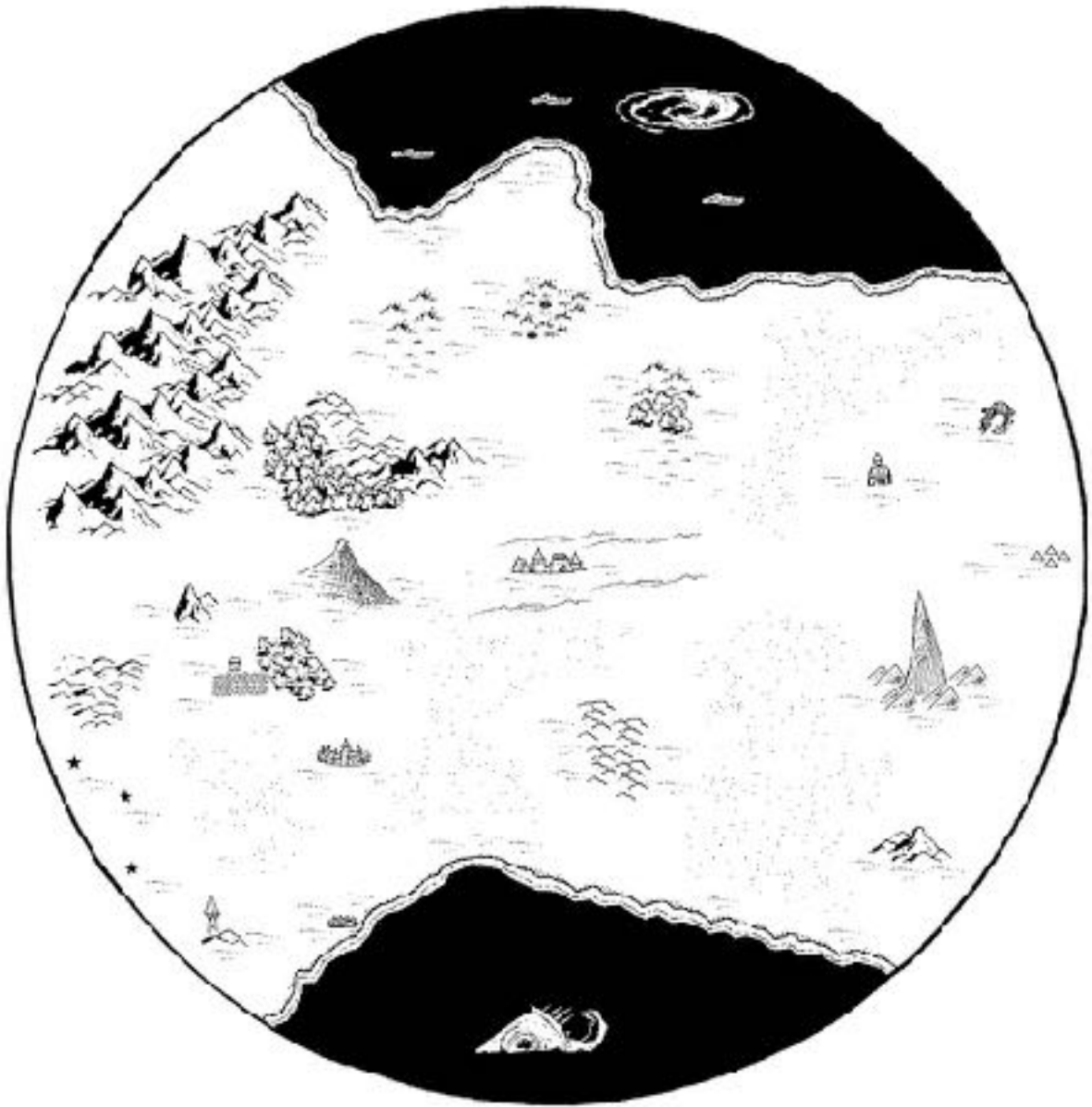


Knights of the

Rainbow Palace



Setting: The Rainbow Kingdom, under the rule of the old King (the King who ruled before that featuring in the solo *Portrait of a Troubled Artist*.) The GM is advised to read *Portrait of a Troubled Artist*, available on DrivethruRPG, to get a feel for the setting.



