches. There are some who murder their way there. Then there are those who scabble in the ancient dust of Inzom, picking up the crumbs that the powers of ancient times have discarded to build their wealth and influence. These are the Bone Collectors who recycle and recreate the lost riches of the past. They jockey for political power, in the space between Inzom's teeming masses and its distant overlords. Their schemes are never ending

Equipment: Pliers, Saw, Bag for bones, Dagger, Short sword, Sling.

Blood Stealers (Thief)

The blood of the living is the food of the Undead Overlords of Inzom. They learnt long ago that it is not wise for them to leave their palaces to go hunting and it is also enshrined in Inzom Law that they should not wander the night looking for victims. So the Blood Stealers arose as a profession, silently and invisibly breaking into houses at night and siphoning off the red stuff. As long as they perform their task 'honourably' and none of their donors die in the act the Bone Watch turns a blind eye.

Equipment: Thieves kit, Rope, Blood flask (a modified water flask), Dagger, Short sword.

Party Organiser (Any)

Both the living and the dead in Inzom crave excitement. As a result Inzom has a never ending stream of parties and festivals on a crowded and bustling calendar. There is a saying “In Inzom its always someone’s birthday or death day!” and it’s the Party Organiser’s job to make sure that everything goes as smoothly as possible. It is them that find the venue, books the entertainers, sources the food that meets the dietary requirements of both living and dead guests, deals with any friction that arises due to social misunderstanding and generally is the host with the most for the whole event. Party Organisers often act as information gatherers, either as part of their patron’s spy network, or as independent sellers of secrets.

Equipment: Writing kit, Good set of fashionable everyday work clothes, Impressive set of party clothes, Dagger.

Shroud Viewer (Sorcerer)

In Inzom the worlds of the living and the dead exist side by side and only the Shroud separates them. Where the secrets of the dead are important and a new kind of diviner has arisen whose powers can pierce the veil and unlock secrets that can be found there. Often employed and protected by powerful patrons and consulted frequently by the Death Watch in cases that require clues from the lands of the dead.

Equipment: A block of incense, Incense burner, A small bag of animal bones for divination.

Zerca, City of the Magi

After the end of the Age of Isolation, magic first flourished in this otherwise unremarkable city. In fact the more arrogant magi of this city will claim that they discovered this new way of tapping into magical energy. After a series of early Rune Wars between powerful individuals, a Magical Republic was formed with representatives of the College of Magic ruling the city. This ‘Republic of Enlightenment’ is still twenty years young and finding its feet, fighting off external attack from the Tyrant of Miraz and internal attack from renegades from the Rune Wars.

Sorcerer’s Apprentice (Sorcerer)

Hounded, harassed, overworked and underpaid. That’s the lot of Zerca’s Apprentices. But they flock in their hundreds to the College of Magic, to gain access to a life of wealth, power and experience far beyond the mundane. Not all survive their studies and many drop out or disappear when ‘bonded’ to a Magus, unable to meet the high expectations of their masters or simply disillusioned with the fact that it’s not the easy life that they expected.

Equipment: Long fancy robes covered with mystic symbols, Dagger, Small Bag.

Mage Guard (Fighter)

Every Sorcerer has enemies and as a result has at least one Mage Guard protecting his back. As well as the martial arts, Mage Guards are trained in the arts of Magical protection and detection (Mage Guards have Magic Sensitivity as Sorcerers see Crypts and Things page 23). Those that are proficient in their duties become a valuable asset to a Sorcerer’s retinue. Those that are less than proficient become cannon fodder for attacks from Magical assailants.

Equipment: Leather armour, Short sword, Sling, Small bag.

Ulmana, Port of the Great Octopus

During the Age of Isolation, Ulmana a prosperous seaport during the Empire, was cut off from the sea by a giant sea monster, the Great Octopus. Mysteriously it disappeared at the end of the age, and the sailors have carefully ventured forth into the seas around Ulmana ever fearing its return. Over the last fifty years or so they have established vigorous trade routes up and down the coast yet only through skilful diplomacy and heavy tribute have they avoided the attentions of the Iron Legions of Miraz. Ulmana’s sailors are adventurous, exploring the uncharted Far Sea and the myriad unexplored islands to the west, but quick to profit from the state sanctioned piracy against any community that fails to reach a trade agreement with the city’s elders.

The Salty Pirate (Fighter, Thief)

Ulmana’s sailors are a rough bunch, usually press-ganged from the city’s notorious slums. They are constantly driven to find new treasure in old ruins that dot the islands of the Far Sea, and plunder taken from ships that fail to sail under the flag of a trade partner. Usually their lives are short and full of violence, with only the most cunning hiding enough of their wealth to provide for a peaceful old age.

Equipment: Leather armour, Scimitar, Rat or Parrot as a pet.

City Elder (Fighter, Sorcerer)

From the privileged families that live in the villas on the hills overlooking the main lower parts of the city, the city elders are masters of influence and politics, hiring pirates and street gangs to back-up their rhetoric in the City Assembly hall. Constant infighting and intrigue sometimes see an Elder leave the city to either escape his enemies or raise some money to fund his latest scheme.

Equipment: White Toga, Dagger, Family seal ring, Bundle of scrolls about Ulmana culture.

The Slummer (Thief, Fighter)

In the shadow of the rich hills of the city live the teeming masses. Struggling in poverty, some find meaning and safety in the city's many Street Associations. They are part street gang, to whom local businesses pay protection, part militia, for the city call upon them in time of war, and part religious fraternity, for they are dedicated to the local spirit of the streets where they are born and bred. Occasionally a Slummer will rise above his roots and pack a bag, leaving the city limits in search of fortune and adventure.

Equipment: Dagger, Flask with cheap beer, Sling.

Aztar, City of the Timber Barons

A relatively young city state, Aztar was created by a merchant class expelled from Miraz and driven south to die seventy years ago. Its wooden buildings have often been the subject of Miraz's thirst for conquest, but tribute and the longbows of its armies have kept their former masters out of their long houses. The Barons of Aztar are more worried about the tribes of savages that live in the forest, which the city exploits for trade-goods and timber.

Timber Baron (Fighter, Sorcerer)

These are the men and women of money whose drive and ambition make Aztar the most cosmopolitan and dynamic city in the Shattered Lands. Money and trade is their forte, and every dream has its price. Named after the powerful individuals who forged the City from the Silver Woods when they arrived as refugees seventy years ago, their trade has now diversified to a wide variety of goods and services.

Equipment: Fine clothes, Short sword, Dagger, Short bow.

Mercenary (Fighter)

Whenever a Timber Baron wants protection for his caravans, a bodyguard for his person, a minor turf war fighting, it is to the Mercenary Halls that they go. Here fighting men and women of every calibre and style imaginable are available for a price as part of Aztar's 'Free Market'.

Equipment: Leather armour, Long sword, Hoplite shield, Dagger, Long bow.

Thief (Thief)

There are those who, for whatever reason, refuse to take part in Aztar's Free Market. Those people who are lazy, dispossessed and politically incorrect. These individuals gather in their own 'Guild' in the roughest end of town, protected by their own hired blades. Initially the Timber Barons were violently opposed to the Thieves' Guild and its members, but over time they have seen the profit in Aztar's 'Shadow Economy', allowing it to exist alongside the more sanitised and acceptable 'Free market'. A thief is a participant in this shadow economy; stealing, fencing stolen goods, or acting as an assassin.

Equipment: Leather armour, Short sword, Sling, Dagger, Small bag.

The Badlands

This is the wilderness between the cities. The shattered remains of the Lion Empire's famous roads cross a landscape that is rough and broken. Around old imperial outposts small communities of farmers huddle, eking out an existence from the land, constantly threatened by bandits and monsters.

Scavenger (Fighter, Thief)

The debris of civilisations from before the Age of Isolation is rich pickings for those hardy individuals willing to risk the dangers of the Badlands. Dangers such as: ancient abandoned magical traps, bound demons, marauding bandits and the harsh weather conditions. In any other culture these people would be labelled "Tomb Robbers". In the strange broken Badlands, they are heroes reclaiming the lost treasures and secrets of the Lion Empire, to aid the survival of their communities.

Equipment: 50 foot of rope, large sack, Leather armour, short sword, sling, ten foot long pole.

The Lost (Barbarian, Fighter, Thief, Sorcerer)

They wander the desolation of the Badlands, living off the land and avoiding its horrors. It may be by choice, some form of mystic hermit experience or because civilisation has cast them out and shuns them. Either way dusty and foot sore, the Lost makes their way across the wilderness looking for rest.

Equipment: Staff, Water skin, Dagger, Short sword.

Bandit (Barbarian, Fighter, Thief)

Most bandits will give you some cock and bull story about how they were driven to banditry out of sheer necessity. How they suffered some misfortune while barely subsisting as an honest dirt farmer in the Badlands, forced

them to pick up the sword and take to a life of taking what they need. How the Badlands is a place where only the strong survive, and the strong take what they need. That may be so, but the Badlands also breeds bad men who live off the labours of the honest. Isolated from any real community, the life of a bandit is a lonely and treacherous one, which occasionally a brave soul may turn away from seeking to redeem themselves by acts of true valour.

Equipment: Leather armour, a Mule, Big sack, Short sword, Short bow, Dagger.

Warden (Fighter)

The horrors of the Badlands are many and, while the people who live there are of a hardy disposition, even they need someone to protect their livelihood. The Wardens are this dedicated group of defenders, who uphold the unwritten law of the Badlands, which allows some semblance of civilisation to exist in this barren, tumbleweed-filled land. These tough individuals are supported by the communities they serve, who provide them with food and shelter in between long periods hunting monsters and wrong-doers in the wilderness.

Equipment: Leather armour, Long sword, Kite shield, Water skin, Backpack, Badge of Office.

Language

The 'forgetting' of Imperial, the common tongue of the Empire, during the Isolation was the greatest punishment that the gods inflicted upon the Lion Emperor and his people. Even during the time of the Lion Empire each city had its own regional dialect, which over the Isolation developed into distinct languages. Only traders and characters that travel widely have learnt other cities' tongues, and apart from the occasional Sage who makes a living out of teaching his mother tongue, there is no encouragement or inspiration to teach foreigners. In fact in Inzom and Miraz it is culturally frowned upon.

Badlander acts as a loose common tongue, but even this quickly fragments into highly specific regional dialects making it difficult for people to communicate beyond basic needs.

In game terms, each player character starts knowing *Badlander*. This allows a mixed group of PCs to communicate with one another.

Money and trade

Each City mints its own currency, and the people who are responsible for coin production are powerful and influential figures in their respective cities.

The Miraz Iron coin is the dominant currency in the Land of the Five Cities. Minted in the Royal Mint in the Court

of the Tyrant, the coin has travelled with the Iron Legions as they stomp around the lands. Since a lot of merchants do supply the Legions, the Iron is accepted throughout the five lands.

The Aztar Silver is a new smaller coin that is minted by the Aztar Coinage Company under contact from the Aztar Merchants League. It seeks to usurp the Iron as the universal form of coinage, but has yet to have gained popular acceptance and despite the silver tongued assurances of Aztar's merchant it remains a poor second to the Iron.

The Ulmana pebble is actually a special green stone found exclusively in the Great Octopus' old lair. After the city was freed the city adopted these special stones as its currency. However even in Ulmana it is still regarded as a novelty coin, which is only really used for very small day to day purchases.

Inzom uses an archaic system of engraved bones as its currency. If dealing with the city's undead rulers use of the Bones is required since it represents a whole system of etiquette and prestige amongst the undead class as well as the transfer of wealth. Most Inzomites use Irons and Silvers for their dealings, hiring the services of a Bone Merchant if they need to deal with the financial system of their rulers.

Like most things in Zerca, its Crystal coins are imbued with Magic. Low value coinage restore Magic Spells cast and their value can be told by their colour which matches the colours of the rainbow (therefore Red =Level 1 up to Indigo = Level 6). The larger and higher value coins are larger multicoloured crystals that store one use Spells. These Spell storing crystals are used by the Magi of Zerca to reward mundane followers with temporary Magic use and transfer spells between themselves.

In the Badlands barter is the norm, although with the regular movements of the Iron Legions, the trader's outposts are beginning to use the Iron coin.

Exchange rates

Iron = 5 Sivers

1 Iron = 20 Pebbles

10 Iron per Level of Magic restoration stored in Zerca Crystal

100 Iron for Spell Zerca Crystal

???? Iron = ???? Bones

Iron equivalent to the gold piece that prices in Crypts and Things are given in.

Magic

During the time of the Lion Empire, worship of a wide variety of gods who granted humans magical powers was the norm. In fact it was through divine providence that the Lion Emperor owed his powers. When the hubris of the Last Emperor challenged the authority of the Gods, they brought down the Fall on his Empire and people, before leaving the world to its own devices.

One of the things that occurred at the end of the Age of Isolation, and in fact may have been the cause of the reopening of the cities, was that Magic started to reappear in the world. At first it was the personal form of Magic that most people know as Hedge Magic, but slowly more powerful Magic has started to become available to the cultists of the New Gods and Sorcery to the Magicians of the Schools of Magic in Zerca.

Apart from in Zerca, Magic use is nowhere near as organised as the former Imperial Cults during the Lion Empire. Most Magicians learn Magic through relatives whose ancestors stumbled upon the spells and charms during the last hundred years. The Domination cult of Miraz is the most significant example of a family tradition which has obsessively kept control of its Magic. In many places Sorcerers are treated with both awe and suspicion and can easily end up being hounded out of town or executed if they misuse their powers. Such is the distrust of Magic that has arisen from the legend of the Fall. Magic-use is still in its infancy.

At the beginning of the campaign Magic is only beginning to trickle back into the world, and is quite limited to what it can achieve.

The Limits of Magic

The Shattered Lands are a very low Magic world compared with other fantasy settings. Magic is only just returning to the world and at the beginning of these adventures:

- Sorcerers are limited to Level 3 spells, due to the slow trickle of magic energy.
- Open magic use is only found in Zerca amongst the Magical elite of the city.
- In other cities and the Badlands, Magic is a forbidden art that brought down the wrath of the gods so is mistrusted and feared. Secretive solo Sorcerers are the norm.
- Elementalists are absent from the Shattered Lands. If there was any Elementalist tradition in the Lion Empire it was forgotten in the magical calamity that the Lion Emperor brought down.

This may all change as a result of the adventure (see Aftermath at the end of the book).

Religions and Magical Societies

These religions claim that they follow the “New Gods” who have ascended to the vacant Halls of the Gods since the Age of Isolation. They will accept anyone willing to worship with them and adhere to their philosophy. This is more accessible for most people rather than learning magic from the family traditions.

Aztar is a hot-bed of such cults to the New Gods with its street of a Hundred Deities. In the other cities the people are still angry about the effects of the Fall and subsequent abandonment by the Gods. Initiates and priests are viewed with a great deal of mistrust and fear.

Starvas the Sword Saint

Starvas was a soldier who broke with his city and set forth into the Badlands, cutting a bloody swathe through its monstrous inhabitants and opening the old imperial roads for trade. He was also the first man to sell his sword to the highest bidder once the inevitable wars broke out. Living by a code of honour he famously rejected a job offer from the Tyrant of Miraz, because it would have involved betraying his current employer.

After his death at the hands of the Numberless Horde, the lack of any body started rumours that he had transcended death and gone to live in the vacant halls of the Gods.

Worshippers: Mercenaries, Caravan guards, Warrior adventurers.

Worshipper Duties: Uphold their contract, fight monsters and act with honour.

Felora the Lucky

Felora was an unremarkable woman who had many remarkable adventures over her lifetime. She avoided a bad marriage, was successful in business and was one of the first people to travel the Badlands, all by complete happy accident! She died peacefully and rich in her old age and ever since has been an inspiration to ordinary people and adventurers seeking the same good fortune.

Worshippers: Fortune seekers, the unlucky and misfortunate.

Worshipper Duties: Stay happy, bright and breezy no matter what the circumstances. Inspire others to do the same.

The Fool

The Fool is a shadowy figure amongst the New Gods of the Shattered Lands. Some say he is an Old God who stayed behind to torment mankind with his twisted games. Sometimes he is kind and a champion of the poor. Sometimes he is a cruel nemesis of the rich and arrogant. Sometimes he brings strange gifts that work in ways unexpected by their recipients.

Worshippers: The Fool is a magnet for tricksters, rogues and the insane.

Worshipper Duties: Be unpredictable, play pranks and jokes at the drop of the hat. befuddle the stuffy and boring, annoy the arrogant and disobey the law.

The Red Hand Gang

This is a shadowy conspiracy of Magicians who lurk in the underworlds of the City-States. With the exception of Miraz, they have infiltrated the rich and powerful of the ruling elite and await the time when their Magical master plan comes to fruition. Organised on a hierarchal cell structure, each member knows his or her place and information is dished-out on a need to know basis. Only the Hidden Masters of the Cult know the full scheme that its members are slowly bringing to fruition. The lower ranks, although living in ignorance, gain the benefits of Magical training and protection. Apart from rumours, the only concrete evidence that the outside world has of the cult is the occasional hand daubed in red paint on the door of a victim marked for death by the cult.

Worshippers: The insecure, power seekers and renegade magicians.

Worshipper Duties: Protect fellow members and obey the commands of the Hidden Masters!

The Young Necromancers

There is rumour going around the dark and dingy bars of the Five Cities of a group of young people who have gone beyond the normal limits of wickedness and depravity and wallow in the filth of the dead themselves. They follow Tel-Kar-Nath, a decaying sorcerer from before the Age of Isolation, who preaches the end of all things. The final death of all in the Shattered Lands.

Worshippers: Insane, psychopathic young people hand picked by the sorcerer Tel-Kar-Nath.

Special Benefits: None of the special attacks of any undead has any effect on a Young Necromancer.

Please Note: this religion is not intended for the characters, since its the main enemy throughout the adventures.

Non-Human Races

Serpent Men seem to have had no influence in the Shattered Lands either during the time of the Lion Emperor or after the age of Isolation. This is not to say that they have never been here. Just that like so much of the Shattered Lands ancient history there is no trace of them. There exists the possibility that Serpent Men from nests in the Continent of Terror are present in the Shattered Lands, looking for traces and survivors of nests before the Last Lion Emperor or to exploit the naïvety and weakness of the newly emergent City States.

Others terrorise the Badlands, free of ancient bounds set by powerful sorcerers, hoarding gems, treasure and souls. Due to the low levels of magic and sorcerers in the Five Cities they are almost entirely absent there.

Undead creatures are especially abundant in the Shattered Lands. With the withdrawal of the Old Gods it appears that entry to the afterlife disappeared. Every city has its funeral rites, which must be followed to the letter else a loved one will remain in the world as a festering corpse. The Undead are most abundant in the city of Inzom, which specialises in burials and has a set of laws, known as the Balance, which protects both the living and the dead.

What Lies Beyond the Five Cities?

For most people who live in the Five Cities this is a nonsensical question. Their home city is their whole world and they are too busy struggling to survive from day to day to entertain thoughts of what may lie beyond the city walls. Many brave adventurers have travelled beyond the boundaries of the influence of the city states, sailed away across the Far Sea, or travelled deep into the Silver Woods, never to be seen again. A few have returned, half-mad with tales of tyrants and monsters far worse than any found in the Badlands.

If they were to sail far enough they would come to the distant shores of the Continent of Terror, and be bedazzled by the ancient city states and kingdoms they would find there.

Cult Wars: Red Hand Gang Vs. The Young Necromancers

The Red Hang Gang actively oppose Tel-Kar-Nath's plan of global extermination, after one of their members learnt of it first hand. Both cults numbers are small and the war will be mainly fought through skirmishes between small groups, such as the players adventuring party, and individuals. Both groups prefer to fight this war secretly, since neither has popular support and would probably be turned upon by the masses if exposed.

JOINING THE GUILD OF TREASURE HUNTERS

The Player's Introduction

You stand in a large dusty market square, one of several in the city of Aztar. Open twenty-four hours a day, it never sleeps. It is fuelled by constant anxious trade, frequented by bargain hunters, conmen, extravagant status seekers and those willing to sell their skills for coin.

One of the latter, a small man wearing brightly coloured clothes standing on a wooden box on a corner, shouting at the gathered throng of onlookers grabs your attention.

“Join the Guild of Treasure Hunters!

Roll up! Roll up! Do you have what it takes to join the Guild of Treasure Hunters? Join a band of adventurers whose daring and luck liberate the wealth of fallen empires. Gold, jewels and other exotic treasures from the time before the Isolation that will make the sages weep in incomprehension. Join expeditions to the far away Lion Emperor's Tomb in his crushed capital city. Visit the Hidden Falls of Goblin Wood to liberate the old gem mines. Get away from the mundane drudgery of farming. You know it's not your fate to crawl in the dust and have your parents sell you into marriage. Break free; see the emerging world and come back home with the fortunes of Kings and Queens.

We are a companionship, who share our loot with our sisters and brothers. You'll always have the best arms and armour and we have an extensive network of safe houses in all the five cities! Best of all you'll never go hungry when you are a member of the Guild. We are a lot less strict about discipline than your typical Mercenary troop. We never stab our members in the back, unlike some Thieves Guilds we can mention. Finally we are less likely to explode in a bizarre supernatural accident than members of the Jade Mystery Schools.

Free bowl of soup when you join up!”

Crypt Keeper's Background

This is a very simple adventure to introduce new players to the setting and rules. Although the adventure as written has a definite outcome, do not feel compelled to run it this way. Let the players lead the action and never coerce or control their characters. It may be that the characters decide not to join the Guild in the end, although Yoni may become a recurring character ("I know you decided not to join up, but I've got this little job you might like"). By the end of this adventure new players should understand how the Guild work in play, and the benefits and obligations of membership.

What Happens Next?

Let the players describe how their characters wander over to talk to the man, who introduces himself as Yoni the Short. Use this as an opportunity for the players to introduce their characters to the other players. If the players have decided that the characters already know each other, this should also come out now. Yoni will answer questions on everything detailed on the next page in the Guild write up but the Secret (which he is unaware of).

Yoni the Short, Recruiter for the Guild of Treasure Hunters

A typical chancer about town, never having more than two silvers to rub together, joining the Guild has been the making of Yoni. As a bachelor it gives him meaning and purpose in his life. He gets satisfaction and small cash reward for recruiting new members so he's happy with his lot as long as he doesn't have to worry about the more shady machinations of the Guild Mistress. In fact being the 'Portal Master' for the Aztar Safe house makes him a bit uneasy, but it was made very clear that he was to take up the job or get kicked out of the Guild.