Aim: To save the princess.

Preparation: The GM should print and cut out the cards associated with this game, and divide them into five piles. The 'taboo' cards will be used as a mini-game during character creation; the creature and item cards serve merely as back-up for the GM if inspiration fails.

Character Creation: All players roll up new characters, which are warriors. They are also paladins, and take an oath which they can never break (they can choose what the oath is). They gain a special power related to their oath, but lose it if they break their oath.

Example oaths and powers:

- Oath: To ne'er flee from battle. Power: To ne'er be forced to run from battle against thine will.
- Oath: To ne'er be dishonest. Power: To be seen in high regard.

- Oath: To ne'er forsake those in need. Power: To be rewarded well for your deeds.
- Oath: To ne'er kill those who surrender. Power: To turn vanquished foes to the good.

The GM should test the players on the strength of their oaths throughout the adventure and reward them for keeping them.

The commander of the Iron Chalice then tests your knowledge of adventuring before you go to see how well equipped you deserve to be. Players take turns reading out the taboo cards and guessing them: players get 25 gold coins each for every card they personally guess in five minutes (they can skip cards.) The whole group is also given one item depending on how well they did collectively:

20: A talisman that reflects the first hostile spell that targets the wearer. One charge. Requires five wizardry to use. Worth 250 gold coins.

30: An amulet that provides five armour against magical damage. Requires 10 wizardry to use. Worth 500 gold coins.

40: A ring that allows the wearer to cast whatever hostile spell most recently targeted him. Requires 15 wizardry to use. Worth 1000 gold coins.

The commander also gives the adventurers 100 gold coins each for expenses.

The commander tells the adventurers that the princess was last seen attending a carnival. The adventurers set out.

Event (Carnival): The adventurers eventually reach the carnival. The players can engage in several different challenges here:

1) Drinking contest: All players who are in put down an identical bet, or an item that the others accept as an equivalent. The player who drinks a pint the most quickly wins everything. If the players don't drink, have them drink a pint of water but mix in something like garam masala beforehand.

2) Fortune telling: A gypsy will make a prediction about the person's future for 50 gold coins. The prediction should include hints about what is to come: that they will fight wizards and witches, for instance.

3) Archery competition: Make three dexterity checks against three other contestants for 50 gold coins. The contestant who makes the highest total checks gets an *inverse longbow* and a *sheaf of 24 arrows*.

Inverse Longbow: 4+3. Requires 15 strength and dexterity to use. More accurate at long ranges, and less accurate at short ranges. Weighs five kgs. Worth 100 gold coins.

Sheaf of 24 Arrows: Contains 24 arrows. Worth 48 gold coins.

4) Dice: 20 gold coins to enter. A player takes turns rolling a dice against an NPC, trying to get as



close as possible to 21. They can stop anytime, in which case they take a luck check and add or subtract up to the level of the check they made from their roll. Whoever gets closest wins, and whoever goes over is out. Winner takes all.

5) Magic Show: There is also a magic show going on here inside a tent, involving a wizard and his assistant, which costs 30 gold coins a ticket. If they go inside without wearing disguises, the moustachioed magician asks for volunteers for his next trick as they enter. If one of the adventurers volunteers, he says he'll show how to control somebody's will as he casts a spell, and the adventurer will have to pass either a level two wizardry check or a following level two charisma check to resist it. If the adventurer doesn't manage to resist either check he retains his will but will be punished by the magician if he acts up (by lying, by trying to fight him, etc). The magician will proceed to interrogate the subjugated adventurer about why they are here. If the adventurer can't hide the nature of their mission from the magician, the magician will cast Oh Go Away on all the adventurers and make them leave (if their relevant attributes are lower) and if the adventurers return inside the tent the magician will be gone. You'll have to improvise a way for them to find the wizard's tower (make it punishing.)

If the adventurer resists the will domination spell, the magician will ask for another volunteer. If another adventurer volunteers he'll begin the process again, but if none of them volunteer he won't press them. He quickly wraps the show up, and the spectators leave.

After the show the adventurers may talk to either the magician or his assistant about the princess. If they talk to the assistant, she'll probably tell them in hushed tones that the magician here has taken the princess to a tower to the west (they may need to pass a level one charisma check or give her a bribe to make her talk.) If they talk to the magician, he'll attack the adventurers once the spectators have gone (unless they manage to intimidate him), along with the help of his assistant.

ZippZapp: MR 15 per player, 15 intelligence, 20 wizardry, 10 luck, 15 charisma. Instead of making a combat roll ZippZapp draws a spell card each round, and may play one spell. This spell does not need to be the one drawn that round. ZippZapp has a map in his pocket, circled on which is the carnival and the wizard tower.



Assistant: MR 10 per player. The assistant fights with a dirk, and is very fast. Make the players describe what they do and how they attack each combat round. If they make any large movements, such as swinging their sword, and telegraph their moves, the assistant gets a free attack against the adventurer that round (their armour protects) and the adventurer doesn't get to perform their action.

Event (Wizard's Tower): If the players reach the tower, nobody answers the door. They can enter the door by solving the following riddle:

'Something wholly unreal, yet seems real to I. Think my friend, tell me where does it lie?' (answer: in the mind)

Inside the tower is a golem made out of sand protecting the ground floor, which is covered in broken furniture and scorch marks as if a battle took place. They must fight it if they want to

explore further.

Sand Golem: MR 30 per player. For your combat turn you may try to magically overpower its will: if you pass a level two wizardry check it becomes your ally until it's destroyed; if you fail you take the full brunt of its attack that round.

The ground level contains a large hamster wheel and a red, a blue, and a yellow gemstone set into the floor (which can only be removed by using a chisel). Someone must run in the wheel to make a red, a blue, and a yellow portal appear above each respective gemstone. The portals disappear if that person stops running in the hamster wheel.

If a player walks through the red portal they will walk back into the room through the blue portal; if they then walk through the yellow portal they will enter a magical toolshed for one minute. They find a chisel here. Walking through the wrong portal throws the person to the ground, inflicting one dice of piercing damage, and resets the portal sequence.

If a player walks through the blue portal they will walk back into the room through the yellow portal; if they then walk through the red portal they will enter a library for one minute. They find a *scroll of imp* here. Walking through the wrong portal throws the person to the ground, inflicting one dice of piercing damage, and resets the portal sequence.

Scroll of Imp: Summons a flying MR six creature for one hour. One charge. Worth 200 gold coins.

If a player walks through the yellow portal they will walk back into the room through the red portal; if they then walk through the blue portal they will enter a bedroom for one minute. They find a note here. Walking through the wrong portal throws the person to the ground, inflicting one dice of piercing damage, and resets the portal sequence.

Note:

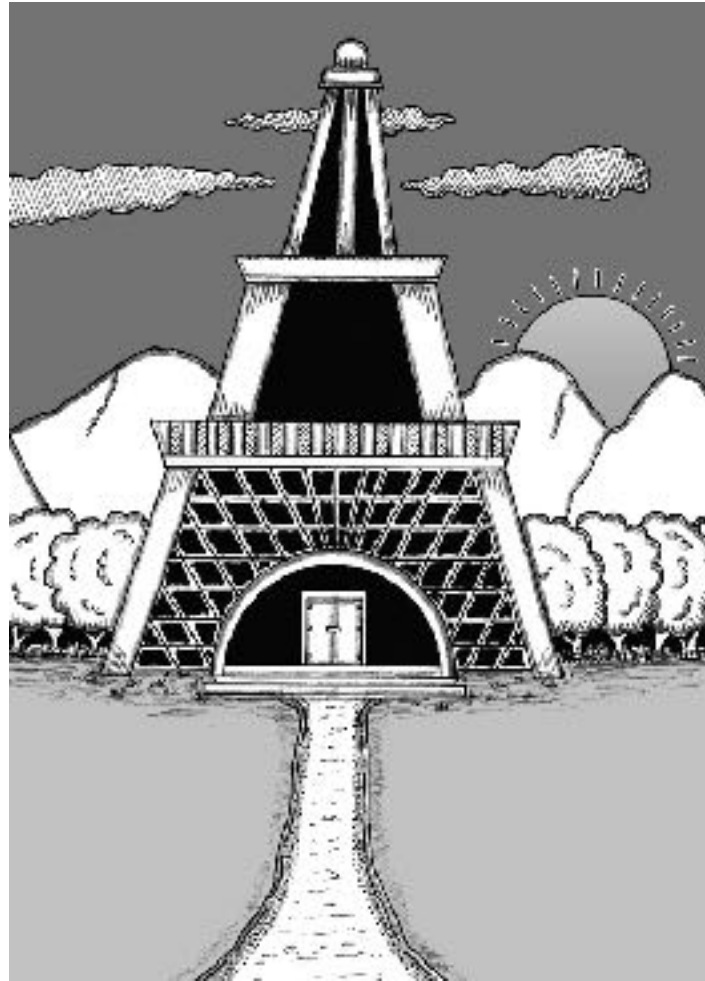
ZippZapp,

If you arrive back before the new moon, do not worry about the state of the ground floor or wonder where I have gone. The bride you kidnapped for me knows magic, and tried to subdue me while my back was turned (to no avail, naturally); she has, nonetheless, managed to cast a spell on me, just as I have on her. We are on honeymoon on my island, enjoying marital bliss. Only disturb us in case of emergency (bring the stones with you). I'd prefer it though if you cleaned the place up while you're gone.

Yours,

Master N'liq

The players may choose to show the commander or the King the note instead. In that case they are awarded some adventure points and the adventure ends here.



Event (Lake): The island in the middle of Lake Calamere, where the apothecary's shop is in *Portrait of a Troubled Artist*. They may try to swim across or try to find a boat to get there.

If they try and swim across a *giant squid* attacks them.

Giant Squid: MR 15 per player. The players fight it with one less add per point of armour they wear as their armour drags them down.

1/ The target is squirted with ink and takes no action during the next combat round.

If they try to find a boat they need to go to the fishing village. There they can hire a dingy for 100 gold coins. They still fight the *giant squid*, but they don't have fewer adds based on their armour.

Event (Island): A shack is on this island, and a red, a blue, and a yellow socket is set into the door. The players must insert each of the three gems into the door to enter. Inside N'liq the wizard and his new bride, the princess.

The wizard and witch tell the players that they're in love, and the witch says that she doesn't want to be rescued. The players may either leave them be, in which case the adventure ends and they are given some adventure points, or they may try to kill N'liq and reduce the *witch* to 10 MR so that the players can kidnap her and return her to the King, in which case the players are rewarded.

N'liq: MR 20 per player, 20 intelligence, 25 wizardry, 10 luck, 15 charisma. As well as making a combat roll N'liq also draws a spell card each round, and may play one spell. This spell does not need to be the one drawn that round.

Witch: MR 15 per player, 15 intelligence, 20 wizardry, 15 luck, 20 charisma. As well as making a combat roll the witch also draws a spell card each round, and may play one spell. This spell does not need to be the one drawn that round.

King's reward: Each player is given a set of gold-trimmed plate. As well as functioning as normal plate armour, each set also increases the wearer's charisma by three when worn.

TAKE THAT YOU FIEND!

LEVEL ONE, SIX WIZARDRY

Deal magic damage to the target equal to the caster's intelligence.

CURSE YOU

LEVEL TWO, FOUR WIZARDRY

Reduce an attribute by two. Removed by the spell Curses Foiled.

MAGIC FANGS

LEVEL TWO, FOUR WIZARDRY + TWO EACH COMBAT ROUND

Creates a snake with MR equal to the caster's charisma. Any spite damage dealt is added to every subsequent combat round.

BEFUDDLE

LEVEL THREE, 12 WIZARDRY

Target attacks closest person for one combat round if his intelligence, luck, and charisma are lower than the caster's.