Yoni The Short AC 7 [12] HD 3 HP 20 MV 12 Attacks 1 Short Sword (1d6) Special Talisman of Portal Creation CL/XP 3/60

Motives

- Stay in the Guild
- Recruit new members

The Guild Safe House

Yoni takes the characters through the dusty streets of Aztar to a large three story townhouse in one of middle class districts of the city.

On the way they encounter some of the local Thieves Guild in a deserted alley. The thieves are looking to get revenge on the Guild of Treasure Hunters for some past wrong, or to warn them off from exploring local tombs. Yoni will shout about defending the Guild's honour, before promptly going invisible. There is one thief for every character. The thieves will not fight to the death. The characters can either stand and fight or make a run for it.

Thief AC 7[12] HD 1 HP 6 MV 12 Attacks: 1 Short Sword (1d6) or 1 Sling (1d4) Special: None CL/XP 1/15

Once the characters have successfully dealt with or evaded the thieves and entered the safe house, they have the opportunity to sleep, bathe and eat before being offered a guild mission.

Rewards

100 XP each for taking part in this adventure, in addition of any XP awarded for overcoming the Thieves.



The Guild of Treasure Hunters

They are a rag tag group, tomb raiders, thugs for hire, dubious sorcerers and all manner of social misfits who would rather go down a long abandoned underground complex risking danger and death in search of fame and fortune than do an honest day's work. Early on in the days of the profession someone thought it best to create a Guild to manage treasure hunters, provide some sort of ethical backbone and curb some of their worst excesses in civilised areas (outright theft, banditry, kidnapping, murder etc).

The lower ranks of the Guild are sent on quests alongside more experienced members into long lost ruins of the Lion Empire and other civilisations that came before it. Their rewards are mainly the Gold and Gems that make up the majority of the loot. The more experienced members take their share as the exotic items imbued with ancient magics.

Purpose in the World:

- Provide employment for its members.
- Mediation in disputes over treasure.
- Provide some sort of professional guidelines and ethical guidelines.

Membership Requirements:

Some sort of drive and desire to be a full time working adventurer with skills that will allow the character to pursue this career. Having their own set of arms and armour also helps.

Member's Duties:

- Undertake at least one Guild sponsored adventure per year.
- Surrender magic items found on Guild sponsored adventures to Guild Mistress upon request.

Secret: The Guild is actually a front organization for the Red Hand Gang. The current Guild Mistress and her second in command are both Gang Members. The Gang uses the Guild to mount adventures to hidden caches of ancient magical items.

Ranks:

1. *Rabble:* The mass of the unproven, the unworthy and the desperate hangers on. Most Rabble are HD 1 non-player characters or unproven level 1 player characters.
2. *Journey People:* Those who have been on a successful adventure and have come back with riches and to tell the tale. Requirement at least level 2.
3. *Teachers:* Experienced adventurers, who have given up active exploration for the safer occupation of teaching the lower ranks. Requirement at least Level 6.
4. *Lieutenants:* Active members of the Guild, who still go on expeditions but mainly help the Guild master/mistress in the day to day running of the Guild. Also act as Enforcers punishing errant members. Requirement: Be a member of good standing of at least Level 7.
5. *Guildmaster/mistress:* The head of the Guild. Be of at least level 9, and have the raw ability and desire to run the Guild, with all its devious infighting and powerful external enemies.

Member benefits:

Safe Houses: In all of the five cities the Guild has made it a priority to set up safe houses where its members can hide from the local forces of law and order. Safe houses also provide free food and lodging and free healing (they have a stash of Healing Potion that heal 1d6 Hit Points or Constitution). All safe houses have an appointed Guardian who knows the spell Create Portal that allows members to travel instantly between safe houses.

Fencing of Goods: The Guild quickly establishes links with the local black economy, allowing its members to sell most artifacts found on expeditions quickly and quietly.

THE DUST OF ETERNITY

In a valley of dust lies the Tower of the Bright Star. It is ancient beyond the comprehension of modern day residents of the valley. They scratch a living from dirt and their lives are a mere instant in its long existence. It holds the secret to immortality that the rulers of a now forgotten world paid a terrible price for in antiquity and continue to pay in exquisite pain in the present.

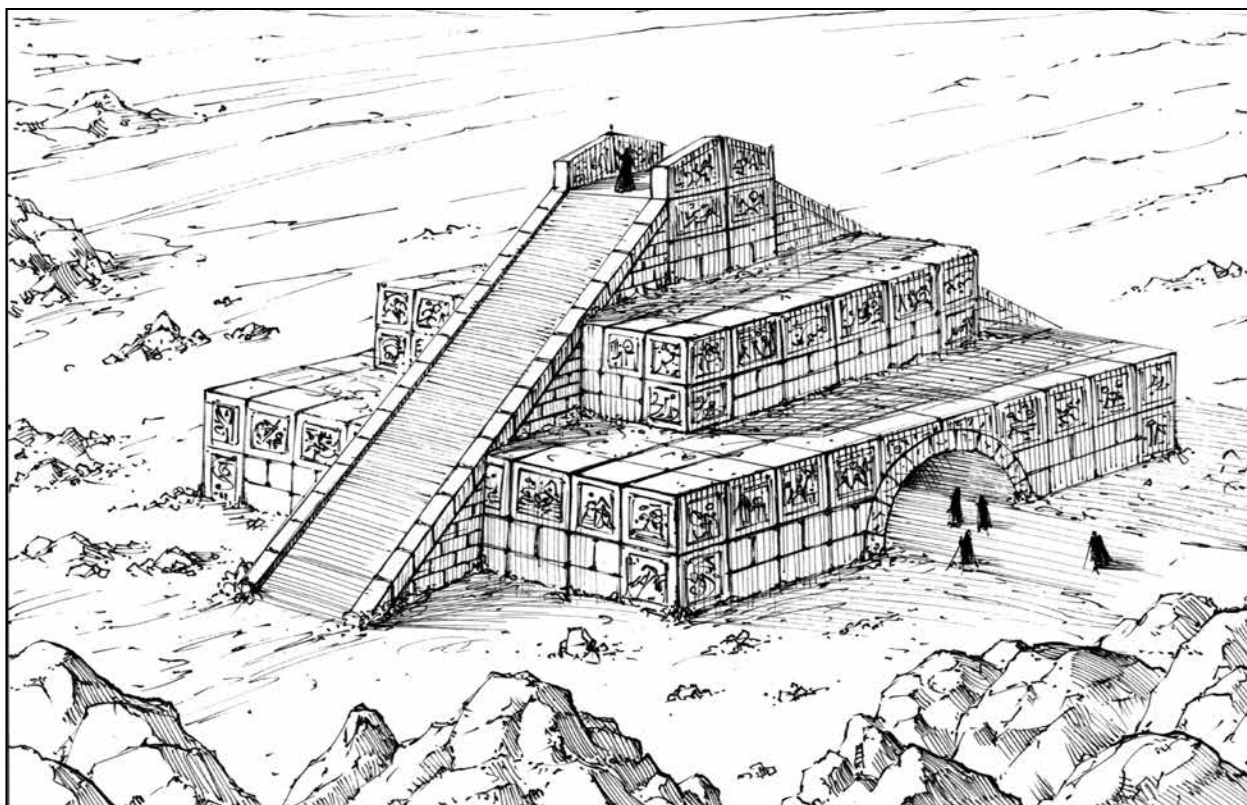
Foolish adventurers approach the Tower, thinking it some abandoned Sorcerer's Tower ready for the looting. Little do they know that the tables are about to be turned and they are to be looted, for the treasure that Things within the tower most crave. Their very lives...

Setup

The basic premise of this adventure is the old swords and sorcery classic "The Sorcerer's Tower". The beginning characters have newly joined the gloriously titled "Guild of Treasure Hunters" (see Joining the Guild of Treasure Hunters previously) and have been primed with tales of ancient gold and jewels. Little do they know that the Guild is actually a front for an occult organisation known as the Red Hand Gang, who seek magical power from long lost treasure troves of knowledge such as the Tower of the Bright Star. One of its members, Jarrock the Swift who poses as a trader in the nearby village of Iono, has come to suspect that the Tower of the Bright Star is one such trove.

Suspicious that are confirmed when a nasty Necromancer called Zingen arrives at the Tower and starts kidnapping the local men, turning them in Zombies at the Tower.

Thinking he is over his head Jarrock has contacted his superiors for backup. Enter the Adventurers, who are to be ruthlessly manipulated into dealing with Zingen and his Zombies, and getting the magical knowledge for Ingrid and the Red Hand Gang, without claiming it for themselves.



Trip to Iono

At the Guild of Treasure Hunters' safehouse in Aztar, following on from the characters joining the Guild, Yoni explains the mission to the characters over a light lunch, where wine is available.

"You've joined just at the right moment. One of our members in a small village called Iono out in the Badlands about five days ride from here is in a spot of bother and needs a hand. Iono is a poor dirt farming community, the sort of place I'd imagine some of you have run away from, but it's slap bang in the middle of an area which used to be inhabited in ancient times. It's littered with ruins and we've found all sorts of treasure there over the years. Currently Jarrock the Swift works the area. Jarrock poses as a simple merchant and as well his own explorations buys artifacts that the local farmers dig up out of the fields. Now a couple of weeks ago he sends back word that he could do with a couple of other members to help him. He's made a big discovery and needs a few more swords to help him. Something about an ancient Sorcerer's Tower.

So you up for it?"

Preparation

Equipment

Yoni isn't keen on the characters leaving the safehouse before they go on the expedition, especially if they've been attacked on the way by the thieves, so a trip out to the local markets to buy extra equipment is out of the question unless they succeed at convincing him otherwise.

He also laughs in their faces if they try and blag an advance on their takings from the expedition to pay for new equipment. The Guild can supply basic adventurer's kit. Stored in a dusty storeroom are items such as backpacks, water skins, rope, leather armour, medium shields, and one-handed weapons.

Asking Questions

Tell Me More About...

Jarrock the Swift

"He's a guild veteran. Tough and powerful. Do what he says and don't get on the wrong side of him. This is his last field-job after which he's going to settle down and be a teacher."

The Sorcerer's Tower?

"He found it on a quick trip out. It's a large step pyramid he saw at distance through a dust storm. Said there was a weird flashing glow. We've found places like this before and they usually have magical items within them. He says this one looks quite well preserved."

What are the Locals like?

"There are a pretty harmless lot, an extended family group of twenty

people. They are quite insular and have survived through sheer bloody mindedness and by having a good healing tradition that is passed down from wise woman to wise woman".

What Sort of Treasure have you Found There?

"Mainly trinkets, cups, plates, and some costume jewellery. But enough stuff to suggest that the area was once a capital city of some sort or another. Most of the buildings have been pounded into dust, but the scale of what survives, some walls made of big stones and statues supports this idea."

What Yoni isn't Telling the Characters

That this isn't an Accidental Find

Jarrock the Swift is doing this job as a favour to the Guild Mistress who already knows about the tower from a map collected from a previous job. Jarrock was shown the map and was told to commit it to memory (which he did). If Jarrock successfully recovers the magical treasure and delivers it to the Guild Mistress, he gets a cushy job as a respected Teacher in the Guild.

About the Fact that Most of the Treasure is Magical

The Guild Mistress suspects (correctly) that the treasure within the tower is magical. As such, Guild rules dictate that it should be passed over to her (via Jarrock) at the end of the adventure. Sure there's some jewellery and gold, which the characters are allowed to keep if they survive, but its slim pickings compared to the magical power found within the tower.

About the Zombies!

Jarrock is aware that something has caused the tower to be magically active and that a sorcerer is taking the village's men and turning them into Zombies. He's decided to sit tight and call for back up. This is where the characters come in. Yoni doesn't know this, but thinks it reasonable for Jarrock to call for help since it sounds like a big find.

That they are Meat Shields and Expendable

Jarrock is too close to a cushy retirement to risk himself, so he intends for the adventurers to do all the dangerous work on this one. He'll quite happily sit back and let the characters clear out the Tower, before swanning in and collecting all the magical treasure, letting surviving members keep and gold and gems. Again Yoni doesn't know this directly, but given Jarrock's age and experience wouldn't be surprised.

Through the Door to Adventure

Eventually Yoni takes the characters down to the ritual room in the basement. He has already used his Talisman

to create a portal spell and a shimmering outline of a door hangs in the room. The characters can clearly see the dusty desert and the small mud brick houses of Ionos in the distance through the portal. Yoni explains that all they have to do is walk through the door and they will be there. The return trip will be handled by Jarrock upon successful completion of the job.

The Adventure

The Village of Iono

An isolated village of twenty single story mud brick houses with flat roofs, only half of which are currently used. Its inhabitants, an extended family of 14 persons, scrape a living in poor agriculture and hunting, supplemented by the occasional find of minor trinkets from the time of the Ancients as well as low level banditry.

Secrets

Magical inheritance: Thousands of years prior to the Lion Empire a Kingdom of God-Sorcerers existed in the area that Ionos is now built. It was utterly destroyed in a war against the people of the River Civilisation (see Dead Pot Country), who razed their city to the ground, ravaged the citizens and dragged the survivors off in chains. Only the Tower of the Bright Star was left standing, because of its fearsome reputation. Minor trinkets can be found close to the surface, and low stone walls dot the landscape, but its the mud brick Ziggurat that

Banditry: Ionos is hundreds of miles away from anywhere, and the men folk of come in two varieties: Hard working types who toil for the good of the community and savage immoral robbers who attack any passing travellers. The clan matriarchs turn a blind eye to the latter's actions as long as they bring food and resources back to the clan and are not a disruptive influence in the community.

Events

Arrival in Ionos

There is brief magical flash as the characters step through the door. When the last of them is through, Yoni closes it on the Aztar side. They find themselves on a dusty path about five minutes from Ionos.

The Last Man Alive

Jarrock, who has been looking out for their arrival, is the first on the scene. He regularly scans the spot where the Portal should appear from the flat roof of his house. If the characters don't come towards the village he comes out from his house to meet them warmly. He quickly identifies himself and brings the characters into his confidence.

He updates them on the situation. An unknown force has taken over the Sorcerer's Tower. Each day, it sends its messenger Hurgo, a large brutish man, to demand one of the men folk, starting with the boy Yurg. Hurgo made it very clear that if the men didn't go with him the whole village would be wiped out of existence. For reasons not clear to him the villagers meekly complied. Until the characters arrived, he was the last man in the village.

He needs the characters to go to the Tower and overcome or outwit this Unknown Force, take control of its treasures and return them to him. As far as he is concerned, recovery of the menfolk would be a bonus that would curry favour with the locals. After the job is done he'll cast a portal which will return them to the Guild Safe House in Aztar.

Why did the villagers go along with Hurgo? Mainly superstition. They have a powerful folk tradition of scary tales of the Tower of the Bright Star and its unnatural powers, which generation after generation have passed on. How the Chained King, a powerful sorcerer, lives bound

Talisman of the Portal

If the possessor of this Talisman focuses on it, a magical door that opens between two points in the Shattered Lands is created. The caster need only concentrate on an image of the destination or more commonly a map of 'Portal Nodes' drawn up in the time of the Lion Empire who created the spell as part of their Other World exploration project. When cast, a shimmering outline of a door hangs in the air, and through it the destination can be clearly seen. The door persists for up to an hour as long as the caster concentrates on it and is two way.

A stash of these Talismans was rediscovered in a treasure trove of along with a copy of the Portal Nodes map by the original members of the Red Hand Gang in their early days. It is one of their most closely guarded secrets, since it allows them to travel round the Shattered Lands pretty much at will. They make sure that there is one person who knows how to use Talisman in each of the Guild safe houses and Gang strongholds. Most "Portal Keepers" only have access to a small portion of the Portal Node Map on a strictly need to know basis.

within the Tower. How anyone who has strayed too near to it has come back mad or simply disappeared. On a more practical view, despite a few hunters, the village is not made up of combatants. They are however not keen to pass this knowledge on. They do not know about the menfolks' transformation into Zombies and are hoping that Jarrock and his 'friends' will somehow liberate them.

Jarrock the Swift

An old experienced adventurer, for whom Ionos is his last job in the field before becoming a Teacher for the Guild. A tall weather beaten man, in his mid-forties with greying hair dressed in tattered chain mail armour.

Jarrock The Swift AC 5 [14] HD 5 HP 30 MV 12
Attacks: 1 Greatsword (1d10) or Long Bow (1d8) Special
None CL/XP 5/240:

Treasure: Hidden under a floorboard is a bag with 100 silvers and 20 gold coins.

Motives

- Stay alive
- Gain the magic treasure of the Tower of the Bright Star

The Wailing Women

This encounter happens anywhere in the village once the characters leave Jarrack's house, a group of five women all dressed in black mourning garb surround the characters and harass them with their tale of woes and misfortune.

The group consists of:

Mariz

A matronly woman in her late thirties, almost crippled with agony over the taking of her son.

Mariz AC 9[10] HD 1 HP 6 MV 12 Attacks: 1: Fist (1d3)
Special:None CL/XP 1/15.

Motives

- Regain son Yurg
- Lead the rest of the women

Hannos

A young blonde and a flirt who is quite happy to see her husband Zor gone ("A pigshit of a man who used to beat me"). She has eyes for Jarrock, who she dreams will take her away from all of this. She will pay the adventurers a magic jug (holding a charm which turns any water put into it into a Heal 3 upon reciting a small spell that Hannos can teach the character) to make sure Zor does not come back.

Hannos AC 9[10] HD 1 HP 6 MV 12 Attacks: 1 Fist (1d3)
Special: None CL/XP 1/15

Motives

- Make sure Zor doesn't come back.
- Run away with Jarrock, or similar suitable male.

Elga

Elga is Mariz's daughter, who has taken over as 'provider' for the village. A skilled hunter and scout, she will lead the adventurers through the Valley of Dust to the Tower of the Bright Star. However, she will not risk her life. Elga is quiet and thoughtful.

Elga AC 7[12] HD 1 HP 7 MV 12 Attacks: 1: Short Sword (1d6) or Short Bow (1d6) Special: None CL/XP 1/15.

Motives

- Provide meat for the village
- Protect the other women

Granny Tols

Elderly, almost blind and most certainly demented. She wails only when the other women do.

Granny Tols AC 9[10] HD 1 HP 2 MV 12 Attacks: 1: Fist (1d3) Special:None CL/XP 1/15

Motives

- Wah?

Sornel

A scornful almost spiteful woman, who is ironically the village's healer through inherited knowledge from Granny Tols ("neither Mariz or Hannos could be bothered to learn from Mum, so it had to be me. She handed it on before she went crazy.")

Sornel AC 9[10] HD 1 HP 6 MV 12 Attacks: 1 Fist (1d3)
Special :Spellcasting CL/XP 1/15.

Sornel can cast the following once per day.

Cure Light Wounds, Cure Serious Wounds, Cure Disease

Motives

- Begrudgingly heal the sick

Hurgo the Hungry

Zingen's messenger turns up in the hamlet a couple of the hours after the characters first arrive and walks into the village square, leans against the well and demands that the woman hand over Jarrock. He runs off if threatened by the characters.

Hurgo the Hungry

A nasty piece of work that Zingen has teamed up with. Large, brutish and disfigured (he's probably from an inbred line of Khaos mutants) he wears an ancient iron boar

helmet. Zingen has promised Hurgo the village's women once all the men have been gathered up. Hurgo is a cannibal amongst the rest of his unpleasant genetic traits.

Hurgo the Hungry AC 6[13] HD 4 HP 35 MV 12 Attacks: 2 Handed Mace (1d10) Special: None CL/XP 4/120

Motives

- Serve Zingen well so he can gain his reward.
- Do bad things because he likes it
- Eat human flesh

Under a Dead Moon

If Jarock is not given up then Zingen sends five of the zombies, along with Hurgo (if still alive) to fetch him in the dead of night.

Finding the Big Axe

If the adventurers bother to search the buildings there is a possibility they will find Mulgar's Big Axe. This two-handed axe is a family heirloom which is enchanted and gives a +1 to hit and damage. Mariz will go crazy with grief if she sees any of the characters with it without her permission. Elga will quietly hunt the character down to regain it.

The Valley of Dust

The journey from Ionos and the Tower is a twenty kilometer walk down an old dried up river bed. The walk is eerie and unsettling. Apart from the occasional chill desert wind, there are no sounds or signs of any life.

Bright Star flashes!

If Jarock was taken to the tower, he has been killed and turned into a Zombie. His soul ascends the chimney and is trapped in the Crystal star. The adventurers see this as they explore the Valley.

The Monolith

Just before the end of the valley a three metre tall statue rises out of the dirt. At a distance it is a distorted finger of stone rising out of the earth reaching up defiantly towards the dust filled sky. Close up its gruesome form is revealed as a giant toad-like demon devouring a bound human slave, who is disappearing head first into the demon's large tooth filled mouth.

Tower of the Bright Star

From Outside

An ancient step pyramid, which is three tiers high, 20 metres wide at its base, and five meters at its summit. Five metre wide steps lead up to Tier 3, which is open to the elements, on the north and south faces. On the west and east faces there are two meter high by three metre wide arches, decorated with grinning demon faces, which lead into Tier 1. Round all of the tiers are carved frescos of frog demons terrorising human slaves.

D6+1 of the Zombies will be on patrol outside. The remainder will be inside in the pyramid. See page 24 for descriptions and stats of the Zombies who live in the Tower.

Inside the Pyramid

Tier 1 (Ground floor)

Entry Hall

This is a large square room, 30 foot across. There is a large red star inlaid in the stone floor, which glows and pulsates rhythmically like a heartbeat. In both the north and south walls are a pair of robust stone double doors that lead into chambers (see below), while both the west and east walls have narrow stone steps, barely one metre wide, that lead up to the 1st floor above.

Northern Room: The Chamber of Priests

This ten foot square room used to be the home of the junior priests of the tower. Now bare, it is where 'off duty' Zombies can be found. That is unless the characters have stomped around the pyramid in which case the more nimble zombies have raced off to where they last heard them, and the slower moving ones shamble out of the room.

Treasure: if any of the characters make a successful search, half buried in the dust a bent metal ceremonial wand which is partially covered with gold leaf, worth 100 gold. The wand has long been discharged and has no magical powers.

Southern Room: The Frog God's Room

This ten foot square room is dominated by a 8 foot high stone statue of an ancient and loathsome demonic Frog God. Its face is a grinning mass of teeth, while its back is a mass of stars (reflecting some primitive belief that the god is the master of the universe).

Tier 2 (1st Floor)

The Astrologer's room

The stars from the ground floor lead directly into this fifty foot square room which Zingen has taken as his own. It is filled with star charts, brass representations of the heavenly bodies and alchemical jars and pipes. As well as various magical paraphernalia, Zingen has a wooden single bed and on a table there is a letters to another Young Necromancer (Yuvar the Merchant's son in Dead Pot Country), that he is composing.

If the characters have snuck up to the tower and made their way up this room quietly, Zingen will be asleep here. Otherwise he will be found in the Chamber of the Passing.

Under the bed is a small treasure chest, locked with a small brass key that Zingen has. It contains trinkets worth about 100 silvers.

Zingen, Ghoulish Young Necromancer

An otherwise average nobleman's son, whose natural cruelty had made him unpopular at home until he met the undead sorcerer Tel-Kar-Nath (See Life and Death pxx), who initiated him in the cult of the Young Necromancers. Morbid and unkempt, he openly flaunts his membership by wearing black robes and a silver skull ring.

Zingen AC 9[10] HD 3 HP15 MV 12 Attacks: 1 Dagger (1d4) Special: Spellcasting CL/XP 4/120

Can cast the following spells once a day:

Cause Light Wounds, Hex, Charm Person

He uses his Cause Light Wounds spell to torture the Chained King.

“Dear Yuvar

I am having a great time here. The Temple of the Toad has provien a great source of powerful knowledge about the ancient magics of death. I have aquired a small armie of deadies that do my bidding. An anceint Liche is in my power and when I have squeezed the last of its secrets from its dead brain I shall come and join you in Dead Pot Country. The Liche remembers warring against that lands inhabitants, and I suspect from its demenour on the mattre that his people lost. Which can only mean that there is even more powerful magic as the master suggested. Perhaps even the secret of LIFE AND DEATH itself!!

Not long my love

Zingen”

Tier 3 (2nd Floor)

This floor is a stone chamber, 10 metres square, atop the pyramid, known as the Chamber of the Passing.

The Chamber of the Passing

This is where the dead are reanimated. First the victims are slain on a blood soaked altar of sacrifice which dominates the chamber. Then their soul is sucked up into the Star of Souls which is inlaid in the roof of the chamber. Unable to pass to their place in the Halls of the Gods and its afterlife, the body of the victim rises as a zombie.

Behind the altar, sitting in the shadows is a stone throne in which the undead form of the King in Chains (see below) is bound up with iron chains (Zingen has the key; the player characters can also pick the locks and free him). The King in Chains will explain in return for his freedom how to reverse the process of Zombification and return the village men to life. All they simply have to do is gather up the Zombies, lie them on the altar (or more likely bind them) under the Star of Souls, and he will recite a small spell. The King in Chains will not teach the spell; it's his bargaining chip to getting out of here.

The Chained King

This creature no longer remembers his name, only the fact that he is King of this tower and the surrounding lands. It has been cruelly chained here by Zingen, who has been torturing him for magical secrets that he forgot many years ago. It only remembers the spells it knows through as sense of self-preservation.

The Chained King AC 7[12] HD 5 HP 25 MV 12 Attacks: Fist (1d6) Special: Spellcasting CL/XP 6/400

It can cast the following spells once per day: Cause Light Wounds, Shield.

Star of Souls

Above the Chamber of the Passing is the Star of Souls. This crystal artefact, one metre across, entraps souls as they escape body. It used to be a magical artefact that sent the souls of the dead Kings of this area to their place in the Halls of the Gods, opening a gate to it, but has been warped by the King in Chains when he used it to make himself immortal. This was before the Lion Emperor Ascended to the Halls of the Gods.



Events

Zombies!

The seven Zombies that Zingen has raised using the Star of Souls, shamble around the pyramid. If the players are clever they can kill off or capture individuals or pairs, but once the alarm is raised the Zombies will swarm round the characters. If Zingen is still alive he provides back up.

The Zombies

Zingen has raised 7 Zombies from the captured menfolk of Ionos. All the Zombies are named with appearances and personal quirks. Remember these were once people. Amidst the moans and groans they occasionally throw out bits of dialogue (see quotes) to remind the players that they were once human.

Zombie 1. Yurg the Lost Boy

In life a cute and zesty. eight year old In undeath, creepy in a needy sort of way.

Yurg AC 8[11] HD 2 HP 5 MV 9 Attacks: 1 Fist (1d6)
Special: Immune to mind control, poison and disease CL/
XP2/30

"Have you seen my mummy? My mummy is called Mariz"



Zombie 2. Zor

Husband of the flirt Hannos, nasty and fast. Attacks females on sight.

Zor AC 8[11] HD 2 HP 12 MV 9 Attacks: 1 rusty short sword (1d6) Special: Immune to mind control, poison and disease CL/XP 2/30

"Bitch! Bitch! Bitch!"

Zombie 3. Mulgar

Husband of Mariz, father of Yurg. Big and Ox like. Quite passive, tends to stand there moaning with his head in his big hands, but If you offend him he comes at you unrelentingly. If any of the characters has his axe (see Big Axe) he will follow them about ("My Axe?") but if they give him back to him he looks at it quizzically before dropping it.

Mulgar AC 8[11] HD 2 HP 15 MV 9 Attacks: 1 Fist (1d6)
Special: immune to mind control, poison and disease CL/
XP 2/30

"Mulgar! My name is...Mullgaarrrrrr!"

Zombie 4. Grandfather Zin

He is the husband of Granny Tors, Father of Zor, Mulgar and Tor. Skinny and tough, Zombification has actually done him a great favour. Loves human flesh.

Grandfather Zin AC 8[11] HD 2 HP 5 MV 9
Attacks: 1 Fist (1d6) SR: immune to mind control, poison
and disease CL/XP 2/30

"Hungry, Hungry!", "Why don't they feed me enough?"

Zombie 5. Torg the Hunter.

He was Ionos' chief hunter gather and unmarried.

Torg AC 8[11] HD 2 HP 12 MV 9 Attacks: 1 Fist (1d6) or Longbow (1d8) Special: immune to mind control, poison and disease CL/XP 2/30

"You can't run, you can't hide, must feed the tribe!"

Zombie 6. Ciz the Head collector

Even before his zombification, Ciz was a bit mad and unpleasant. He used to rob passing travellers, removing the heads of any of his victims, which Granny Tors would shrink for him. He has five such heads attached round his belt. The clan put up with him because he was the strongest fighter and a good hunter.

Ciz AC 8[11] HD 2 HP 10 MV 9 Attacks 1 Greatsword (1d10) SR: immune to mind control, poison and disease CL/XP 2/30

"HEADS! HEADS! I WANT YOUR HEAD!"

Zombie 7. Itil the Idiot

From the same defective genetic stock as Ciz. Sneaky and deceptive in life, traits that he retains beyond the grave. Homicidal but back stabbing and ambushing if partnered with Ciz.

Itil AC 8[11] HD 2 HP 10 MV 9 Attacks: 1 Short Sword (1d6) Special: immune to mind control, poison and disease CL/XP 2/30

"Someone's had a big joke on me, but I'm the Joker!"

Resolving the Adventure

Kill Them All!

A straightforward assault on the tower is the easy and somewhat dumb way of completing the adventure. The Crypt Keeper should meet such an attack with organised resistance from the Zombies, Zingen (and if still alive Hurgo the Hungry) if the characters go blundering around. It's also a tactic that will win them no friends amongst the women of Ionos.

Sneak Around and Learn Secrets

Canny players will twig that there are other options to outright violence and scout the tower, using deception to avoid the Zombie guards. They might even encounter the Chained King and learn about how to bring the Zombies back to life using the Star of Souls, and to the great delight of the women of Ionos bring their menfolk back alive. Zingen gets his throat cut in his sleep or is tossed to a vengeful Unchained King.

Knowing players the actual outcome will be somewhere between these two extremes. The important bit is that although the adventure looks like a very simple treasure hunt, the Crypt Keeper should complicate it by playing the monsters as people.

Rewards

In addition to any XP awarded for overcoming monsters. Unless noted all rewards are divided amongst the group members who are involved in achieving them.

200 XP each for looting the Tower and surviving its challenges.

100 XP for the character who keeps the Soul Star (although there will be severe consequences if the Red Hand Gang ever discover it)

100 XP per Zombie brought back to life.

100 XP for unchaining the Chained King and dealing with him, either negotiation or fighting.

100 XP per character for genuinely heroic action during play.

Further Adventures

The Letter

The letter to the merchant's son is a direct lead into Dead Pot Country. If the characters show it to either Yoni or Jarrock they will take the information to the Guild Mistress who will command the the characters be commissioned to look into it after learning of the merchant's son's disappearance.

The King Unchained

Another potential lead into Dead Pot County as the King remembers his former life and decides to visit the lands of his former enemy to see if time has treated them as kindly.

Zingen on the Run!

If the characters are victorious against the Zombies, Zingen will cut his losses and make a run for it. It is highly likely he will join his lover Yuvar in Dead Pot County, unaware that he has already been captured by the Ghoul Queens (see Dead Pot Country page 36).

DEAD POT COUNTRY

On the edge of the Badlands and the belt of peasant farmers that support the merchants of Aztar some fifty kilometres up Broken Deal Way is a blighted area that is known as Dead Pot Country. It is called this because of the ancient burial practice of the River Valley civilisation that once flourished there. Now, like so many places in the Badlands, lawlessness abounds and monsters roam the ruins which hide the treasures of the fallen civilisation. Treasures which many a brave band of adventurers feel the need to liberate from their dusty tombs.

Setup

Crypt Keeper's Introduction

Location

Dead Pot Country is 80 miles up Broken Deal Way in the Badlands. Aztar is the nearest city, and Dead Pot Country's ruler Lord Tarken pays nominal tribute to the Merchant Lords of that city. In reality Dead Pot Country is outside the influence of Aztar, and Lord Tarken is nothing more than a bandit chief, hedging his bets by flattering the traders from Aztar when they stumble across his village taking shelter from one of the many dust storms that plague the area.

A Short History of Dead Pot Country

At the dawn of time, the valley which Dead Pot Country is located in was one of the cradles of early human civilisation. The valley was wide with a large flat flood plain, that the river annually flooded depositing rich and fertile mud. The River Valley civilisation developed agriculture and a system of laws, among which were laws governing the burial of the dead in large pottery urns. The River Valley Civilisation went through three periods;

1. **An early period of Enlightenment, 20,000 years ago.** From observing the stars, the homes of the gods, the River Valley people became wise and magically powerful.
2. **A middle period of Conquest, 15,000 years ago.** From the power they gained in the first period they started to dominate the neighbouring city states.
3. **A final period of Stagnation and Collapse, 10,000 years ago.** The once fertile flood plain is now full of burial urns. The River Valley people began to rely more and more upon the efforts of their slave populations, and became a minority urban elite in their own empire. The God Kings of the Empire,

desperate to prolong their lives of decadent depravity, turned to forbidden magic and upon death became Ghouls, fed by their successors with the flesh of living slaves. The River Valley Civilisation finally collapsed when the river, stagnated by burial urns dumped in the river, dried up. The living survivors of this ecological disaster left the valley and were absorbed into the neighbouring cities.

After the Collapse the valley was left alone by the peoples of the emerging Lion Empire, considered a cursed and evil place. The Ghoul Empresses and the wandering restless Deadies only confirmed that report to any one who dared venture into the valley. Finally Imperial decree made the valley a forbidden zone.

After the Age of Isolation ended a group of peasants, who had joined the Merchants Exodus from Miraz, became separated during a dust storm and found refuge in the old Pot Burier's village on the edge of the valley. They started to create a peasant's utopia based upon equality and trust which thrived for a generation (roughly thirty years), until Lord Tarken and his men descended upon them five years ago. Now they toil under his yoke.

A Quick Way into the Adventure

Some merchant's son has got lost in the Bad Lands, perhaps in the worst part of this desolate wilderness, Dead Pot County. A place crawling with the hungry dead of a long dead civilisation and terrors much worse!

Good job there's a large reward for the return of the lad and the chance to pick up all that treasure buried with the deadies!

The player characters are hired to by Merchant Lord Bebvega. His son, the Merchant Yuvar, was in an expedition along Broken Deal road, charged with contacting Lord Tarken, a dealer in ancient antiquities from an ancient abandoned valley. Yuvar is now a month overdue and his father is worried. A Zercan Diviner, a family retainer, has determined that while the lad is still alive he is being held 'underground in a place of skulls'. The rewards are high, 500 irons per player character, but Bebvega expects them to work on their own initiative and his son to be returned alive.

Crypt Keeper's Knowledge

Yuvat, who is Bebvega's heir apparent, is 29 years old. He is outwardly steady and reliable. Like his father he is motivated by wealth and maintaining his family's status in Aztar. Unknown to his family he has joined the Young

Necromancers, an unsavoury death cult, and taken a lover Zingen (see Dust of Eternity) from their number. His current family mission is merely an excuse to go exploring the ruins of the River Civilisation. When he arrived in the village, he was briefly entertained by Tarken before striking out into the Urn fields in search of treasures (the existence of which a drunken Tarken bragged about over the evening meal). His party got as far as the city where his men were torn to pieces by Bal & Ral. Taking refuge in the Tower of Downfall, Yugar was captured by the Ghouls, where he is currently held in their court (see page 39).

Everyday Life and Death in Dead Pot Country

The Living

"Better to be living than to be dead!"

To be one of the living in Dead Pot Country is to be one thing, miserable. Life is hard and tough in the area's only village, a soul-less place full of one storey mud brick houses. Here the peasants barely survive on subsistence farming. Their idea of a good time is a bowl of gruel and a mug of sour wheat beer. The only people who are doing well, in any sense of the word, are Lord Tarken and his men, bandits who took over the village when they came across it by accident five years ago. Even they are bored and fed up with the claustrophobic atmosphere of the village and this motivates most of the petty cruelty that they inflict upon the villagers. Yes life is hard and unrewarding, but at least they are not dead.

The Deadies

Deadie number 1 "Braainnnssssssssssss."

Deadie number 2 "Hunnnngrrrrryy...."

The dead outnumber the living in Dead Pot Country, about one thousand to one. Fortunately most are Pot dwellers who live interred in large burial urns with their possessions from life. They stay put unless their home is disturbed, in which case they wake up and become one of the Hungry Dead who roam the Urn fields looking for living flesh. In the City of Three Towers lurk the God Kings and their Ghoul servants. These ancient rulers of the fallen River Civilisation and their servants attained immortality through the depraved practice of eating human flesh.

Reasons to Visit Dead Pot Country

There are many reasons to visit this long forgotten part of the Shattered Lands.

- **Find a lost relative.** People get lost and kidnapped all the time in the Shattered Lands. Either a patron's or character's more adventurous brother got lost while looking for the connecting part of Broken Deal Way, a source of great riches since it would become an important trade route between Inzom and Aztar.
- **Buried treasure.** Rumours abound in the city of a field of buried pots filled with gold around the ruins of a lost city just off the Broken Deal Way.
- **Lost Magic of the Ancients.** There are legends of a lost civilisation that predates the Lion Empire. Its rulers transcended death and neglected the needs of their living subjects and their civilisation collapsed.

The Adventure

Themes

Bear in mind the following themes while running the adventure. These themes run through the locations and events of the adventure, but are stated explicitly here to help you evoke the right mood as you and your players explore the adventure.

Man versus the Desert

Dead Pot Country is a dry and desolate place. It doesn't rain here, the main 'river' is a stagnant muddy stream magically polluted by the remains of the dead. The people of the village barely survive from a single well and occasional downpours. If the players do not plan accordingly, make them pay for their mistakes. Intelligent enemies, such as Tarken's men and the Ghouls, will often destroy their opponent's water supplies leaving them to die of thirst, rather than mounting a direct attack.

Peasants and Bandits

This theme will prick those players (or player characters) with a social conscience. It runs alongside the theme of the harsh desert. Make it clear to the players when they explore the village that Lord Tarken lords it over the peasants making their lives miserable. Force them to answer the following question: Will the player characters act as heroes and liberate the peasants from their oppressors or will they side with the more powerful bandits to make their treasure hunt in the valley easier?

The Hungry Dead

There's a large chunk of this adventure that is a zombie survival movie. Mess up in the Urn Fields and the player

characters are going to have the shambling hordes shuffling after them, groaning, moaning and waking up more of their colleagues. In a one on one fight the player characters will probably come out winners. With multiple hands trying to drag them into the dust, the player characters will be fighting and running for their lives. If the player characters don't treat the dead with respect and caution, the resulting zombie holocaust should be relentless, until they somehow make it to the City of Three Towers or scramble back over the Old Temple Wall.

Exploration of the Lost Civilisation

At the heart of this adventure is the mystery of where all these undead are coming from and how the lost Civilisation of the River Valley People is behind it. Without the player characters having to resort to archaeological methods, they should be able to solve the riddle by visiting the three towers in the ruined city at the centre of Dead Pot Country. Even if they don't work out exactly what is going on, from the grand vista of the millions of pots and the sight of ancient cyclopean ruins of the city as they gaze across the valley from the Old Temple Wall, an impressive structure even in its ruined state, should give them a sense of awe and that they are about to step into something really big.

Locations

The adventure is organised into locations. Each location is described along the people and events that the player characters may encounter at that location. The events are not presented or intended to occur in a set order. Apart from the general introduction event that occurs when the player characters enter the locations, each event has a set of conditions that need to exist for the event to occur. Most of these conditions are as a result of the characters looking for that event to happen, but some events may happen because of the player characters inadvertently triggering them. This is to make sure that the player characters are always at the heart of the action, and that the players are truly driving the plot instead of the Crypt Keeper railroading them down a predetermined set of events.

The Village

The simple one story flat roofed mud brick houses that make up the Village are tens of thousands of years old. They once housed the workforce of crafters and labourers who made the Burial Urns and prepared the dead bodies for burial in the Urn Fields. These 'Servants of the Dead' were a highly respected and elite group of families, the intricate skills required to successfully inter the dead and send them to the afterlife being handed down from generation to generation. They were one of the last groups

of people to abandon the River Valley.

In the time of the Lion Empire the Village became a military outpost, whose Garrison a battalion of Undead hating priests guarded the valley wall and prevented the Hungry Dead and Ghouls from escaping into the Empire at large. From this period only the Stone Mansion House and the Old Temple Wall survive.

The present day inhabitants came to the Village fifty years ago, exiles from Miraz who got lost on the way to Aztar. They were fleeing oppression at the hands of the Tyrant of Miraz, only to fall back into a life of toil when 'Lord' Tarken and his men arrived five years ago.

The Village Inn

Only the men loafing around outside, staggering around with small clay cups, give any indication of this one story building's purpose. Inside it is dark and dingy and the peasant men sit hunched around small round tables. At the far end of the room is the bar, little more than a plank of wood resting on two chair backs. The bar keep is surly and abuses his position as keeper of the sour cloudy 'beer' that the locals use to drown their sorrows. There is a 25% chance of D6 of Tarken's men being in here, and a 50% chance of them causing some sort of ruckus with the peasants ('Don't forget who's boss' below is a good event for this).

Lord Tarken's Mansion

A square red stone two storey building that dominates the centre of the village. It is the old barrack house of the Warrior Priests charged with keeping the undead in the valley during the time of the Lion Empire. Along with the wall it is the only remains of the Warrior Priest's Temple.

Before Tarken arrived the villagers used this as their council house and grain store. When Tarken arrived he slaughtered the Village Elders and seized the grain supplies.

Tarken lives here in relative comfort, living the life comparable to a minor noble on goods imported from Aztar, secure and protected by at least ten of his men at all times. Four years ago a locksmith (see 'Unmarked Grave' in events below) was hired from Aztar who reinforced doors and locks. Tarken and his trusted lieutenant Bilgan have keys to the second storey, where Tarken holds court and he has his 'treasure' room. These doors are locked at all times. The other men in the house have keys to the ground floor doors and the first floor doors. These doors are locked only when Tarken feels threatened.

Contents of Tarken's Treasure Room

500 Irons, a jewelled necklace (worth 200 irons; costume

jewellery usually used by Tarken's mistress when he has one), an ancient copper shield with the head of a lion embossed into it that once belonged to the Warrior Priests and a copper scimitar from the same period with a lion headed hilt.

The Lion Shield. This ancient copper shield with a lion's head on its central boss, shines brightly when any undead approach within twenty meters.

The Lion Scimitar. This copper scimitar is magic and although it appears of ancient design is as bright and polished as the day it was made, due to its enchanted nature. The hilt of the scimitar has a lion head embossed on the hilt.

The sword is +2 to hit and damage.

The Old Temple Wall

This ruined wall stretches on as far as the eye can see in both directions along the cliff (around twenty miles each way). It is made of the same red stone as the Mansion, arranged five foot cubed, and stands between five foot and twenty foot high. Originally it stood thirty foot tall, but over time the winds have eroded the top two metres. It was built by the warrior priesthood of the Lion Empire, and has a permanent barrier against undead, the source of which is a magical Lion Standard in a secret crypt (see below). The standard gets its magic from human sacrifice, and the villagers unwittingly top it up when they execute criminals by stoning them to death against the temple wall. There is an iron gate set into the wall, which is firmly locked. Tarken has the key and the rusty lock is difficult to open.

The Secret Vault

By the temple wall, obscured by fallen masonry is a stone slab, 1m by 1m, that covers the stairs down to an old vault dating from the time of the Lion Empire. As well as holding the Lion Standard, it is also used once a month by Bilgen to cast magic on himself and Tarken in a secure secret place.

The three metre wide stairs that lead down into a dusty room which is five metre wide by ten metre long and two metres high.

Tripwire trap. Tarken's men have trapped the stairs with tripwires. If the characters fail to detect the wires they face a fall of ten foot down the stairs.

In the centre of the crypt is the Lion Standard, a black banner with a skull impaled by two arrows at diagonals to each other topped off with a gold lion statuette. This is the old standard of the Warrior Priests who guarded the valley.