GLUE YOU

LEVEL THREE, 10 WIZARDRY

Halves the target's speed. The target can only act every second combat round. Lasts five combat rounds.

OH GO AWAY

LEVEL ONE, FIVE WIZARDRY

Target runs for one combat round if his intelligence, luck, and charisma are lower than the caster's.

HIDEY HOLE

LEVEL TWO, 10 WIZARDRY

Makes caster and those around him invisible for five combat rounds. Attackers have their combat total halved during this time. Spell breaks if anyone concealed takes damage past their armour.

POOR BABY

LEVEL TWO, ONE WIZARDRY PER MR RECOVERED

Restore MR to the target equal to the wizardry spent.

BLASTING POWER

LEVEL THREE, NINE WIZARDRY

Deals damage equal to the caster's level as dice, plus adds. Damage is split among those in five foot blast radius.

DUM-DUM

LEVEL FOUR, EIGHT WIZARDRY

Reduces target's intelligence to three for five combat rounds.

SMOG

LEVEL FOUR, 20 WIZARDRY

Creates a 10 foot radius cloud of smog for one combat round. Anybody breathing the smog halves their constitution or MR.

SCORCH YA

LEVEL ONE, FOUR WIZARDRY

Deals six dice of damage to the target as a ranged attack (armour protects).

MANA MANTRA

LEVEL ONE, ZERO WIZARDRY

Recover one dice of wizardry.

KREMMATIC SHIELD

LEVEL TWO, FIVE WIZARDRY

The caster may take damage to his wizardry instead of his MR for the rest of the combat.

TOUGH SKINNED

LEVEL TWO, FIVE WIZARDRY

The target has extra armour this combat round equal to the caster's MR (this armour cannot be doubled).

GETTING RUSTY

LEVEL TWO, SIX WIZARDRY

One of the target's pieces of armour loses one dice of protection until repaired (caster chooses which).

DEVIL CHILD

LEVEL FOUR, 15 WIZARDRY

If the target dies this combat round, summon a MR 50 demon in his place.

SO MANY OPTIONS

LEVEL FOUR, FOUR WIZARDRY

Draw four spell cards.

FAIRY BREAD

0 KGS
50 GOLD COINS

Counts as one day's worth of provisions.

BOUNCING BOOTS

0 KGS
100 GOLD COINS

Allows the wearer to jump thrice as high as normal.
Requires three dexterity and wizardry to use.

SKITTLE JACKS

0 KGS
100 GOLD COINS

The next time the target moves or makes a melee attack,
first lower its adds by 10. One charge.

DAGGERED BOOTS

0 KGS
200 GOLD COINS

1+0. Requires six dexterity to use.

SPIKED KNUCKLES

0 KGS
200 GOLD COINS

1+3. Two-handed. Deal double spite damage. Requires
three strength and six dexterity to use.

WAND OF WISP

0 KGS
100 GOLD COINS

Casts Will-o-Wisp for free. Five charges.

MAN'S BEST FRIEND

0 KGS
50 GOLD COINS

MR 6. Joins you as an ally.

BOOK OF POWER

0 KGS
500 GOLD COINS

Forget three spells of the same level. Learn a spell of the
level above. One charge.

SHIELDING POTION

0 KGS
120 GOLD COINS

Increase your armour by your wizardry for one combat. This
armour cannot be doubled. One charge.

POTION OF FORCE

0 KGS
80 GOLD COINS

Increase your adds by your wizardry for one combat. One
charge.

FIRE SCROLL

0 KGS
100 GOLD COINS

Deal six dice of damage as a ranged attack. One charge.

HOMING ARROWS

0 KGS
100 GOLD COINS

When firing one of these arrows, lower the level of the check you need to make by one. Six arrows.

ORCISH AXE

10 KGS
50 GOLD COINS

5+0. Two-handed. Gives you a talent for intimidation when equipped. Requires 15 strength and 10 dexterity to use.

JAVA

0 KGS
50 GOLD COINS

Double your speed for one combat. Take damage equal to however much you fail a level one constitution check by. One charge.