Lion Standard. This is an artefact of a long forgotten Deity of War, from the time of the Lion Empire.

Powers: Repel any Undead. When any undead come within two meters of the standard, such as when the Deadies from the valley approach the old wall, they are repelled and cannot come within ten foot of the standard.

This costs the standard one magic charge per Undead affected in this way.

It has a pool of magic which is at its current maximum of 50, and this is replenished by human sacrifice on a one to one basis, i.e. 1 victim gives the standard 1 charge.

Events

First Impressions of Dead Pot Valley

Read the following to the players

"You stand on the crest of a small hill, giving an eagle-eye view of the valley below you. A brown dusty haze drifts over the valley and, as the dust clears, you can make out the vast fields surrounding a muddy trickle of a once mighty river which stretches as far as the eye can see. Sitting like a vast spider on the dry river bed is a huge mass of ruined buildings. Ancient temples and towers preside over a long-dead city.

Cutting off the panorama of ancient decay are the sheer cliffs, atop which on your side of the valley is an old broken stone wall, which defends a village of flat-roofed one-storey mud brick houses. "

Arriving in the Village

Read the following to the players

"One storey mud brick houses cluster around a dusty road that comes off Broken Deal Road and goes all the way up to an ancient stone wall at the edge of the valley. Villagers go about their daily work, backs bent double by the loads they carry or from working rock hard dry earth in the fields. Standing idly by a nearby fence are a couple of thuggish looking warriors, dressed in dusty leather armour who watch the peasants perform their back-breaking work whilst fanning themselves with big floppy hats and drinking wine from a heavy wine jug."

The guards will not bother the player characters but will watch them intently, sizing them up.

They will however get aggressive if the player characters challenge their rights to lord it over the peasants. They are not rash fools and if things are turning violent they will back off to get reinforcements.

Finding a Guide

If the players are looking for a guide into the Valley itself the best people to hire are the peasants. They have spent all their life dodging the undead hazards of the valley and are extremely knowledgeable about the unpredictable dust storms that whip up without warning as well.

If Tarken and crew are still in control of the Village, the

DEAD POT COUNTRY



THE VILLAGE

- 1. Entry (2 bandits)
- 2. Gate and old wall
- 3. Mansion
- 4. Square and stairs (under rubble) to crypt

0m 100m
Scale

THE URN FIELDS

CITY OF FLOWERS AND THE URN FIELDS

- 1. Tower of Enlightenment
- 2. Tower of Conquest
- 3. Tower of Downfall
- 4. Grand Bridge
- 5. Bridge of Sighs
- 6. Bridge of Victory
- 7. Pot Robbers' Camp
- 8. Dried up lake

players will have to negotiate through them. Tarken will demand a flat 50 Iron fee a day and 50% of the treasure.

If the players have got rid of Tarken and his men, the villagers will quite happily provide two of their best trackers to help the players.

Help us Depose Tarken!

If the player characters seem sympathetic towards the plight of the villagers, they will eventually be contacted by the peasants in some clandestine manner.

The more willing the player characters seem to be to help the villagers, the more helpful they will be. For example if the player characters fully commit to wiping out Tarken, the villagers can tell them about the Secret Vault and how removing the Lion Standard and taking it beyond the Village boundaries will allow the Deadies into the village and cause a distraction. They also know the movements of the bandits (and the layout of the Mansion and the buried Locksmith (see 'Unmarked grave' below)

Don't you Forget Who's Boss Around Here!

Contrary to the above if any of the peasants get ideas above their stations, the bandits are quick to put them in their place. The bandits will make sure that they outnumber their victim at least three to one and start laying punches into them. If it goes especially badly for the villager this could potentially lead to a stoning (see 'A stoning!') below.

“Aha Ambassador, we have been waiting for you”

Player characters who keep their noses clean and keep out of the bandits' bullying of the peasants, will eventually be approached by Lord Tarken and five of his men. It has been nearly a year since Tarken has had any contact with Aztar and he wrongly assumes that the player characters are representatives of Aztar's ruling body, the Merchant League. Tarken wants a trade contact to sell his “artefacts” from the valley and will invite the player characters to a lavish meal at the mansion. How the player's take it from here is up to them.

A Funeral

On the second day of the players being in the village, or after one of the bandits have bludgeoned one of the peasants to death, there is a funeral. Everyone wears black. The women are covered by veils and mournfully wail while six burly men carry a shrouded body on a stretcher. They take the body to a spot just by the old wall and burn it. If asked why they do this the villager will reply, “So the spirit can be free and the body does not come back to haunt us!”

A Stoning!

Criminals, usually uppity peasants, stoned to death by a mob against the old wall over the secret crypt.

While the stoning occurs Sorcerers and other characters who are magically sensitive will see the magic aura of the dead person glowing upon their death and sliding down through the cracks in the paved area into the secret crypt below.

Unmarked Grave

In the fields there is an unmarked grave, were lies the locksmith in a locked wrought iron box bound with locked chains. Tarken had him buried there as a 'reward' for his service, and to keep him on ice should he need him to do any more work on the locks around the village. Due to the magic of the area, the Locksmith has turned into a zombie. One who is a Master Locksmith and especially angry with Lord Tarken. Only Tarken, the Bandits and some of the villagers know about the grave and its contents.

People in the Village

Lord Tarken

Tarken plays the part of a Merchant Prince appointed by the Aztarian League, with his fine airs and graces, perfectly groomed goatee beard and rich taste in leather jerkins (which also double as armour), but in fact he is a low born rascal.

Originally from Aztar, where he was a minor merchant, Tarken's fortunes changed when in he invested in a doomed expedition to find out how far 'Broken Deal Road' extended into the Bad Lands. He and a couple of guards were the only survivors of a fifty man group, which was torn up by dust storms and nomad attacks. On the slow and painful trudge back to Aztar, they stumbled across the worker's paradise that was the Village. The villagers showed them not only hospitality but also some of the precious artefacts that they had unearthed. In return for their kindness Tarken offered to trade them back in Aztar. They gladly agreed. Tarken used the money he earned to hire the majority of his bandits, and returned to the village to take it over.

Tarken rules the Village with an iron fist. The villagers are completely under his control. Most toil in the 'fields', not actually producing any food, but looking for more artefacts from the River Civilisation. This has kept Tarken and his men in the money for the last five years. However the treasure has started drying up and Tarken is considering sending parties of villagers beyond the wall to look for ancient loot.

Lord Tarken

AC 7[12] HD 4 HP 30 MV 12 Attacks: 1 Longsword (1d8) or 1 Dagger (1d4) Special: None CL/XP 4/120

Motives

- Be Lord of the village.
- Destroy all threats to his power.
- Gain any treasure brought out the Valley.

Bilgen

A seedy renegade 'sorcerer' from Aztar, Bilgen is the epitome of unpleasantness. He spends most of his time creeping up to Lord Tarken or menacing the peasants. Dressed head to toe in a black hooded robe, he is permanently stooped in such a way that no one can see his face. He very rarely bathes and neglects his personal hygiene, being too busy with his 'sorcerous studies'. His training at one of the Zercan Magical Colleges was paid

for by a Merchant Master, who he is still technically bound to in service. However he jumped ship and teamed up with Tarken, to be a big fish in a small pond and also to gather the 'great magical secrets of Dead Pot County'. One day his former benefactor may send bounty hunters to reclaim his investment.

AC 9[10] HD 3 HP 20 MV 12 Attacks: 1 Longsword (1d8) or 1 Dagger (1d4) Special: Spell Casting CL/XP 4/120

Bilgen knows the following spells that he can cast once per day.

Magic Missile, Oppression, Web.

Motives

- Stay alive
- Gain possession of any useful magic items or knowledge he comes across.
- Avoid former Master or employees.

Tarken's Men

This is a rag tag collection of Bandit warriors, hired in the more dubious Mercenary Halls of Aztar and randomly along Broken Deal Road.

AC 7[13] HD 1 HP 8 MV 12 Attacks: 1 Longsword (1d8) or Crossbow (1d6) Special: None CL/XP 1/15

Motives

- Lord it over the peasants.
- Make money.
- Save own skin.



The Peasants

A sullen group of about one hundred people, grouped into five extended families, toughened up by daily slave labour in the fields. They are forbidden to carry weapons by Tarken.

They dress in tough linen clothes, and typically wear the wide brimmed hats to keep the sun off their heads.

AC 9[10] HD 1 HP 6 MV 12 Attacks: 1 fist (1d3) or 1 Tool (1d4) Special: None CL/XP 1/15

Motives

- Stay alive.
- Protect their loved ones.
- Overthrow and depose Tarken and his men.

Beyond the Wall

Locations

The Urn Fields

A vast, bleak, desolate valley, whose once mighty river is now a muddy trickle, a minefield of burial pots with their undead recipients and the ruins of a once great civilisation.

In the Urn Fields

The valley is divided up into square fields, which are separated by hard-packed dirt paths. In the fields are masses of burial pots, large red clay pots which can fit a human curled up with knees up to their chest plus a modest amount of treasure (about D100 Irons worth, in gold coins and costume jewellery). Many of the pots have been smashed up and their inhabitants turned out over the centuries by 'pot robbers'. These unfortunates end up in one of the big wandering zombie packs that roam the fields which typically have 3D10 members.

The obvious way to avoid 'waking the dead' is to stay out the fields and keep to the dirt paths. However during the last days of the River Valley civilisation they started to run out of room, so there are some pots buried in the paths. So characters will still have to be onservant for the whole trip across the fields to avoid accidentally disturbing one of these ad hoc burials.

The River of Weeds

Cutting the valley in two is the dried up river bed, which is more dangerous than a first look suggests. For when they ran out of space in the Urn fields, they started to drop the burial urns in the river. The urns sank into the deep river mud a good couple of metres. Now unless the characters take precautions, the Deadies buried in the dried river bed detect any living creature crossing it with 2D6 erupting

from the earth every 30 seconds (6 combat rounds).

The Dried Up Lake

Once a wonder of the River Valley Civilisation, a sparkling clear lake where peasant and noble alike mixed on vast floating pleasure barges and celebrated religious festivals by throwing gold jewellery to the Gods. Gods whose home in the Halls of the Gods had an entrance to the mortal realm in the bed of the Lake, and whose power was channelled by the Priestess Queens of the City. When the civilisation died, the portal closed forever, but a small fortune in gold was left amongst the mud preserved wrecks of the pleasure barges. Of course long before that the people of the city had been dumping their dead in burial pots in the lake, meaning a small army of Pot Deadies guard said small fortune in gold.

The Bridge of Sighs

Built in the final era of the River Valley Civilisation, this bridge is a pale imitation of the other bridges that it tries to copy. Although made of stone, it has collapsed in many places and is dangerous to cross. There is a fifty foot drop to the dried up lake below.

The Bridge of Victory

Built during the era of Conquest, bass reliefs on the side of this basalt bridge show the River Civilisation's conquest and subjugation of all other peoples and races they came across. A platoon of twenty of the Eternal Guard (undead warriors that the River Civilisation used) still stand guard on this bridge.

Eternal Guard. AC 5 [14] HD 1 HP 9 MV 9 Attacks: 1 2-H Spear (1d10) or 1 Claw or 1 Fist (1d4) Special: Immune to sleep, charm, poison or disease. CL/XP 2/30

The Grand Bridge

This directly connects the banks of the lake with the city itself on either side. It is a solid stone bridge, some twenty foot wide built at the height of the River Civilisation. The sides of the bridge are adorned with stars and comets, showing that period's obsession with the heavens. Unlike the other bridges it is neither falling apart or guarded, but ominously silent.

The Pot Raider's Camp

This is a small grouping of ten ramshackle huts, which used to home a community of professional tomb robbers who made a living from robbing the pots. The robbers are now all dead after getting greedy and travelling to the city, where they met their doom at the hands of the Ghoul Queens. The only inhabitant now is the forlorn and blind Histor who came long after the Pot Raiders left. Apart from some preserved meats and a couple of trinkets there is not much useful to be found in the camp.



Events

Thrown away trying to come back

Trigger: Near the Old Temple wall.

Most people from the village are burnt on pyres. Criminals and outcasts, who are dumped over the Old Temple wall, end up wandering the valley. There are at least 1d10 zombies immediately near the wall, with another 2d10 who will shamble up 1d4 rounds after the player characters encounter the first group.

Wandering Zombie pack

Use the stats for Pot Deadies below, except they have no treasure associated with them. 50% chance of some sort of weapon such as a rusty old war sword or hand axe.

Dust storm!

Location: Anywhere in the Urn fields

Dust clings everywhere in the valley. It is the dust of ages forgotten, the very dust of a civilisation that buried itself in its sacred valley and then decayed. All that is left is the dust. It hangs in the air in big clouds which crackle with blue magical energy, the souls of those too poor to afford a proper pot burial. These wisps of souls are angry and vindictive towards the living. As a result the valley is prone to violent and sudden dust storms, as this anger of the

dead focuses.

If caught out in the dust storm the characters risk losing 1D4 Hit points per minute from the physical effects of the dust being whipped around. Magic using characters lose one spell from the psychic effect of the screaming spirits of the Dust Storm in the same time period.

People Beyond the Wall

The Bone Gardeners

Location: Anywhere in the Urn Fields

These are the animated skeletons of the servants of the nobles who in death opted to continue tending their master's graves. The skeletons are slightly distorted by the fact that the morticians of the River Valley Civilisation had a magical technique of stretching both arms and legs to double their length. This allows them a greater reach and quicker movement rate. 'Armed' with hoes and scythes for keeping the pots clear of weeds, the Gardeners maintain and clean up any broken or disturbed pots in groups of 2D6. They also actively attack any pot robbers and are capable of summoning a further 1D6 Gardeners per round, using a high pitched whistle.

Bone Gardeners AC 7 [15] HD 3 HP 20 MV 15 Attacks: 1 2-H Scythe 1d10 Special: Immune to sleep, charm, poison and disease. CL/XP 4/120

Histor the Blind

Location: Pot Raiders' camp

This old man is a scholar from Aztar who originally came to the valley looking for the secret of eternal life that the Priestess Queens were reputed to have. Instead he had his eyes clawed out by Bal (see below) and has wandered the valley ever since. In recent days he has become despondent and has settled down to die in one of the tents of the Pot Raiders' camp. However if they characters say they are going to the city, he will soon jump up invigorated by the chance to find the secret once again. Dressed in brown rags with long white flowing hair and beard, Histor has a dirty rag tied round his head that covers his eyes.

Histor The Blind Ac 9[10] HD 1 HP 4 MV 9 Attacks: None Special: None CL/XP 1/15

Pot Deadies

Location: The Urn Fields

Dried out decayed husks, the Pot Deadies slumber in their pots until disturbed. Once awoken, they crave the flesh of their living and are unable to go back to sleep without the charms that the Morticians used in their original internment (see the Tower of Downfall below).

Pot Deadies AC 7 [13] HD 1 HP 6 MV 9 Attacks 1 Claw or 1 Fist (1d4) Special: Immune to sleep, charm, poison or disease. CL/XP 2/30

Motives

- Eat fresh flesssssh!

The City of Three Towers

This was once the capital and centre of the River Valley Civilisation. It went through a period of greatness and then a prolonged period of decay. It literally choked itself to death with the burials of millions of its citizens in the Urn fields.

Now it is a deserted, dead city, where not all the dead lay down and die.

Locations

Most of the residence buildings of the poor were built out of reeds and are long gone, as are the wooden mansions of the middle classes. All that is left is the impressive black stone buildings of the centre. The residences of the rich are now roofless and empty.

In the centre of the city, dominating the sky-line, are three towers.

The Tower of Enlightenment

This old observatory, with its crystal dome, was built during the first phase of the Civilisation. Apart from being caked in the dust of ages, the building has withstood the test of time remarkably well. A large, open arch leads into a spacious main hall, whose white marble floor is inlaid with gold stars and planets. In the centre of the room is a golden chair suspended from the ceiling underneath a massive metal telescope. As the player characters approach the centre of the room a magical recording of Hesta, an elderly Queen-Priestess from the height of the first phase, triggers and appears sitting in the chair.

“Welcome Travellers. You stand among the ruins of our once great civilisation. I have foreseen our doom in the stars and have recorded this message to warn you, future-dweller, of the great danger that now resides in this city. Though it may lie outside the limits of your understanding, believe me when I tell you that my successors were less wise and less prudent, and have unleashed a doom of such magical proportions upon themselves, that it still echoes in your time. The desolation and waste that you have witnessed on your way here is but a small taste upon what is to be found in this city. You should run now and pray to your gods that my successors stay beneath the earth.”

The vision of Hesta fades. If the player characters are still there in couple of minutes she reappears;

“Aba as the stars predicted you are still here. Your zodiac predicts

that you are curious and that it will be your undoing. Oh well, if you must go digging around in the dust, look for knowledge in the other two towers, built in the two ages after my own. The first when my people fell from wisdom and attempted to control the world. Go view there ‘the treasures of the world’ collected by their jack-booted armies. Then see my successors’ final doom in the final tower of the three to be built here. Though the people of this age sought to conquer Death, their concern for life became less focused and it is bound to be a ruin if my calculations are correct. Beware what lies beneath this ruin, for my successors have taken all the wisdom of my age and turned it to dark means. I see in the stars that the Empire of the Lion which follows our own great civilisation will try to isolate what remains of our land, rather than conquer it. Such is the sad doom that will befall my land.

Alas the stars never lie.”

The Tower of Conquest

This is a broader and squatter tower than its neighbour the Tower of Enlightenment. This is because the top half of the tower, which originally made this tower twice the height, has fallen off to the side. Inside the walls, through a large arch with statues of warriors, are “All the World’s Treasures” – a collection of trophies (mainly iron weapons) from the people’s that the River Civilisation conquered in its second phase. All the choice items have long gone with only a few iron swords with Weapon Enhance 3 enchantment can be found on a successful Perception check.

The Tower of Downfall

This stone ruined tower has completely collapsed in upon itself and looks like a pile of large children’s bricks. Amidst the stone blocks, which are almost perfect in shape and only slightly worn down by the effects of time, are cracks which human sized characters can squeeze through to reach the interior of the ruins. Here they will find a large set of steps leading down to the underground chambers.

Originally this Tower was pretty much like its neighbours, except it was less grand and more poorly built. Initially, it was the home of the depraved court of the Priestess Queens of the late era, and when their endless parties turned into an orgy of death as they sacrificed and ate unfortunate guests, the Queens moved underground into their Tomb to be closer to the deathly powers that now fuelled their bodies and further away from the gaze of the hated life-giving sun. As they spent more and more time underground their empire disintegrated along with the tower.

Now the Queens live in the labyrinth below the ruined towers, and hunt live prey that is unfortunate enough to wander in search of the treasure of the River Valley Civilisation or the secret of eternal life. They are kept

below by the Sphinx Guardians of the Lion Empire who prowl around the ruined tower and immediately rip to shreds any Ghoul Queen who pokes her head out of the ruins.

The Labyrinth of Despair

After a large entrance chamber, this underground complex opens out into dark, narrow tunnels, clawed out of the earth by prisoners chased by the Ghouls. Ultimately caught and eaten, the labyrinth is littered with centuries old bones. In the centre of the spiders web of tunnels is the vast black pit, where in the last days of the city victims were thrown to the Ghouls in large numbers. The sides of this pit are scarred by the hands of those trying to escape their final fate.

The Court of the Ghoul Queens

This large chamber is below the labyrinth and reached via the sacrificial pit that opens up at the back of this chamber. Roughly twenty metres in diameter, at the centre of it are ten thrones made of human bones. Three of them have been smashed up and knocked over, these belonged to Queens that were caught and killed by Bal & Ral. Player characters looking for the last treasures of the River Civilisation will be disappointed since the Queens care not for such trinkets, only for fresh human flesh. In a pile of bones in the centre of the room is a collection of stone tablets, all of which have been smashed except for one that still survives. This holds the Secret of Death, written in the archaic and ancient language of the River Civilisation, a spell that transforms the target into a Ghoul.

The Secret of Death

This spell when successfully cast upon a willing character, turns a human into a Ghoul, giving them a ghastly form of immortality. As well as Ghoul form, the spell makes the character immune to non-magical damage. A failed casting roll automatically slays the recipient.

Yugar

The merchant's son and Young Necromancer is being held in the Court in a side room. He is chained to a stone column. His clothes are in tatters and he has been driven mad by the Ghoul Queens who have been using him as their plaything.

Events

Death from Above

Location: The Great Bridge or sky above the city

Ral, one of the Guardian Sphinxes left by the Lion Emperor to guard the Tower of Downfall, circles the sky above the city and Great Bridge. If he spots any creatures

either in the sky or on the bridge he flies up to them. Upon first encountering them he asks them "Prove to me that you are alive". Player characters must prove they are alive (which is as easy as eating or drinking something) to get past him, oh and don't antagonize him.

Riddle of the Sphinx

Location: The Tower of Downfall

Sleeping lazily by the ruins of the Tower of Downfall is Bal the Sphinx. If the player characters can try to creep by the Sphinx. If Bal spots them he awakens. Bal is quite civilised and will converse with intelligent creatures as long as they do not openly get aggressive towards him. If particularly charmed by a group, he may allow them to pass him if they successfully answer one of his Riddles.

Q1. What question can you never answer?

A1. What's it like to be dead?

Q2. It is said among my people that some things are improved by death. Tell me, what stinks while living, but in death, smells good?

A2. A Pig

Q3. What does man love more than life, Fear more than death or mortal strife? What the poor have, the rich require, and what contented men desire? What the miser spends and the spendthrift saves? And all men carry to their graves?

A3. Nothing.

Q4. A murderer is condemned to death. He has to choose between three rooms. The first is full of raging fires, the second is full of assassins with sharp swords, and the third is full of lions that haven't eaten in three years. Which room is safest for him?

A4. The third. Lions that haven't eaten in three years are dead.

Q5. In olden days you are a clever thief charged with treason against the king and sentenced to death. But the king decided to be a little lenient and lets you choose your own way to die. What way should you choose?

A5. Of old age.

Q6. There are two doors, Life and Death. There are two guards guarding the doors, a lying one and a truth telling one. You have to get through the right door by asking both guards the same question and only 1 question. What will you ask?

A6. What will the other troll say?

Hunted Underground

Location: The Labyrinth

The player characters are in the dark, cramped labyrinth under the city. The Ghoul Queens follow them, sneaking up to them, and using bites to paralyse them before running off. Once all the party are immobilised in this way, they are carted back to the Court of the Ghoul Queens for a feast.

The Secret of Death

Location: The Ghoul Queens' Court

This either happens when the player characters are trussed up paralysed or they pause to talk to the Ghoul Queens. If Histor is there, he will try and get the Queens to tell him. Problem is that they are only keen to tell females. To undergo the ritual to be transformed into a Ghoul, the Queens will take them into an adjoining area. One hour later they will come back as a Ghoul and be expected to lead the feast of their friends!

People of the City

Bal, Sphinx Guardian of the Ground and Three Towers

Unlike Ral, Bal is mellow, introspective, scholarly and guards the towers themselves. He can tell more about what is in the towers if he feels kindly inclined towards the player characters. Bal thinks he was a poet in the Lion Emperor's court, transformed into a Sphinx as a punishment for messing about with one of the Emperor's concubines.

Ral, Sphinx Guardian of the Air and Edge of the City

Ral, who is angry and aggressive, guards the perimeter of the city. He half-remembers being a General in the Lion Emperor's army, who was transformed into an immortal sphinx guardian either as a reward or punishment. He dislikes Bal and his flowery poetry so spends most of his time on the edges of the city, the boundary of which neither he or Bal can cross due to some ancient Lion Empire magic.

Ral & Bal, Guardian Spinix AC 0[19] HD 8 HP 50 MV 15 flying 12 ground Attacks: 1 Bite (1d12) or 2 Claws (1d8 each) Special: Immune to sleep or charm spells, Immortal. MV: 12 walk, 150 Fly CL 10/XP 1,4000

The Ghoul Queens

Once the magnificent and splendid rulers of the last decadent era of the River Valley civilisation, now decayed undead baying for flesh.



Ghoul Queens AC: 6 [13], HD 4 HP 25 MV 9 Attacks: 2 claws (1D3), 1 bite (1D4) Special: Immune to Mind Control, Poison and Disease, Paralysing touch MV 9 CL/XP: 5/240

Rewards

In addition to any XP awarded for overcoming monsters. Unless noted all rewards are divided amongst the group members who are involved in achieving them.

500 XP for liberating the peasants from Lord Tarken and his Thugs.

500 XP each for navigating the lands beyond the Wall and reaching the City of Three Towers safely.

200 XP for the character who answering Bal's riddle successfully.

500 XP for avoiding a sticky end at the hands of the Ghoul Queens.

500 XP for bringing Yugar back alive.

250 XP for bringing back news or proof of Yugar's death to his father.

LIFE AND DEATH OVERVIEW

This adventure revolves around a theme of 'Life and Death', and that the soulless city of Miraz must choose between one of these cosmic powers.

Death is represented literally by the necromancer Tel-Kar-Nath, an insane individual whose drive is to bring Death to the world. An ancient Sorcerer of the Empire of Lions, he was imprisoned for crimes he has long forgotten in a deep vault guarded by an unspeakable Demon. After the fall of the last Empire he was able to escape the physical confines of his prison by using magic to travel to the now vacant Halls of the Gods. There he came upon the Secret of Life and Death and, hungry for power, he chose Death. Lost in contemplation of his new powers he did not return to his physical shell until 500 years later. At this point the Iron Mines of Miraz had been built and his vault was uncovered by the slave miners. Unbound, he escaped to Miraz attracted by the sweet smell of thousands of live souls. His very presence in the city has brought a terrible infectious plague to its citizens. He waits like a bloated spider at the heart of Miraz, waiting to corrupt and control the city and export death through its Iron Legions.

To help him with this aim, he has recruited Prince Anos, the son of the Tyrant of Miraz. Never too stable, the young prince has accepted Tel-Kar-Nath's offer of 'Power over Life' to best his older and more capable brother in the traditional struggle that happens between princes to determine the Tyrant's heir. After an unsuccessful attempt on his brother's life using necromancy, explicitly forbidden by the magic-hating laws of Miraz, he has fled the city and, unbeknown to anyone, returned to Tel-Kar-Nath's old prison. Here he intends to use the same route as his mentor to travel to the Halls of the Gods and gain the power of Death for himself.

Life is represented more hesitantly by the player characters. Drawn to stricken Miraz for their own reasons, there is a lot of opportunity to see first hand the death that Tel-Kar-Nath has brought to the city and the resulting political chaos. Will they follow through and see an end to the Necromancer's mad scheme, or will they too choose the obvious route to power and embrace Death over Life?

Acting as an enigmatic guide half way between Life and Death is the Ghost of the Prophet, who foresaw the current situation as he was brought to the executioner's block over a hundred years ago and made the famous prophecy.

Starting the Adventure

Miraz's plight soon becomes known amongst the great and the good in other cities. The player characters could quite easily as a result end up on a mission for old patrons eager to find out what is truly going on.

If the players have played through Dead Pot Country they are contacted again by the Council of Aztar and asked to investigate the rumours of the plague that is currently afflicting Miraz and find out how Aztar can use it to their best advantage to bring down their old foe.

The Guild of Treasure Hunters may also contact the characters and offer to send them to Miraz via one of their portals. Their motives are driven by the agenda of the Red Hand Gang who suspect the Young Necromancers. The characters who may still not be in the Gang's trust will simply be told that there is opportunity for treasure hunting in Miraz's misfortune. There is also the small fact that the Guild's safe house has gone quiet, and they want to find out what has happened. Unfortunately, it just so happens the safe house was the Stick Pig Inn, Tel-Kar-Nath's base of operations.

Structure of the Adventure

This adventure is not intended to be linear, with play progressing from one location to the next and encounters occurring in a strict order. Player characters may move from one location to another, hunting for clues and pursuing their own goals, revisiting each as many times as they want.

Suggested Events are given for each location. These are encounters that the Crypt Keeper may use to stimulate play and if certain trigger conditions occur.

In each Location the non-player characters who live there are detailed, along with their relationships to other NPCs in the adventure and their Motives which serve as a guide to how they act.

Resolution

Eventually the adventure must end. While at the end of the day it is the players' actions which direct the adventure and should decide upon the end, this section gives some advanced warning to the Crypt Keeper of possible outcomes, so they can help the players bring the adventure to a satisfying and fun close.

Character Digest

This section gathers the Stat Blocks of all the Non-Player Characters involved in the adventure.

THE VILLAGE OUTSIDE THE WALLS

Life and Death Part 1

Beginning the Adventure

Read or paraphrase the following to the players.

You come out of the desert, a cool night breeze whipping dust round your heels. The sun is going down behind the impressive grey stone walls of Miraz that lie about an hour's march away. The old imperial road, its white flagstones worn down by the iron boots of Miraz's Iron Legions, leads you straight to the city gates, through a mean village of flat-roofed houses surrounded by fields. You recognised this pattern from your own city. It will be part of a belt of farmer villages that huddle around the city who in return for protection feed the inhabitants within the walls.

Two men from the village stand nonchalantly on the road just before you get to the village proper. They wear white cotton trousers and tunics and wide-brimmed straw hats that protect them from the desert sun. The man on the left strums lazily at a strange six stringed harp, which hangs from a strap round his neck.

"You won't be able to get in now. They will have shut the gates," says the first one in thickly accented Badlander.

"Aye so you'll have to stay the night here and enjoy our hospitality," says the other who continues to strum his 'harp'.

"Either that or you can be like one of those crazy dogs and spend the night in the desert," continues his companion, his face breaking into a huge grin.

"But I hear it is very cold at night and you might die," the other man concludes, strumming his harp with a flourish and an equally sarcastic grin.

These two villagers are Emilion and Miquez, who own the local 'Hostel for Foreigners', a large guest house sanctioned by the Tyrant of Miraz to look after and watch foreigners before they enter the city. Both are members of Miraz's secret police, the Death Watch.

Locations

The Hostel for Foreigners

This is the biggest building in the village. It has all the facilities to house a large caravan of traders. There are stables, a communal dining room and a large dormitory that can look after about fifty people and their animals. The characters are the only 'guests' at present and the place feels empty. They are given the run of the hostel by their hosts. The only place that is off-limits is the kitchen. This is supposedly due to a cultural attitude about hygiene issues, but in fact it is because the cellar that is reached through a hatch in the floor is where they write their reports and store their arms and armour. For Emilion and Miquez use the statistics of a typical Death Watch member.

The Rest of the Village

About one hundred people live here in about five extended families. All of them are farmers who work tirelessly in the fields. They are content with their lot and very suspicious of the player characters who they have been taught from childhood to distrust. If there are any Badlander Nomads, the villagers will be openly frightened of them, since occasionally their village has suffered raids from these fearsome tribesmen.

Events

An Evening at the Hostel

After the player characters settle into the dormitory the two 'hostellers' prepare a basic, but filling, meal and engage in reserved, but polite, after dinner conversation. If asked why there are no other guests, Emilion tells them, "There is a plague in the city and the usual soft merchants don't want to get eaten by the walking dead." Miquez continues, "So instead of relying on imports to feed our hungry dead, domestic peasants are feeding them. A sad waste of local talent I say." This is typical of the sarcastic banter that goes on between the two Mirazians. They will also answer basic questions about the social and political situation in Miraz. After this they excuse themselves, saying there are some chores to do around the guest house. The player characters are left to their own devices, but under the guise of cleaning and tidying up, the two Death Watch men subtly observe the player characters. As the hour approaches midnight, the two men wish their guests good night and make subtle hints that they should retire to the dormitory. Once they have done this, Emilion goes downstairs to a locked basement below the main kitchen where there is a small scribe's room where he makes a report about the player characters. A copy is delivered the following day via courier to the Death Watch in Miraz after the player characters have left.

Venturing out of Hostel

The players are gently dissuaded from leaving the hostel ("The village is just full of ignorant bumpkins, who don't speak a word of your tongue"). If they do insist on exploring the village, Miquez insists on personally escorting them ("It's for your own safety, there are some no-good criminal elements out there"). Emilion also provides his partner back-up by following the party at a discrete distance.

THE CITY STATE OF MIRAZ

Life and Death Part 2

History

Unknown to the present day inhabitants of the city, Miraz was the capital of the Lion Emperors in an early dynasty. Later dynasties moved to a tailor-made city and the Last Emperor improved it to such an extent that it challenged the very city of the Gods and brought down their wrath. However, Miraz remained a provincial capital and the original seat of the Emperors and this secret is something every Tyrant has passed down as a secret and driving aspiration to their successor.

During the Age of Isolation Miraz became a closed totalitarian society. To stay in power and appease the wrath of the people, the nobles banned magic and proscribed its users, blaming them for angering the gods. Like many other city states during this time it survived off the efforts of a highly repressed group of farmers whose farms were in a 50 km band around the city. The rulers of the city also ruthlessly controlled the population levels during the Age of Isolation. Infants born with deformities or who were surplus to requirements were exposed at birth.

When the darkness lifted and the outside world was accessible again, Miraz slowly reintegrated itself back into the world. Miraz's nobles decided to spread their power by fighting wars against its new neighbours. This had the side effect that they had to spend time suppressing peasant revolts, which occurred due to the farmers meeting their free neighbours. The Tyrant of Miraz had hoarded his city's wealth, so had no problem paying for mercenaries to fight his wars and suppress trouble at home. This led to the reputation of the city being paved with gold.

In fact, nothing could be further from the truth. Miraz is a grey and oppressive city, enclosed by a high stone wall, which is constantly patrolled by the Tyrant's guard. Its centre is an impressive pyramid-like building, the Palace of the Tyrant, which towers over the rest of the mud-brick houses. In the shadow of the pyramid is the market place which forms the centre of public life and is closely watched by the Tyrant's guards. Beside the market place is Executioner's Square, where the criminals of Miraz are dealt with harshly as a public spectacle.

The Tyranny of Miraz, which has survived for hundreds of years since its establishment during the Age of Isolation, may come to an end during this adventure.

Religion in Miraz

Officially all religion and magic use were eliminated from the city by the first Tyrant. Atheism was officially continued by his successors. However, amongst the noble families from whom the Tyrant was selected, a philosophy of dominating the lower classes became so entrenched that it became, in effect, a religion for the aristocracy. When magic returned to the world, the higher adherents of the philosophy started to gain the ability to cast spells.

Census of Miraz

Slaves 10,000 (2,000 Mine Workers)
Peasants 8,000
Agents (and families) 200
Nobles 100

Trade

Seventy years ago the Tyrant expelled the emerging merchant class from Miraz, therefore trade relations are rudimentary to say the least. All trade in Miraz is controlled by the Tyrant's Agents, a handful of men and women from hereditary families, who run everything from the iron trade to the city's market. Corruption amongst the Agents is relatively low, due to the Tyrant taking a keen interest in commerce, to prevent usurpers amassing large personal fortunes. The sarcastic citizens of Miraz call the Agents "the honest men of Miraz".

Crime and Punishment in Miraz

Miraz has a harsh code of law that is summarily dispensed by the Tyrant's guards. Most punishments are met out in public at Executioner's Square as a warning to others.

Punishable by Death

Adultery, treason, murder, magic-use, setting up a temple, preaching in a public place.

Loss of Limb/Eye

Theft, open defiance of the Tyrant, preaching to a private gathering.

Whipping and a Fine

Bad-mouthing the Tyrant, disobeying a member of the Guard, trading without a license, wearing inappropriate clothing, flirting, drinking alcohol in public.

People of Miraz

Mirazians have a strictly enforced social structure, determined by status of birth and blood.

Slaves

At the bottom of the social pyramid are the 'slaves'. Originally captives of Miraz's wars against the other city states, the vast mass of them toil in misery in Miraz's iron mines. A smaller group tends to the every whim of the nobles. There is no manumission in Miraz and children born to slave parents become slaves themselves. Slaves have a hard life and most Mirazians are completely oblivious to their suffering, believing them to be a race of weak inhumans who deserve to suffer under the yoke of Miraz's might.

Yurik the Mule

"Strong as an Ox, Stubborn as a mule" is how Yurik's master, a linen trader, describes him. With his master's family since he was a boy, when he did various menial tasks around the house, now in adulthood he lifts and carries heavy packs of textiles all day long. He dreams of the day that he can crush his master and live a free life!

Yurik AC 9[10] HD 1 HP 8 Attacks Fist (1d3) Special None Move 120 CL/XP 1/15

Equipment (other than weapons) :None

Treasure : None.

Motives

- Stay alive.
- Escape and seek a better life.

Relationships

- Faithful slave of Yantarg the Linen Trader 65%
- Sympathetic to the rebellion 90%

Pansa the Pretty

The head slave managing the house of a noble family, Pansa makes sure that every whim of his masters and mistress are fulfilled. He is adept at sourcing pleasure, smoothing tempers and acting as a go-between. Pansa's life as head slave is strongly integrated in his family's life but forever separate. Amongst the other slaves he is vain and self centred, and treats them as if he was their master.

Pansa AC 9[10] HD 1 HP 6 MV 12 Attacks: Fist (1d3) Special: None CL/XP 1/15

Treasure: Pansa has 100 irons and a lovely gem necklace (150irons worth) hidden in his room under the bed with which he hopes to buy his freedom one day.

Motives

- Make sure his master's every whim is catered for.
- Tolerate no challenges to his status as head slave.
- Buy his 'freedom' though faithful service.

Relationships

- Head Slave to Turq Family 90%

Freemen

Peasants make up the majority of the free population of Miraz. They include not only the dirt farmers, who make a tenuous living from poor farmland outside the city, but also the labourers and craftspeople who work like termites within the city. The best a peasant can expect is a comfortable life; all disposable wealth is soon absorbed by taxes levied by the hated Agents of the Tyrant. However, despite their suppression the majority of peasants are on the whole content with their lot. The Tyrant protects them from other city states, who in fact live in fear of Miraz's Iron Legions, makes sure they are fed well, puts on excellent entertainment in the form of executions and provides firm and authoritative leadership. Most peasants are completely in awe of the Tyrant, to the point that they see him as an infallible living god. If things go wrong it is the fault of greedy Agents, men who produce nothing themselves but are responsive for taxing the efforts of others.

Hildy the Henwife

Somewhere Hildy has a husband. A poor henpecked creature that sulks in the shadows and fears the anger of his overbearing wife. While her husband keeps the home and looks after the hens, Hildy runs the family's egg selling business. She also buys other poorer families' eggs and sells them at a profit in her stall in the great market. She loves gossip and a good afternoon execution. She prides herself on her sharp and cruel tongue and her devotion to the Tyrant.

Hildy AC 9[10] HD 1 HP 7 MV 12 Attacks: Fist (1d3) Special: None CL/XP 1/15

Equipment (other than weapons) : Egg basket.

Treasure : 300 irons as a family fortune hidden in her home. 10-60 irons on her at any one time in loose change.

Motives

- Keep her family in line.
- Making money.
- Show devotion to the Tyrant.

Relationships

- Head of her family 80%
- Loyal to Tyrant 100%

Jersk the Brickmaker

A solid hard-worker, he has worked all his life in the city's brick-making factory. He used to be in awe of the Tyrant, but now after seeing so many good lads not come back from Miraz's countless wars and losing his own son in the occupation of Inzom, he begins to wonder if there is a better way. He reads the papyrus's that mysteriously turn up in public places, calling for an 'End to Tyranny and the beginning of the rule of the people by the people'. He's even seen one of their after curfew meetings and not reported it the Death Watch. Perhaps when the time is right, he might even join their 'revolution'.

Jersk AC 9[10] HD 1 HP 8 MV 12 Attacks: Brick making mallet (Club) (1d6) Special: None CL/XP 1/15

Equipment (other than weapons) :

Papyrus calling for an end to Tyranny.

Treasure:

10 irons on person, 100 irons in a locked chest in home.

Motives

- Find out more about the Revolution.

Relationships

- Hardworking member of the Bricklayers 90%
- Potential member of the People's Revolution 50%

Agents

These are the city's administrative class. They collect taxes, manage trade, settle civil disputes and manage public works. They and their families are a hard working but comfortable class who, despite a small amount of corruption, ensure that their fortunes never get too large lest some greedy noble ruin their family and take their money as a reward.

Harzan, Market Agent

A worried man, he spends all his hours poring over ledgers and accounts. He pushes his scribes into sleepless exhaustion with their cataloguing of the business of the Great Market. He hardly sees his wife and family. Why is

Harzan worried? He's worried that the plague will spread to the traders of the Great Market or the rebels will choose the market as a place to have a public riot as this will affect trade. Should a rival bring this to the attention of the Tyrant, Harzan will lose his head for failing to ensure that trade runs smoothly. Fearful and paranoid, Harzan seeks someone who can put these worries to rest, someone whom he will pay handsomely.

Harzan AC 9[10] HD 1 HP 4 MV 12 Attacks: Dagger (1d4) Special: None CL/XP 1/15

Equipment (other than weapons)

He obviously wears iron chains and rings with semi precious stones to show his power, worth 200 irons.

Treasure : Harzan is fabulously wealthy. He has at least a personal fortune worth 100,000 irons, mainly in goods and property, and has about 500 irons in disposable income at any given time.

Motives

- Keep Great Market running smoothly.
- Weed out troublemakers.
- Make talented people work for him.

Relationships

- Agent for the Great Market 90%
- Head of Rinsa Family 75%

Nobles

A handful of Noble families provide the candidates for the Tyrant's chair. Intermarried and incestuous to a dangerous degree, most of the nobles spend their time indulging in various excesses. The Tyrant keeps them involved in self-destructive power games and tests suitable candidates for his position by giving them leadership commissions in the Iron Legions or as head of the Death Watch.

The Tyrant is top of the pyramid. Worshipped as a god by the peasants, feared by the nobles he wields ultimate power in Miraz.

Daily Life in the City

Everyday life in Miraz revolves around four periods, as laid down by the First Tyrant. Its citizens go about their business in strict accordance to this routine, and the city guard hand out summary punishments to anyone who is in the wrong place at the wrong time.

At **Sunrise (Dawn)** the populace rises as one, brought to life by city criers and chanters who sing the praises of the Tyrant. Water is gathered into the home from communal wells. Despite the abundance of water, this is the only time that it may be collected. Hygiene is part of the culture, and

it is a near religious duty to perform a morning cleansing. Dirty people are berated in public by their neighbours and threatened with flogging by the guard. After all this washing, there is only time for a quick, light breakfast before going to work. Whole neighbourhoods make their way to their places of work, and the streets are filled. As with most things in Miraz, those who are lazy and lag behind are beaten by the guard.

When **High Sun (Midday)** is reached, the industrious toil momentarily ceases. Praise is sung to the Tyrant for providing the people's daily bread. Then a working lunch is enjoyed.

On special days the workers stop mid afternoon, join their friends and enjoy the public executions and punishments in Executioner's Square.

All workers are back in their homes at **Day End** when sun sets and a city wide curfew descends on the city. If a citizen absolutely needs to be abroad at night, they obtain a pass from the Building Of Records in the Great Market and show it to every guard they meet while they are about their business. Otherwise they risks a quick beating, investigation and overnight imprisonment. Good citizens at this time of day sit down to enjoy a substantial meal and entertain each other with humorous songs, stories and jokes.

Death Watch is darkest night, when only the spirits of the dead traditionally walk the streets. This superstition keeps the citizens tucked safely in their beds, as does the threat of immediate execution at the hands of the black-robed guards, who are also known as the Death Watch. Anyone abroad at this time of night is considered to be a criminal of the worst kind. It is also the time of day that 'bad people', enemies of the Tyrant, such as revolutionaries mysteriously 'disappear'.

Locations Within the City

The Lion Gate

This is the main entrance into the city. It dates from the time of the Lion Empire, and two giant statues of stylised lions rear-up defensively at each other, either side of the large wooden gates. Twenty members of the city guard man the gate and search all travellers entering the city, with no exceptions. The gates are opened at sunrise and closed at curfew.

The Streets of Miraz

Miraz is very much a planned city, built on a grid of stone-paved streets. An Agent from the Dominion is charged with making sure that all new buildings fit this system, tearing down any unplanned or 'inappropriate' buildings and punishing their builders. Depending on the time of

day, the streets are either teeming with Mirazians going about their business, or deserted during the night or times of work.

The Tyrant's Court

A large Ziggurat with twenty tiers looms above the other buildings at the heart of the city. This is the palace and temple to the Tyrant's power. The court is in the heart of the pyramid, surrounded by rooms which house the family of the Tyrants. The entrance in the base of the ziggurat houses the Agents' offices and the barracks of the city guards. The cellars below the ziggurat are the infamous and feared headquarters of the Death Watch, where the Taken (see below) are tortured and killed.

Executioner's Square

A large stone flagged square (fifty metres square), in the centre of which is a ten metre tall statue of the first Tyrant, a grim bald man in simple robes with the Talisman of the Tyrant round his neck. Around the statue is all manner of devices for dealing with criminals in the worst possible way; stocks, gallows, executioners' blocks and whipping posts. For the comfort of the spectators wooden seating, in ten tiers up, surrounds the area of punishment around the edge of the square.

The Tavern of the Stuck Pig

Once a popular drinking-hole a couple of streets away from the Great Market, it is now Tel-Kar-Nath's base. Bodies litter the main bar, dead as they drank, but despite the corpses there are no flies or other insects devouring the dead. The door to the cellar is open, and beckons into the heart of the darkness that Tel-Kar-Nath has made his home. From the top of the stairs the characters will be able to hear the shuffling movement of Tel-Kar-Nath's zombie attendants.

The Queen's Hospital

A large stone building, now crammed full of victims of the plague. This grand municipal hospital is now the scene of the absolute horror of the plague, with the dead and the dying sharing the same simple beds. The remaining healers are shell-shocked and confused by the never-ending tide of patients. Outside in the tradesman's courtyard is a large bonfire kept almost permanently aflame by the bodies of the dead, reduced to ashes before they can turn into plague zombies. A small contingent of five city guards protects the healers from the angry mob outside and the occasional corpse that is not burnt in time.

The Great Market

A vast, stone-flagged square in the west quarter of the city. Home to a vast array of semi-permanent stalls selling all

the produce the city needs, under the watchful eyes of the Agents.

The Building of Records

This large, five-floor building with a vast vaulted room is home to the various agents and their assistants. From the agents run the various aspects of the day to day life of the city. As well as the agent's offices, it houses rooms full of scribes who document and file every aspect of city life. A small detachment of twenty city guards protects the building from rioting mobs and infiltrators from other cities. The atmosphere within the building is austere and restrained.

Events

Entering by the Gate

Trigger: The beginning of the adventure.

Location: Lion Gate

Time: High noon.

Read this to the players

“The imposing stone walls of Miraz rise out of the plain that surrounds the city. Iron grey and several stories high, the only way in is through the Lion Gate. Famous for the two giant Lion Statues that face each other menacingly across wide open gates, raising up on hind quarters baring fangs and claws at each other, symbols of the long dead Lion Empire that once had its capital here many hundreds of years ago.

A detachment of ten soldiers, clad in iron plate and armed with sword and shield, carefully and efficiently check the goods and the persons of everyone who enters and leaves the city, who wait patiently in two queues. High in the towers either side of the gates, archers visibly watch the scene below. There is an atmosphere of calculated menace as the guards do their checks. Every now and again a citizen trying to leave the city without permission or a trader with suspect goods will be taken out of the line and dragged into the towers for further questioning.”

The main emphasis of the scene is role-playing. The guards are primarily concerned in making sure that the characters have a valid reason for being in the city. The Crypt Keeper may ask for a Test of Skill to get the characters past the guards' checks with a bonus for good role-playing. Characters who fail to convince the guards that they are going to be good for the city will be taken into the gate house for further questioning and, after many hours of uncertainty, will be interviewed by Rhiannon (see *Hired by Rhiannon* below). Characters that appear to pose an active threat will end up being escorted by a detachment of Death Watch to an Audience with the Tyrant (see below).

This event is also an opportunity for the characters to find out what is going on within the city. While the guards are

tight-lipped, some of the citizens and traders in the queue are quite happy to chat while waiting.

This event is also relevant when the characters leave the city, as the guards will check again.

Finding a Base of Operations

Trigger: The player characters look for lodgings in the city.

Miraz is unlike your typical fantasy city, in that in no way does it encourage outsiders to stay within its walls. Outsiders come to the city, are watched by the guard and good citizens, do their business and leave. As a result there are no adventurer-friendly inns. Sure there are taverns, but these are basic affairs for good citizens to have a well-deserved drink after finishing work just before curfew. On the rare occasions where an outsider stays overnight, it is usually at the home of the person who invited him into the city.

You can use this event to bring home the xenophobia that exists in the city, and give the players an extra sense of relief and reward when they finally throw their lot in with one of the factions within the city and gain lodgings as a result.

Miraz's harsh laws do not tolerate vagrants, and if the characters are still wandering the streets during curfew they will be arrested as such.

The Prophet

Trigger: The characters are in Executioner's Square during Deathwatch.

It is the dead of night and, as the characters investigate the square, they will feel a deathly chill and become aware of a presence behind them. Those who look behind will see the ghostly figure of the Prophet. If they engage in conversation, the Prophet will tell them that Tel-Kar-Nath is the evil that has brought the plague to the city, that they must seek the way of Life and stop Prince Anos becoming Death. If asked how they are to do this, he tells them to go look for the Bone Man in the Iron Mines.

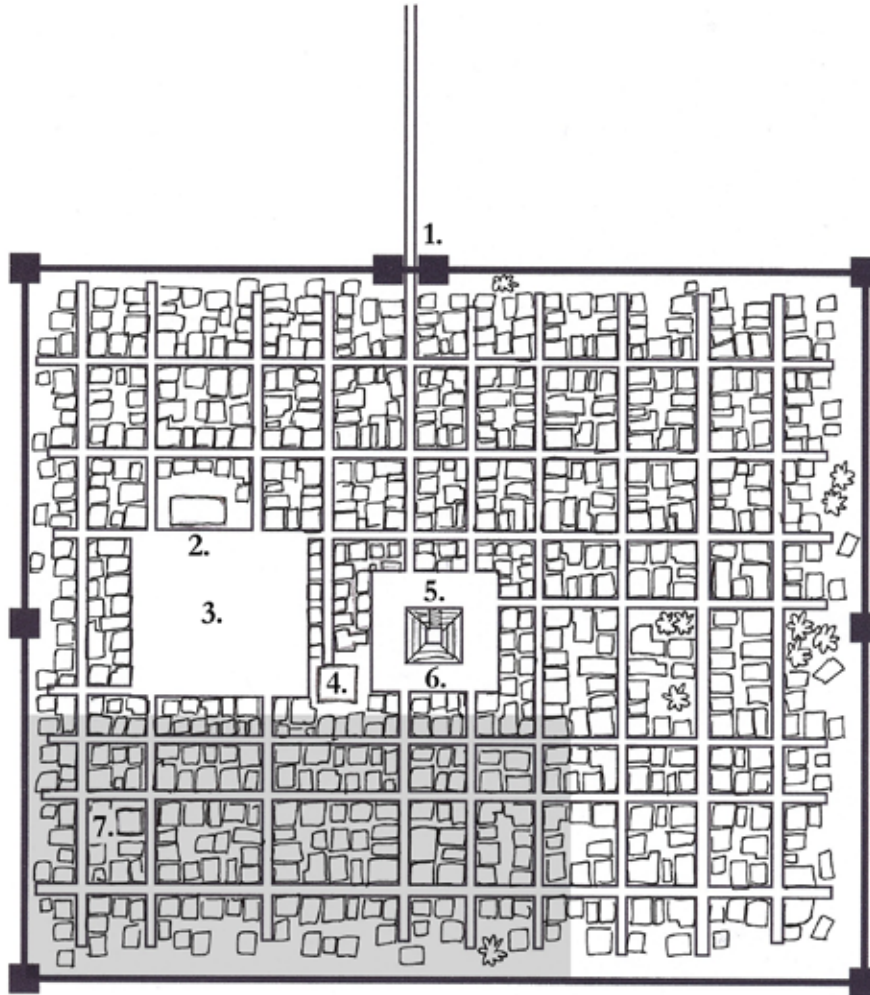
After this event, the Prophet will hover around the party, becoming visible during the night to give 'advice'. This advice becomes threatening and hostile if the party take up Tel-Kar-Nath's quest to become Death.

Tel-Kar-Nath

Trigger: The characters venture into the Stuck Pig tavern and go into the cellar.

In the heart of Tel-Kar-Nath's darkness, he sits on a high-backed chair, contemplating a skull. His zombie servants shuffle around him in the darkness. Corpses are piled high

THE CITY OF MIRAZ




KEY

1. The Lion Gate
2. The Building of Records
3. The Great Market
4. The Queen's Hospital
5. Executioner's Square
6. The Tyrant's Palace
7. The Tavern of the Stuck Pig

0 50 100m



Scale

 Area 'infected' by plague zombies

Rumours

The GM may weave these rumours into conversations the characters have with the typical Mirazian on the street whose confidence the characters have gained (remember Mirazians are quite wary of outsiders). They are mainly intended as colour but some may lead to the events and secrets of the adventure if pursued by the players.

They take the form of: The Rumour & Veracity (True, False or Partially true)

There are twenty rumours, so GMs who are stuck for inspiration can roll a d20 to determine what the loose-lipped citizen comes out with.

1. This city is cursed from the time of the Lion Emperors. (Partially true)
2. We must swiftly subjugate the other cities. Only by becoming masters of the known world can we achieve our destiny. (True, as far as the person speaking is concerned)
3. The statues at the Lion Gate will soon awake and eat us all. It is the second great misfortune that will descend upon this city. (False.)
4. The revolution is coming brother. Be ready to take up arms when the time is right. (True.)
5. Agent Harzan is to blame for all this. (False)
6. The plague came with some infected meat from Inzom, it's all part of a plot to kill us all in revenge for our glorious occupation of their city! (False)
7. Those killed by the plague, if not burned, rise again as undead the day after. (True)
8. The plague is worse as you get towards the market quarter of the city. More people have died there, and more plague-dead walk the streets openly. (True)
9. This is all a great plot by the Death Watch to root out traitors. The Tyrant is cursing subversives with this foul unlife as punishment. (False)
10. The Tyrant is losing his grip on the city. What with the plague, and his two sons Prince Zanos and Prince Anos at war with each other. (Partially true. While the sibling rivalry of the two princes is of no concern to the Tyrant, it's all part of the natural selection process of his heir, the plague does have him worried.)
11. The Tyrant was replaced by an undead creature after we invaded Inzom. Why else did we get kicked out of there? This impostor is now bringing down a plague on us, to convert us all into undead slaves, just like they have in Inzom. (False.)
12. The leader of the city guard, Rhiannon, is the Tyrant's lover. (False)
13. Rhiannon is a foreign whore, sent to spy on us all. (False)
14. Prince Zanos will win the succession contest, even though Prince Anos has resorted to foul necromancy. (Partially true)
15. Prince Zanos is a fair man of the people. He's out of the city now, investigating the source of the plague. When he returns to the city he will sort out this mess. (False)
16. There is an evil presence in this city. I'm not a spiritual man, but it's obvious that it comes from the market quarter. (True)
17. Death stalks the Stuck Pig. (True)
18. The Prophet has returned to save us all. I have seen him in the streets. He told me it is time for us to choose between life and death! (True)
19. Prince Anos is a bit sick in the head. I don't mind a bit of debauchery in the nobles, but messing with the dead! (True)
20. Prince Anos is away from the city I hear. He is looking for a new truth to bring us out of our current misery. He is a good man who follows the words of the Prophet and is consulting with wise sages. (Partially true.)

against a wall behind him, occasionally twitching, returning gradually to unlife.

Tel-Kar-Nath talks in a deep monotone about the joys of the death. The finality of it all and the absolute power-mastery it brings. He is more than happy to demonstrate his power upon a hapless captive. However he does not attack the characters directly. He is more interested in proposing that they go to the Iron Mines and join Prince Anos in his journey to the Halls of the Gods, to learn the Secret of Death.

If they attack him, he uses his magic to evade and escape and his zombie followers to hold them off. He is more interested in playing the role of the enigmatic magical master than dealing with the characters, whom he believes are beneath him.

Investigation

Trigger: the players looking to find out information.

Location: various

This event is actually a summary of the information that the players can find out as they investigate in the city. The format is the piece of information, followed by the source of the information in brackets.

The Plague

Find out that the plague came from the mines from infected slaves who were brought into the city (Tyrant, Rhiannon, Healers, Rebels).

Seek the Bone Man in the gates to hell, points towards the iron hills (Tel-Kar-Nath).

Political Situation

Prince Zanos and Prince Anos are rivals for the position of the Tyrant. They are currently at war with each other. The Tyrant fears that Anos has overstepped the bounds of this contest, and is seeking to directly overthrow him as well as Zanos. (Tyrant, Rhiannon).

Prince Zanos is at the Iron Mines putting down a slave revolt (Tyrant, Rhiannon, Zanos' supporters).

Prince Anos has disappeared from the city, some say he is in hiding after the failed attempt on Prince Zanos. His supporters say he will return more powerful than before to crush his rival. (Tyrant, Rhiannon, Anos' supporters).

Zombies!

Trigger: The characters enter the streets in the west quarter of the city around the Great Market.

The characters are in the street, when up ahead they see a shuffling mass of twenty zombies moving slowly towards them. If they decide to attack the zombies then another five per round join the fray.



An Audience with the Tyrant

Location: The court of the Tyrant.

Trigger: The characters actively seek an audience, and after talking to the right people and perhaps greasing their palms, receive one. Or the Tyrant's interest in the characters is piqued by their activities in his city.

The Tyrant's audience chamber is an imposing marble-floored room in the heart of his Ziggurat. Around the side of the room are the stone and marble busts of his predecessors. Standing in rows on either side are the Tyrant's bodyguard, twenty members of the Death Watch. At the far end of the room sitting on a raised platform on a golden throne is the Tyrant, Mendosa.

During the audience the characters are forced to kneel and bow their heads.

If the characters have been brought here as potential spies and enemies of the state, Mendosa will question them further before summarily pardoning them out of hand. He is much more interested in using them as agents to resolve a rather thorny problem that he doesn't trust his own people to do.

One of his potential heirs, Prince Anos, has gone completely off the rails. He and his brother, Prince Zanos, were playing the usual power games of one-upmanship, when things turned nasty and Anos tried to assassinate his brother. All very usual in the Tyrant's family, but it was the manner of the attempt that alarms Mendosa. Anos sent zombies to kill his brother! This hints that Anos has either gained the use of death magic or has in his employ a Necromancer. The zombie plague that erupted shortly after the attempt on Zanos' life is further proof, and worse still indicates that Anos intends to topple Mendosa as well.

All Mendosa knows of Anos' current whereabouts is that he has fled the city with some of his followers. Rhiannon's investigations have revealed that the Prince was seen entering the lower-class Stuck Pig Tavern in the Market quarter. Mendosa is convinced that this is where his Necromancer ally is based, an obvious plot of the City of Inzom to depose him as revenge for Miraz's invasion of that city five years ago.

Therefore Mendosa charges the characters with the following:

Find Anos and kill him. Do this away from the eyes of Miraz's citizens. Bring me Anos' head as proof of the deed.

Mendosa believes that Anos is behind the plague and that if he is killed then the magic behind it will disappear.

He offers the characters a reward of 10,000 Irons.

Hired by Rhiannon

Location: The barracks in the Lion Gate.

Trigger: Either the characters go to find Rhiannon or she goes looking for them.

An outsider herself, Rhiannon wisely sees the characters as a potential solution to the current mess the city is in.

This is her understanding of the situation.

Prince Anos and Zanos come of age and start the traditional struggle to see who will become the next Tyrant. At first both are evenly matched, and there were the usual riots and assassinations amongst the followers of both, but it looked like it is going to be a long, prolonged struggle over many years. Then Anos was seen slumming it in the lower-class Market Quarter, where it was believed that he was gathering a power base amongst the peasants. However, word soon reached Rhiannon that a Necromancer called Tel-Kar-Nath has arrived in the city and is holding court at the tavern of the Stuck Pig, where Anos has been seen drinking. Soon after, zombies attempted to kill Zanos and the plague erupted in the Market Quarter. Rhiannon sees these events as connected but has not been able to investigate since she has been busy maintaining public order since the plague broke out.

She is interested in hiring the characters as mercenaries who can investigate the source of the plague and find a cure. They would gain status as members of the city guard, with iron talismans to show membership and lodgings in the Lion Gate. They would report to her as they found information and would be paid 5,000 Irons upon successful completion of their mission.

Rhiannon's secondary goal is to see the end of the Revolution that is now beginning to become public. Therefore she will pay 1,000 for the head of the rebels' leader.

Viva the Revolution!

Trigger: if the characters make inquires about people who are against the Tyrant or become known as working against the Tyrant.

There is a small but active revolutionary movement in Miraz. It numbers about a hundred men and women from the peasant class, lead by the stone mason, Sanago.

Many Mirazian's are at least sympathetic to the idea of a revolution, to depose the current Tyrant who they see as having failed them and the Plague being a divine retribution from the previous Tyrants upon their descendant.

Word spreads fast amongst the peasants and if the characters become known as enemies of the Tyrant, one of the rebels contacts them quietly. A clandestine meeting with Sanago is arranged soon after.

Sanago's current aims are to cause as much trouble in the city destabilising the Tyrant's regime as much as possible. One of his people, Anniasta, has infiltrated the Iron Mines and is currently leading a revolt there.

Missions that he can give the players are;

Kill Zanos and help the slave revolt. *"If the revolt is successful that's a whole slave army at the revolution's disposal. How can it fail?"*

Find and kill Prince Anos. *"The fewer of the Tyrant's bastard heirs are left alive, the more chance that a peasant's revolution will succeed in the long term."*

Sanago can only modestly reward the characters with safe houses and replacement equipment. His funds do not extend to providing lavish monetary rewards to foreign mercenaries. However he can promise a share of the Tyrant's treasury (roughly valued at one million irons) and the eternal gratitude of the freed peoples of Miraz.

Power to the People!

At the start of each day of game time the Crypt Keeper rolls against the 'Chance of Revolution' which starts at 5%.

- Smaller acts of defiance against the Tyrant's regime gain 5-10%.
- Freeing the Slave Army from the Iron Mines raises it by 50%.
- Killing Prince Zanos raises it by 25%
- Killing Prince Anos raises it by 15%.
- Killing Mendosa by raises it by 60%.

While this is increased by the characters actions it can also happen even if they are not actively working for a revolt against the Tyrant. For example, the characters are working for Rhiannon, head of the city guard responsible for maintaining order in the city, yet in the course of their duties they manage to kill Prince Zanos. This gives a 30% chance of a revolution. The next day the Crypt Keeper rolls the dice and comes up with 23% and the rebels start the uprising. This causes a quick change in priorities for the characters as they decide to throw their lot in with the mass of rebels, rather than stay and fight with the massively outnumbered city guard.

What form the revolution takes depends on the amount of support that Sanago has amassed by the time that the people rise up. Obviously, having the slaves from the mines on his side means almost automatic victory once they are inside the city. If the Tyrant is forewarned, he can close the city gates and send a messenger to recall the Iron Legions. There are many factors that make up whether or not the revolution is successful and long lasting, and it is up to the Crypt Keeper to assess this, depending upon the situation that the players engineer and find their characters in.

Festival of the Tyrant

Two days after the characters arrival in Miraz the city undergoes a marvellous transformation. At sunrise magnificent garlands of flowers are hung upon the buildings and during the day trestle tables are placed along the streets. In the afternoon there is a play in Executioner's Square which takes the "Coming of the Tyrant" as its theme. The square is packed with citizens for this gaudy, politically motivated pantomime.

In the evening the whole city is a relaxed and happy street party, with the revellers going home before curfew. The horrors of the plague forgotten for the moment.

During the festival most of the city guard and members of the Death Watch guard the 'infected' Market Quarter making sure the plague zombies do not bother the citizens.

The Coming of the Tyrant

It is the Age of Isolation!

The Emperor of Lions has brought down the wrath of the Gods!

All is chaos and evil sorcerers prey upon the survivors of the holocaust.

Miraz the Upright confronts the evil magicians and his pure and faithful heart resists their foul curses.

He slays them all and brings order to the city.

He appoints righteous men as his Agents to manage the city's affairs under his stern gaze.

Law and order rule again.

The people once more know happiness.

Upon his death he appoints the most righteous man in the city to carry on his great work.

Hospital Siege

Trigger: The characters visit the Queen's Hospital.

The Queen's Hospital is the only place in the city where healing is freely available. However, since the plague hit the city, the hospital's healers have been over stretched. Rude or overly impatient characters will be turned down without a second glance. Even if the characters are polite and offer money, the healers will be hesitant since they are foreigners. Only if they actively help in the hospital or have an important sponsor, such as one of the Agents or Rhiannon, will the staff reluctantly tend their wounds. Like most things in Miraz there is a hierarchy of healers, with minor attendants able to provide basic first aid and beside care, through the Nurses who can Cure Light Wounds once a day up to the Matron who has Cure Serious Wounds at her disposal and only deals with most important patients.

To make the Characters' visit more colourful, and perhaps earn them the healing they so badly need, Tel-Kar-Nath sends a Zombie Horde against the 'preservers of life' at the precise moment of their visit. As well as the thirty or so plague zombies that attack the hospital from the outside there are another twenty or so amongst the bodies that no one has managed to cremate.

The Taken

Trigger: The characters have broken the law or are under suspicion of trying to topple the Tyrant.

Time: During the night, after midnight.

It is Deathwatch (midnight) and the player characters are 'visited' by twice their number in members of the black clad Death Watch, the Tyrant's secret police. They attempt to forcibly take the player characters to the Tyrant's Ziggurat, where after many fearful hours of interrogation in separate cells, they are dragged before the Tyrant (see "An audience with the Tyrant" above).

Reasons to move on to the Iron Mines

Curiosity. The characters have learned of the revolt and, running out of leads to investigate in the City, decide to move to the mines.

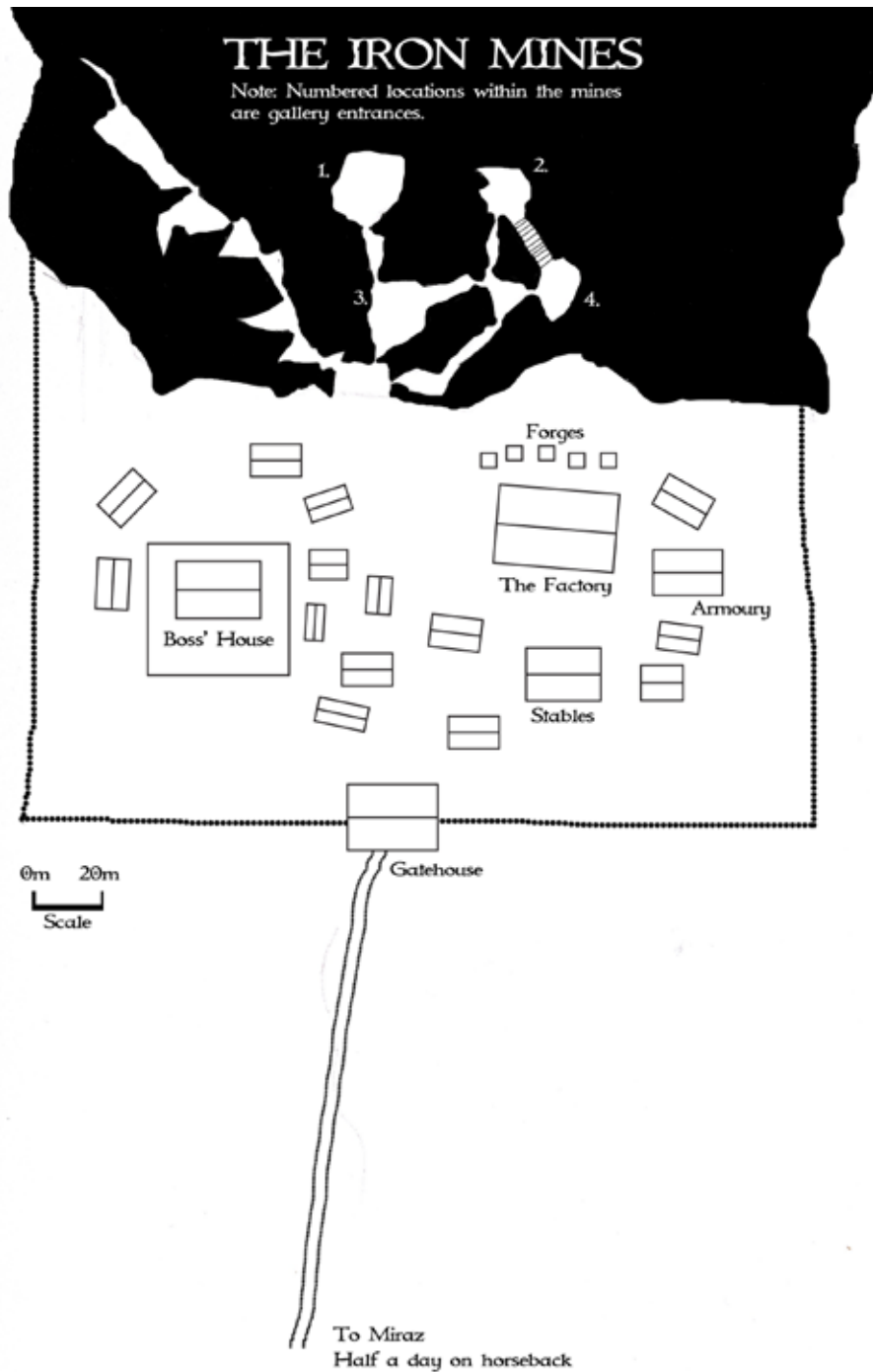
Direct lead to Prince Anos. Most likely this will come from the lips of a dying Tel-Kar-Nath,

"My apprentice Anos will become Death by repeating my steps."

THE IRON MINES

Life and Death Part 3

To the west of the city, in the low foothills before the Dragonteeth mountains are Miraz's Iron mines, a complex of desolate underground caves, where a large slave population toils in inhumane conditions, terrorised by sadistic guards. This is where the first outbreak of the plague occurred, and the clues to where it came from can be found here.



Locations

The Compound Stockade And Gate

A wooden stockade closes off the southern approach to the mines. Built into it are two watch towers at either end and a gate house in the middle. Each watchtower is manned by two of Krazar's guards and the gate is manned by a gang of five guards.

The Watch Post on The Mountain

To the north of the camp is the mountain that the mine is dug into. On a rocky path that passes from the camp to the other side is a ramshackle wooden watchtower which stands ten metres high. It is manned by one guard who has been on duty for two weeks. Not the brightest amongst the bunch, the guard has stayed there in the relative safety waiting to be relieved. In the commotion of the arrival of the Prince, Krazar has forgotten to relieve him. He is now without food and water and spends most of his time sleeping or fearfully watching the action in the camp below. If looked after properly by the Characters he is a good source of information on recent events in the camp, since from his vantage point he has seen it all.

The Camp

Outside the mine is a compound in which two storey wooden buildings dominate. A crazy mess of hastily thrown-up construction, that is cheaply rebuilt by slave labour whenever it burns down or wears out due to neglect. Krazar, and the mine bosses before him, are too interested in maximizing their profits from iron production to bother with the upkeep of the buildings that house their workers.

The Factory

The ore processing plant is powered by slave labour. The Prince and his men have taken up residence here.

It is a two-storey big barn with a hand-driven conveyor-belt which feeds the ore into a big hand-driven crusher then through a washer and finally through a section where the slaves pick out the lumps of iron. Upstairs is a smaller first floor where the Prince holds court. Two of his Death Watch guards protect him at all times, while another ten guards man the barricaded main door and a smaller back door is watched over by one man.

The Forges

Here the iron is smelted into iron bars. Each of the five forges consists of a mud brick chimney which rises up ten meters and is fueled by a coal driven fire. Each forge is currently unlit.

Recent Events

Two weeks ago, new intake of slaves arrives from Miraz including Prince Anos, who is heavily disguised, and Anniasta, a member of the revolution. The guard starts his lonely vigil in the watchtower on the mountain.

10 days ago, slaves led by Anos and Anniasta revolt, killing their guards. The surviving guards keep them pinned down in the mine. Krazar sends for help.

3 days ago, help arrives in the form of Prince Zanos and his Death Watch guards. There is a party involving much wine, thrown by Krazar.

2 days ago. In the hung-over aftermath of the party, Krazar and his men try to do away with Prince Zanos. However some of his guards did not partake of the previous evening's festivities and fight off Krazar's assassins. The Prince retreats to the factory and takes control of it. A stand-off ensues with Krazar in his house, Anos in the Factory and the slaves in the mine.

Today. The arrival of the Characters.

The Boss' House

This mansion is home to the Boss and his cronies. The only stone building in the compound, it too suffers from the neglect of maintenance but also is a cruel testimony to the generations of Mine Bosses who have lorded over the slaves. A six foot high mud brick wall surrounds the house, and a pair of statues of demons terrorising slaves stand either side of a double iron gate adorned with the skulls and rotting heads of rebellious slaves. Two of the mine guards stand by the gates at all time, alert and on the look out for trouble. In the mansion's courtyard, which is featureless and dust-swept, is a water pump. Chained to it and barely alive from being whipped and tortured is Matkos, one of the Prince Zanos' Death Watch captured during the initial assassination attempt. Inside the house Krazar and his twenty guards are served hand and foot by slaves, a pathetic and abused bunch, while they idle away their captivity awaiting help from Miraz. The mansion's layout follows.

Ground Floor

A large audience chamber which leads into a public dining room at the front. Krazar and the majority of the guards

are to be found here during the day.

Kitchens, storerooms and slave quarters at the back of the mansion. Laxly guarded, a guard will occasionally wander back to check on the slaves. The slaves are left to prepare meals and rest when not serving the masters.

First Floor

A series of guest rooms and the master bedroom where Krazar sleeps at night. Five guards peer out over the compound from the front upstairs windows, ready with bows to kill anybody who gets too close to the house without identifying themselves.

Basement

As well as more storage areas and a wine cellar, the mansion's cavernous cellars are home to a torture chamber and a small prison of four one-man cells and a guard post. In one of the cells languishes Zebita, an old slave-woman in her sixties who was to be tortured to death for disobedience but has been forgotten in the current crisis. Zebita is half mad from being down the mines for a good twenty years, but is a useful source of information on the current situation.

The Barracks

Where the guards used to sleep and eat until taking shelter in the mansion after the slaves' revolt.

The Ore Sheds

Where ore is kept in large bins before being taken to the factory.

The Armoury

A small building with smashed windows and doors. Its contents were taken by the slaves during their initial break out.

The Stables

25 horses, the Prince's, the Death Watch's and five of the guard's, stand here in full tack. They lazily graze on the remnants of the hay put out for them, but are in need of watering before they can be used as mounts.

The Mine

This is an imposing structure, with a carved stone front, twenty metres across, thirty metres high, that depicts a scene of the merciless slave mining regime that existed before the current revolt in the tunnels below. Metre high guards with whips lord it over much smaller carved figures of the slave workers in a fresco that shows the inhumanity of the iron mines. Characters who take the time to study

the detail of the fresco will see the workings of the mine, the shafts and galleries that lead off from the main entrance chamber. There is even a depiction of the Pit Demon, a mass of teeth and tentacles in a chamber right at the bottom of the carving. The entrance into the mines is a cavernous opening ten metres high and ten metres across into the gloom within, barricaded with wooden debris by the slaves. This barricade is manned at all times by two weary but alert slaves.

Going Underground

The mine is not your typical dungeon bash. For a start its upper levels are populated by a large armed slave population, who are tired and hungry and must be treated with kid gloves. The lower levels are connected not by smooth straight passageways carved into the rock which the Characters can comfortably wander along swords drawn at the ready, but by roughly hewn shafts which the Characters will descend in cramped conditions, swords sheathed, desperately clinging onto the walls, bathed in sweat as the air temperature gradually increases as they descend. Don't overdo it, but at a moment of tension be sure to ask for a Test vs. Luck to make sure that the Characters keep their footing and don't go head over heels in an environment littered with rocky debris and sharp outcrops.

Main Entrance Chamber

Taken over by the slaves who have barricaded themselves in, this is the main chamber of the mine and is fifty metres across and fifteen metres high. In one side of the chamber is the exit to the outside world and opposite are about 200 slaves crammed into this chamber. Some have sleeping spaces, made in ledges up on the sides of the wall. The whole scene is one of unwashed, pitiful humanity.

Also amongst the slaves is their leader Anniasta. She is a member of Sanago's revolution, and with the help of Prince Anos led the revolt of the slaves. She currently maintains an uneasy alliance with him, on one hand scared of his power but on the other hand mindful that this has kept his brother and the Death Watch outside the mine, thus far. She knows that Anos has presently retreated into one of the galleries and can show the characters which. If the player characters are being hostile to her, she will quite happily lead them straight into the Pit Demon's gallery. She has a plain silver whistle, which if blown soundlessly summons the Pit Demon to the location it is blown at. In Old Imperial it has the word "Heel" inscribed on it. Anniasta found it lying loose in a quick exploration of Gallery 2, before Anos took over the area. She has used it accidentally in Gallery 2, so the Pit Demon started to appear through the tunnel that connects that Gallery with its own (see Gallery 4). Anniasta quickly got out of there

and has kept the whistle secret. It's her ace in the hole if the caves are invaded by either Prince Zanso or Krazar in force.

Auxiliary Caves

These smaller caves, about ten metres across by ten metres high, are home to about twenty slaves. Also in the centre of each room is a shaft down to one of the mine's galleries.

The Mine Workings

Narrow shafts lead down from the entrance hall level, one or two metres across shored up by wooden planks. These shafts are dug into the earth until a vein of iron is reached. Then a gallery is opened out, by heating up the rock until it splits, so that the vein of ore can be dug out. The slaves then climb up and down the shafts to access the ore in the galleries below. Ore is lifted in baskets up the shaft.

Dangers of the Mine

Ventilation - Dust & poisonous gas (convection shafts to help build up). Every ten minutes of game time an adventurer is down in an unventilated gallery they will lose 1d4 hit points.

Temperature - one degree heat increase for every thirty metres of depth.

Flooding - the galleries are prone to flooding. This is prevented by large pumps powered by slaves who walk around an enclosed wooden wheel not unlike a hamster wheel. Obviously since the revolt the hamsters have no longer been running round the wheel keeping the mines flood free. Several of the galleries are now underwater, or in danger of flash floods.

Gallery 1: The Zombie Pit

This is a scene of human horror. 50 or so dead slaves are piled high in the centre of the floor. Every minute D10 Plague Zombies will crawl out of the pile, reanimated from the dead. Here the miners found a seam of gold, and about 1d100 irons worth of gold can be gathered every minute.

Gallery 2: The Temple of the Pure

Here the Prince Anos holds court. This gallery is not affected by gas due to extra convection shafts. Prince Anos is served by 50 fanatical slaves who look after his every whim, driven by the hope that by simply serving and hanging around him he will preserve them from becoming Zombies. They will cheerfully die for him protecting him from attacks, thinking that even in death he will not allow them to pass into undeath.

In the centre of the room, hanging in midair, is a glowing

portal to the Halls of the Gods. This leads to the Secret of Life and Death (see below in events). Anos has already passed through the portal.

Gallery 3: Flooded

This gallery quickly became flooded when it was abandoned due to the revolt. Zombies swim about in the water.

Gallery 4: The Pit Demon

This is the oldest and deepest gallery of the complex where a hellish Demon from the Other World resides. Originally the guardian of Tel-Kar-Nath, this gallery is connected by a small three foot high tunnel, which the amorphous Demon can squeeze through. The miners discovered this gallery early on in their exploration of the complex. Their jailers were quick to use it to punish errant inmates. How can you threaten down-trodden slaves who no longer fear death? You threaten them with being eaten by a demon that devours their eternal soul! The demon happily does this task since it was originally from the Imperial Hell where criminals were sent in the afterlife. If for any reason Tel-Kar-Nath is with the player characters, it will act quickly to recapture and imprison him.

The Demon is a writhing mass, fifteen metres across, of tentacles and ever-chattering teeth in an amorphous body that shines unnaturally and shimmers with sickly colours. The tentacles have a reach of five metres, so victims are normally thrown down the shaft to it. Once it has made sure the victim is deprived of weapons and not a danger it will play with its 'food', nibbling at it slowly in the dark.

Events

Getting in via the Gate

The guards are in a surly aggressive mood, frightened by the revolt and annoyed by the appearance and haughtiness of the Prince and his men. Their morale is low, making them fragile and sensitive to any criticism of their abilities. Unless the Characters are representatives of the City Guard, to which they react initially as if they are welcome saviours, the guards take the attitude that the camp is closed to outsiders and they should go away. It will be up to the characters to talk them round or to resort in violence.

Climbing over the Mountain

As well as the guarded mountain path, it is possible to scramble over the mountain to get into the camp. However such an attempt is dangerous and requires that the Characters have ropes and find a suitable route through the crags. Make a Skill roll, based upon the best climber in the group. If successful the party find their

way across the mountain after a day or so of climbing. If they critical they find a quick route and make it over easily in a couple of hours. If they fail they cannot find a way across the mountain and must risk the gate. If they fumble the mountain defeats them and each character takes 2d6 damage during a sudden rock slide that finally puts an end to their attempt.

Three-way Stand-Off

Trigger: The player characters get in the middle of the three opposing factions.

On one side in the mine are the slaves. In the compound in the Boss' house and opposite them, are the mine guards. In the other corner in the ore factory, are the Prince and his men.

Unless the player characters clearly identify themselves and quickly ally with one of the factions, they are likely to get attacked by all three, who misinterpret the arrival of foreigners as an intrusion.

Making Deals

Trigger: The player characters attempt to talk with one of the factions.

Prince Anos – Mad, bad and dangerous to know. He wants both Zanos and Krazar to die as horrifically as possible.

Otherwise only interested in what the player characters have to suggest if it involves lots of death.

Prince Zanos – Here to put down Anos, restore order and remove Krazar from office. If the player characters can get around the fact that in any deal he's the boss and they are just hirelings who he expects to perform to the letter of his orders, they will get on fine.

Krazar – Knows he is in hot water over this. Not only will he have the displeasure of the Tyrant because of the revolt, he also has the two Princes to contend with. If the player characters can come up with some way to make things right with any of them, he will be well on board.

Anniasta – Truly scared by the situation she finds herself in, but resolute none the less. Expected to hold the slave revolt then get out and return to the city. This is what she intends to do as her first priority. Getting rid of that creep, Prince Anos, would be good, but she wants to get the slaves to Miraz as quickly as possible.

Demon Unleashed!

Trigger: Caves invaded in force or Anniasta personally threatened and in a fight or if the player characters have made a deal with her to wipe out her enemies.

If things seem to be going all wrong for Anniasta she will blow the whistle to summon the demon, which moves up



from its gallery killing all in its path. Once it has reached her position and killed everything it finds there, it will return to its gallery.

Another option is that she gives the player characters the whistle, telling them to bring doom on her enemies by blowing it in the compound or even better still in the Factory or the Boss' house. She will get the slaves to move out of the pit demon's way and then give them a pre-arranged signal.

Slave Army

Trigger: Krazar and Zanos removed from play.

Once all opposition in the compound is removed Annisata will start moving the surviving slaves out of the mine. She will rest and feed them up for a couple of days before marching them to Miraz. They will attack villas of the nobles along the way, gaining numbers, and arms and armour, before attacking the city. If it has not already happened this will trigger Sanago's Revolution (see Viva the Revolution! in Miraz events)

Secret of Life and Death

Trigger: When the player characters enter the Temple of the Pure.

Prince Anos has opened a portal to the Halls of the Gods using a spell taught to him by Tel-Kar-Nath, and crossed over to the other side to find the Secret of Life and Death.

The portal leads to the statue of a double-headed Angel. The left side is skeletal and decayed, dressed in black with a grinning skeleton face. The right side is dressed in fine white robes and has a fair, human face. Between each side they hold a large book, entitled 'Life and Death'.

The statue is animated, and although it cannot be harmed (immune to all attacks and magic) it can talk and interact with the player characters. It talks to them:

"Within this book is the secret of Life and Death. You may read it if you wish, but if you do you must make a choice afterwards. Also, no-one can be told the secret without them having to make the choice as well. Do you wish to read the secret?"

Anyone who reads the book, will see the following on a single page (the rest of the impressive tome is blank):

"You are either Living or you are Dead."

After the player characters have read the book, or been told the secret by one of their fellows, the Angel turns and says.

"So what is it to be?" both heads ask.

"Life?" asks the living head

"Or Death?" asks the dead head.

At this point Prince Anos, if still alive, jumps out from behind the Angel, as if he was hiding there all the time (which he wasn't if the characters looked for him).

"Death! Death! Join me in Death and we'll kill the lot of them!" he rants

"Silence!!! You have had your choice, now they must make theirs" says the Angel.

The Angel waits in anticipation for the player characters response.

Despite the rather bland answer that it gives to the question, the magical powers it can bestow are real and very potent.

If the character answers "Life":

- They become more attuned to the power of life.
- All hit points and wounds are healed.
- They immediately gain the spell Cure Serious Wounds which they can cast once per day, no matter their class.
- They can bring Plague Zombies to rest by touch alone. Effectively this means that if the character succeeds in hand to hand attack vs. a plague zombie it is destroyed. Note this does not work on characters who have chosen Death (see below).

If the character answers "Death":

- They immediately die and become an undead creature. This has the following game effects.
- They do not heal naturally, but they gain the ability to regain hit points by eating the flesh of sentient beings, on a one to one basis. So if they consume a creature with 6 Hit Points they regain 6 Hit Points.
- They can only regain Spells by practising the foul rites of Blood Magic, sacrificing living beings for magical energy -see Crypts & Things page 23.
- If their body is destroyed they become a Ghost and can dominantly possess another body, if live, or reanimate if already dead.
- Anyone slain by them is raised as a Plague Zombie. Note this does not work on characters who have chosen Life (see above).

Anos's reaction to all of this depends on the majority of the characters' decisions.

If the majority comes down on the side of Death, he asks them to join him on his crusade against Life which starts with slaying their fellow party members who chose Life.

If the majority comes down on the side of Life, he will try to slip away back through the portal. If Anos is successful he will gather his 'troops' and head back to Miraz, to start

his Empire of the Dead.

The Halls of the Gods

This is the Other World of the Shattered Lands. It used to be a place teeming with Gods, Goddesses and their servitors. It was their paradise, where faithful worshippers went to spend their afterlife. Some parts were Hells where the sinful went to spend an eternity being punished. However when the last Lion Emperor ascended to it, for purposes that are long forgotten, his very act of doing so completely 'wiped' everything. Paradise, Hells, Gods, Goddesses and all their servants ceased to exist in this mythic space.

Now it is best described as a blank brilliant white space, which is occasionally home to an supernatural entity or mythic landmark that has arisen since the Age of Isolation.

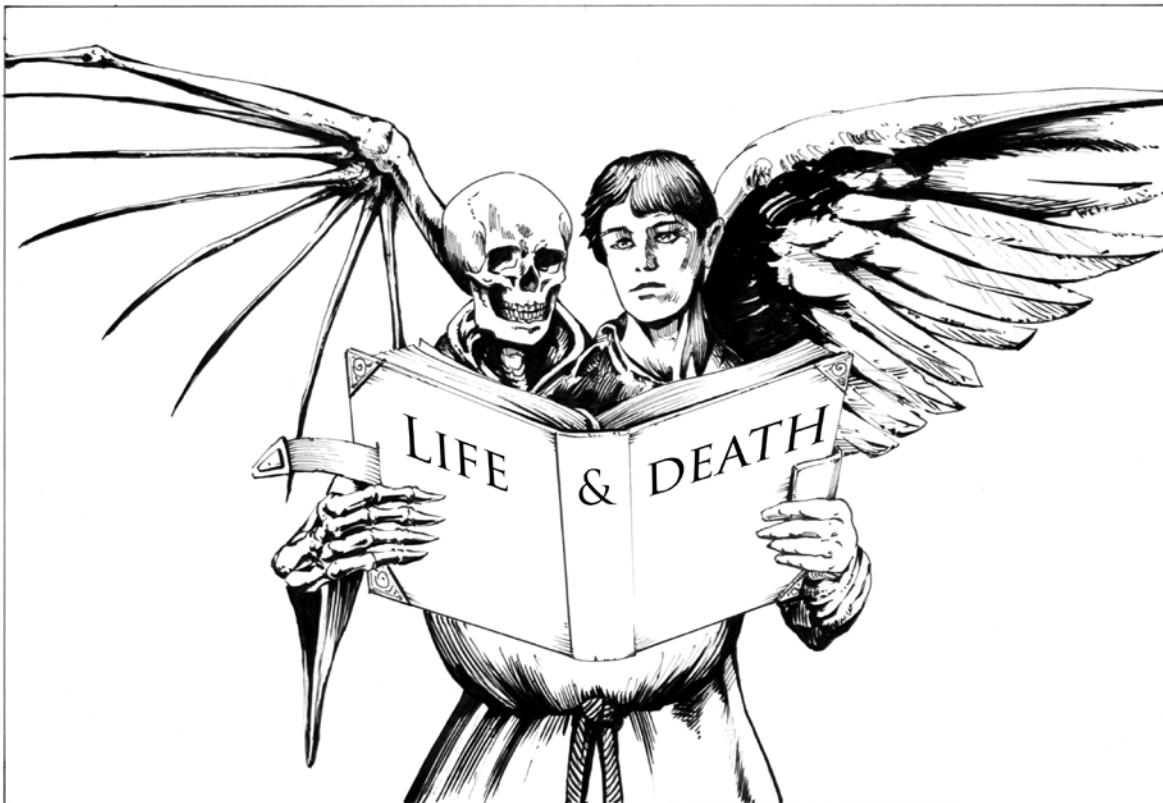
For example : The Tyranny

This is the source of the magic of the Dominator cult. It appears as a large imposing step pyramid that rises out of nowhere. On the flat top in black glass jars are the brains of the hundred tyrants of Miraz, which advise and whisper to the current Tyrant through his dreams. It has a real world mapping to the city of Miraz, and if the portal magicians of Zerca were ever to cast their spells in the city they would go slap bang into this landmark. The Tyranny possesses formidable mind control powers, and is protected by the thousand souls of Death Watch members killed in action, who are fierce demons of combat dressed in shining black armour. The Tyranny is also served by the Eternal Administration, demons of knowledge who maintain the Compendium of Doom.

What is the Angel of Life and Death?

Since none of these new mythological entities have developed an afterlife, except for a handful of fanatical worshippers (such as Death Watch in the example above), most people when they die remain trapped in the Shattered Lands either as immaterial spirits, since there is a widespread practice of burning dead bodies, or as undead.

The Angel has come about from a desire of millions of living creatures trying to come to terms with this confusing situation. It is the product of millions of idle thoughts and thousands of considered philosophies.



LIFE AND DEATH RESOLUTION

Ultimately it is up to the players how they guide their characters through this adventure.

However at some point it must end and it is the Crypt Keeper's job, with the help of the players, to find a satisfying ending.

Here are a few example endings, based upon what has happened in actual play-testing of this scenario.

The Revolution

Sanago and the oppressed people of Miraz rise up. With the aid of the player characters, the Tyrant and his heirs are removed. Tel-Kar-Nath is not an immediate priority and is either destroyed in the aftermath of the revolution, by the player characters or Sanago's men, or has sense enough to leave town. Either way the Plague and the Tyrants are removed from the city, leaving its people unsure of what to do next.

Showdown with Tel-Kar-Nath

This is a short punchy ending, suitable if the players are showing fatigue from a long investigation in the city or if you are playing the adventure as a four-hour one-shot.

The players confront Tel-Kar-Nath in his lair in the Stuck Pig and, after an epic fight, defeat him and his Zombie bodyguards. With the source of the plague gone, the rest of the Zombies are easily overcome or simply fall down dead.

Prince Anos is either slain by his brother, bungles his attempt to open a portal to the Halls of the Gods and gets lost there, or for the time being does not return to Miraz.

Three-Way Power Struggle

The scenario focuses on the struggle of the Tryant, Prince Zanos and Prince Anos.

Each gathers their forces and prepares to destroy their enemies. At first Mendoza and Zanos work together to destroy Anos, but after this is achieved Zanos betrays his father, who he sees as weak.

The player characters may be allied with one or more of the factions, and may be busy doing deals of their own with the opposing sides.

Whoever ends up top dog at the end of the showdown, will reward his supporters with money and positions of



power and will be merciless in the pursuit of those who were on the losing side.

The Emperor of the Dead

Despite their best efforts to wipe out the plague in Miraz, by destroying Tel-Kar-Nath, it soon becomes apparent that the horror is continuing and that he had an apprentice. It should be quite clear from talking to various people that the heir is Prince Anos. Hopefully the player characters work out that Anos is at the Iron Mines, and quickly move to get him before he becomes too powerful. Otherwise he comes to Miraz at the head of an army of five hundred Plague Zombies!

Sample Route through the Adventure

While the adventure is designed to be free-roaming, with the players choosing their own direction, here's a sample way of navigating it to give the Crypt Keeper's an idea of how things could go and a framework if the players are less than forthcoming with ideas.

The Village Outside the Walls. The game starts at the village and the player characters enjoy a night of hospitality at the Hostel of the Foreigners.

Arrival in the City. After getting past the gate guards, the player characters enter the city. Depending on what they do, they may or may not have talked to Rhiannon Windrose, who will have filled them in regarding the situation within the city.

Intrigue and Investigation in the City. The players talk to various people, such as the Death Watch and the Tyrant, who in turn want to talk to them. They find out about the mysterious Necromancer who helped Prince Anos and decide to find him in the western quadrant of the city.

Zombies! The characters head past the cordons and start encountering Plague Zombies. Lots of them!

The lair of Tel-Kar-Nath. The characters confront and kill Tel-Kar-Nath in his cellar lair in the Stuck Pig Tavern. Before he expires they learn of his apprentice, Prince Anos.

Infiltrating the Iron Mines. The characters avoid the three-way standoff at the mines, by gaining the confidence of all three groups.

The Temple of the Pure. The characters defeat Anos' followers and go through the Portal.

Showdown in the Halls of the Gods. The characters choose Life when asked by the Angel. They stop Anos from going through the Portal and destroy him!

Aftermath

If the Choice was Death

If the player characters overwhelmingly choose Death, life (or unlife) suddenly becomes very interesting.

The Legions of the Dead arise, and under Demonic Undead Generals systematically attack the five cities. No living being is spared.

Eventually the slaughter ends, and everything becomes still. Trees, grass, the bodies of animals and men alike rot into the ground. All becomes dust.

The curtain comes down over a lifeless world and the story ends here.

If the Choice was Life

If the player characters overwhelmingly choose life, as one sincerely hopes they do, life in the Shattered Lands becomes a bit brighter as a spark of hope is lit.

The most significant thing is the power of Magic becomes much stronger in the Shattered Lands. Magicians are able to cast up to and including sixth level now and in general, for ill or good, magic use becomes more widespread.

Rewards

In addition to any XP awarded for overcoming monsters. Unless noted all rewards are divided amongst the group members who are involved in achieving them.

Part 1. The Village Outside the Walls

200 XP Discovering that Emilon and Miquez are members of the Death Watch.

Part 2 The City State of Miraz

1000 XP for dealing with the menace that is Tel-Kar-Nath

200 XP for defending the Queens Hospital.

1000 XP for successfully ousting the Tyrant.

Part 3 The Iron Mines

500 XP for freeing the Slaves.

500 XP for resolving the three way standoff between the three factions in the mine which doesn't end in a massacre.

500 XP for going through the portal and encountering the Angel of Life and Death.

LIFE & DEATH CHARACTER DIGEST

This chapter collects together all the game statistics for all the characters encountered in the adventure for easy reference.

Characters and Creatures are presented in the following format:

Name of Monster/Character AC (Armour Class) HD (Hit Dice) HP (Hit Points) Move (Movement) Attacks by weapon (weapon damage) Special (special rules, often detailed after the stat block) CL/XP (Challenge Level/Experience Points awarded for defeating).

Miraz

Typical citizen

Dress: Conservative and covering body without adornment. Women wear full dresses and headdresses which cover up bare flesh. Men wear workman-like trousers, boots and tunics with short, cropped hair. Older men, 30 plus, grow beards as a symbol of their age and experience.

Personality: Publicly dour and servile. Once behind closed doors, they lighten up considerably and like to tell stories and sing songs of others', usually foreigners', misfortunes. Most Mirazians are pathologically sarcastic.

Typical Citizen AC 9[10] HD1 HP 5 MV 12 Attacks: 1 improvised weapon or fist/kick (1d3) Special: None CL/XL 1/15

Equipment (other than weapons) : Tools of their trade.

Treasure: 1D10 Iron pieces

Motives

- Stay out of trouble.
- Defend their city against foreigners.
- Do their job well.

Relationships

- Loyalty to the Tyrant 100%
- Loyalty to family 80%
- Loyalty to co-workers 75%

The Death Watch

The Tyrant's black-clad secret police, named for the time of day, after midnight, that they take to the streets in search of criminals and other enemies of the state.

Their duties are: Bodyguards to the Tyrant, elite special forces, infiltrators of suspected revolutionaries, spy on foreigners.

Death Watch AC 5 [14] HD 2 HP 10 MV 12 Attacks: 1 Scimitar (1d8) or Short Bow (1d6) Special: Flash Powder Bombs (Test Luck or be blind for 1d4 Combat Rounds) CL/XP 3/60

Equipment (other than weapons): x2 Flash power (throw on floor, Test Luck or blinded for D4 minutes)

Treasure: None.

Motives

- Root out traitors.
- Find opponents worthy of their skills

Relationships

- Loyalty to the Tyrant 100%

Iron Legionary

These are the legendary soldiers of Miraz. Disciplined and loyal like no other troops, they are armed with steel weapons and plate armour mined from Miraz's infamous Iron Mines. The typical soldier is a volunteer who signs up for a steady income, the chance to see the world, fight in the most professional army of all the Five Cities and retire after 25 years with a state pension and a small plot of land in the belt around the city.

These tough soldiers are currently deep in the Badlands on their way to one of the other city states. If the Tyrant manages to recall any of them to defend the city against the revolution or the worsening Zombie horde, these are the stats of an experienced veteran who has been in the Legions for at least five years.

Iron Legionary AC 2[17] HD 1 HP 8 MV 12 Attacks: 1 Long Sword (1d8) Special: None CR/XP 1/15

Equipment (other than weapons): Bedding roll, waterskin, two weeks rations.

Treasure: 1D10 in Iron pieces.

Motives

- Serve the Tyrant.

Relationships

- Loyal to Tyrant 100%

City Guardsmen

This small force of men, around one hundred, acts as the day to day police force for the city.

A small detachment of twenty men are equipped with Iron Plate, mainly to impress foreign visitors, but otherwise they are armoured in more modest and less heavy leather. The guardsmen are good at dispersing crowds and picking out small time thieves and troublemakers, but any harder targets, such as the player characters, they will back off and let the Death Watch handle.

AC 6[14] HD 1 HP 6 MV 12 Attacks: 1 Short Sword (1d6) or Sling (1d4) Special: None CR/XP 1/15

Equipment (other than weapons): None

Treasure: 1D4 in Iron pieces.

Motives

- Serve and Protect the City.

Relationships

- Loyalty to Rhiannon Windrose 75%

The Tyrant Mendosa

The Tyrant dresses in purple robes, gold rings and earrings and sports a thick, black, braided beard that reaches down to his stomach. Upon his head is the gold and ivory crown of the Tyrant, and around his neck is the iron talisman of the first Tyrant, his badge of office. He is doused in sweet and expensive perfumes and walks gracefully with power. Trained since birth to hold this office, Mendosa is the pinnacle of Mirazian manhood, and he knows it. Considered a living god by the majority of his people, he does not disappoint in his behaviour.

Mendosa's primary objective is to restore order in his beloved city. Then mercilessly hunt down and punish those who brought the plague.

The Tyrant Medosa AC 5 [14] HD 5 HP 30 MV 12 Attacks: 1 Scimitar of the Tyrant (+3 to hit and damage, but does 1d6 damage per round when held by character not of Miraz Nobility) or Ivory Bow of the First Tyrant (+3 to hit and Damage, in the hands of the Tyrant) Special: Charm Person once a day. CR/XP 6/400

Equipment (other than weapons): None.

Treasure: 10 million Iron pieces in treasury.

Motives

- Preserve the Tyranny of Miraz.
- Remain the Tyrant.
- Make sure the best Prince becomes Heir.
- Punish the disobedient.

Relationships

- Father to Prince Anos 50%
- Father to Prince Zanso 90%
- Ruler of Miraz 100%

Captain Rhiannon Windrose

Rhiannon wears blue flowing robes over a set of chainmail. Her weapons are usually on display, showing that she means business and is not to be messed with. Her long blonde hair is tied back in a braid, and what should be a beautiful face is usually focused into a hard stare.

Originally from Zerca, the City of the Sorcerers, she left when she came of age because of a natural dislike of magic use. She was a member of many mercenary bands until she landed the job as Captain of the Miraz City Guard.

She hides her dislike of the Tyrant's social policy because of her innate professionalism and the fact that the pay is very good. This occasionally clashes with her strong sense of justice. Accompanied by a detachment of ten cavalry, she is aware of Tel-Kar-Nath's presence in the city and is aware that the Prince has approached him. She needs someone to find out what Tel-Kar-Nath's plans are and is likely to either hire the characters or follow them when they leave the city.

Captain Rhiannon Windrose AC 5[14] HD 3 HP 16 MV 9 Attacks: 1 Long Sword (1d8) or 1 Long Bow (1d8) Special: None CL/XP 3/60

Equipment (other than weapons): None.

Treasure: About 1,000 Iron pieces in savings in her quarters

Motives

- Find out what Tel-Kar-Nath is up to.
- Stop the Plague.
- Serve the Tyrant with honour and dignity.

Relationships

- Loyalty to the Tyrant 90%
- Leader of the City Guard 99%
- Hate Prince Zanso 65%
- Professional rival of the Big Boss 75%
- Fear Prince Anos 75%

Tel-Kar-Nath

Once a fine figure of a man, he is now bent over and his flesh desiccated, a few strands of hair all that is left of a full, luxuriant head of hair. He wears the remains of his Imperial Court Sorcerer robes of office, a grand mitre with denotes his high rank upon his head, that are dirty, bloodstained and faded with age. Long hands with dirty, overgrown finger nails that constantly fidget with a life of their own.

He is an immoral, insane and immortal ancient and evil sorcerer. He considers himself representative of 'Death'. His past as a court sorcerer of the Lion Empire is long forgotten, blotted out by his unholy obsession.

He is a cannibal, through his practice of death magic For each point of damage done he regains instantly 1 hit point. He also gains 1 hit point of sentient creature he eats, per point of damage he eats or on a one to one basis if eating a recently slain creature.

Being a creature of the undead he does not regain hit points naturally.

Tel-Kar-Nath AC 0 [19] from various enchantments HD 5 HP 40 MV 12 Attack: 1 Claw (1d6) Special: Regenerates HP by eating the flesh of sentient beings. CL/XP 8/800

Spell Casting

Tel-Kar-Nath knows the following spells:

1st Level: Cause Light Wounds, Charm Person, Hex, Magic Missile, Summon Minor Other.

2nd Level: Curse, Darkness 15ft Radius, Invisibility, Snake Charm, Web.

3rd Level: Blight, Cause Disease, Speak With the Dead.

Equipment (other than weapons): None.

Treasure: None.

Motives

- Initiate more people into the Secret of Death
- Bring death to the living.

Relationships

- To Death 100%
- Master of Prince Anos 55%

The Ghost of the Prophet

Killed over a century ago, as part of Miraz's no magicians rule.

As he was taken to the executioner's block to be hung, drawn, and quartered he famously bellowed out to the crowd;

"One day a plague will come to this evil city, and then you will have to choose between life and death!"

Where he came from was a mystery, and his warning is the only memory of him in the minds of the Mirazians.

He is occasionally glimpsed at night hanging around Executioner's Square, a dignified looking man with long hair and a white beard in white ghostly robes.

He has no stats since he can not interact with the world or the player characters.

Goal

Although he cannot interfere directly with the characters, he can advise them. He watches them first, ('you feel a ghostly presence') and then, if convinced they are working against Tel-Kar-Nath, will approach the players and help with advice. If he finds out that the players are working with Tel-Kar-Nath he will hinder and berate them as much as possible.

Motives

- Stop Tel-Kar-Nath.
- Encourage characters to choose Life when they meet. the Angel of Life and Death.
- Stop anyone choosing Death.

Relationships

- None.

Sanago, Leader of the Revolution

Once upon a time, Sanago was a simple cobbler. What made him come up with the idea that the city would be better off without the Tyrants and the Agents is a mystery. Was it because his younger brother never came back from one of the wars? Or has discontent been secretly brewing in his family for centuries? Whatever it is, Sanago is the heart and soul behind the People's Revolution.

He is a big tower of a man, if slightly overweight, in his early 40s. He wears his hair short and has a thick moustache above his upper lip. He wears the typical peasant clothes, a white tunic and trousers, and a red neck tie, which he says represents the blood of the people.

Sangao AC 6[13] HD 5 HP 40 MV 12 Attacks: 1 Longsword (1d8) or Sling (1d4) Special: None CL/XP 5/240

Equipment (other than weapons): None

Treasure: None – although his followers could probably cobble together around 500 Irons as a ransom.

Motives

- Bring to an end the Tyranny
- Protect his people from harm

Relationships

- Leader of the Peoples' revolution 100%

Plague Zombies

Rotting, shambling corpses. Pretty standard Zombies with the added bonus that if they kill you, you rise as one of them and become part of the 'Plague' of Zombies that are afflicting Miraz.

Plague Zombie AC 7[12] HD 2 HP 10 MV 9 Attacks: 1 Fist (1d8) Special: Immune to mind control, disease and poison. CL/XP 3/60

Equipment (other than weapons): None.

Treasure: None.

Plague Zombies carry the power of undeath in their very being. The 'plague' they carry is that anyone who is slain by them comes back after 1D20 hours as one of them.

The Iron Mines

The Mine Guards

Use the stats for City Guards.

The Slaves (approx. 500)

These miserable but hardy specimens, most dressed only in rags, sulk within the mine waiting their chance to burst out and gain their freedom.

Slave AC 9 [10] HD 1 HP 4 Move 12 Attacks: 1 Tool (1d4) Special None CL/XP 1/15

Equipment (other than weapons): None

Treasure: None

Motives

- Stay alive.
- Gain their freedom!
- Death to the Tyrant!

Anniasta, Revolutionary

A feisty woman in her late twenties who joined the revolution to bring down the Patriarchal Tyranny after suffering injustices at the hands of its Agents and seeing her husband 'disappeared' by the Death Watch.

She looks like any other peasant woman, in white linen skirts and multi-coloured scarves, until she fixes her determined gaze upon whom she is talking to.

With no family, she accepted the dangerous mission of infiltrating the mine, and her determination and persuasiveness has won over the miners.

Anniasta AC 9 [10] HD 1 HP 8 MV 12 Attacks: 1 Tool (1d4) Special: None CL/XP 1/15

Equipment (other than weapons) : None.

Treasure: None.

Motives

- Lead the slaves to freedom!

Relationships

- Member of the Revolution 100%

Krazar, The Big Boss

Krazar is a noble from Miraz, whose family was well connected enough to get him this post. They hoped that he would use this important position as a step-up with the Tyrant, but he has been too lazy to capitalise on it and has gone seriously to seed during his five years here. He is depraved and corrupt but well aware of the dangerousness of the situation.

Krazar AC 5 [14] HD 5 HP 30 MV 12 Attacks: 1 2-H Heavy Mace (1d10) Special: None CL/XP 5/240

Equipment (other than weapons): None.

Treasure: About 1,000 irons in misbegotten gains hidden in a chest in the basement of his mansion.

Motives

- Stay alive.
- Keep his job as Mine Governor.

Relationships

- Loyal to Tyrant 75%

Prince Zanos

This twenty-year old is the obvious heir to the Tyranny. Charming, handsome and with a forceful personality. His only fault is that he is of quite dull and average intelligence. However, the threat of nasty death at the hands of zombies has galvanised him into action against his brother, and true to his line he is out to get what he can from this sad situation at the mine and the city. A military man at heart, his father has appointed him as leader of the Death Watch.

Prince Zanos AC 2[18] Plate Mail HD 5 HP 35 MV 9
Attacks: Long Sword (1d8) or Dagger (1d4) or Long Bow (1d8) Special None CL/XP 5/240

Equipment (other than weapons) : Horse with saddle

Treasure: 100 irons in gold jewellery.

Motives

- Eliminate Anos as a rival to becoming Tyrant.
- Remove Krazar as mine governor.

Relationships

- Son of the Tyrant 60%
- Bother of Prince Anos 25%

Prince Anos

Once a rather weedy eighteen year old, who despite the rigorous training of a potential heir was rather sickly and weak. He only managed to survive the Tyrant's court because of his high intelligence. Since meeting Tel-Kar-Nath, he has become obsessed with his vision of a Dead World ruled by himself.

He wears black robes, heavy black eyeliner and nail polish, the whole effect would be comical if it wasn't for that manic gleam in his eye.

Prince Anos AC 9[10] HD 5 HP 20 MV 12 Attacks: 1
Dagger (1d4) Special Spell Casting CL/XP 6/400

Knows the following Spells:

1st Charm Person, Hex, , Sleep.

2nd: Invisibility, Phantasmal Force.

Equipment (other than weapons)

None

Treasure

None – Anos has no use for material possessions.

Motives

- Journey to the Halls of the Gods to gain the Secret of Death.
- Kill Zanos and become the Tyrant.
- Kill anyone who gets in his way.

- Become Emperor of Dead World.

Relationships

- Apprentice of Tel-Kar-Nath 75%

The Pit Demon

It is a quivering mass of a slug-like body, covered with mouths, eyes, at least fifty tentacles and a scaly, steel-hard hide.

The pit demon is a classic example of a monster that is not meant to be defeated by the player characters, but avoided as quickly as possible.

The Pit Demon AC 5 [14] HD 8 HP 60 MV 9 Attacks:
8 Tentacle Attacks (1d6) or Bite 2d6 Special: Immune to Charm, Sleep, Poison or Disease CL/XP 9/1100

Equipment (other than weapons): None

Treasure: None

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