ETHEREAL SHIELD

5 KGS
200 GOLD COINS

Provides six armour, but only against magical damage. Requires three strength and six wizardry to use.

CAT-O-NINE TAILS

5 KGS
200 GOLD COINS

4-4. Two-handed. If you roll a six, roll another dice. Requires eight strength and 12 dexterity to use.

PRINCE'S CROWN

0 KGS
200 GOLD COINS

Increases your charisma by your level.

NYLON CORD

5 KGS
100 GOLD COINS

This cord is indestructible unless slashed. 20 metres long.

ONE DICE GOBLINS

MR 8
ARMOUR 0

1/ A goblin flees in terror.

ENT

MR 16
ARMOUR 8

1/ The ent recovers any lost MR.

ACIDIC OOZE

MR 18
ARMOUR 0

1/ Destroy an equipped item of your choice.

UNHOLY OBELISK

MR 60
ARMOUR 20

Instead of making a combat roll, the unholy obelisk summons a 6 MR imp each turn.

ONE DICE HYENAS

MR 5
ARMOUR 0

After each combat round, if any hyenas are still alive, another hyena joins the combat.

TWO HORSEMEN

MR 12
ARMOUR 0

Attacks in melee, with double adds, on odd-numbered turns. Attacks using a bow on even numbered turns. Bows are ranged weapons.

WISP

MR 14
ARMOUR 0

To take an action during a combat round, you must first pass a level one dexterity check.

SKELETON ARCHER

MR 18
ARMOUR 0

The skeleton archer's attacks are ranged. The skeleton archer is immune to piercing weapons.

FENCER

MR 20
ARMOUR SIX

Can only be damaged with melee attacks if you pass a level two dexterity check.

KNIGHT

MR 22
ARMOUR 8

Double armour against melee attacks.

TWO ELVES

MR 18
ARMOUR 4

Flees if at half MR or less.

GOLEM

MR 20
ARMOUR 20

Doesn't lose adds.

LIVING VINE

MR 32
ARMOUR 0

Immune to ranged attacks.

SIREN

MR 28
ARMOUR 0

Take a level two charisma check before each combat round. Lower your combat roll by however much you failed the check by.

DARK FIRE ADEPT

MR 26
ARMOUR 0

1/ Deal an extra dice of damage as a magical attack.
Magical attacks ignore armour.

WHITE LIGHT ADEPT

MR 26
ARMOUR 0

1/ Restore two dice of MR to the target. Can target self.

SPRITE

MR 20
ARMOUR 0

Immune to magic.

2/ The target forgets a spell of their choice.

SHIELD BEARER

MR 18
ARMOUR 12

1/ The target cannot be damaged this combat round. Can target self.

RING OF HEALING

0 KGS
300 GOLD COINS

2/ Recover one dice of constitution. Requires six wizardry to use.

RING OF WEAKNESS

0 KGS
0 GOLD COINS

You have no combat adds while this is worn. Can only be removed by a powerful magician.

PROTAGONIST POTION

0 KGS
500 GOLD COINS

Transforms the drinker into a paragon for one combat. Warriors can cast all spells they have the attributes and wizardry for. One charge.

ENCHANTED SAPPHIRE

0 KGS
200 GOLD COINS

When set into a weapon, increases its adds and wizardry requirement to use by three. Cannot be removed.

WIZARD HAT

0 KGS
300 GOLD COINS

Increases your wizardry by three. Requires five wizardry to use.

RING OF POWER

0 KGS
300 GOLD COINS

X/ Add X dice to your combat roll. Requires six wizardry to use.

RING OF KREMM

0 KGS
300 GOLD COINS

2/ Recover one dice of wizardry. Requires six wizardry to use.

ENCHANTED RUBY

0 KGS
200 GOLD COINS

When set into a weapon, increases its adds and wizardry requirement to use by three. Cannot be removed.

LIZARD SKIN ARMOUR

5 KGS
200 GOLD COINS

Provides six armour. Cannot lose durability. Requires three strength to use.

AMULET OF WARDING

0 KGS
200 GOLD COINS

The next time you would take damage, this takes damage instead and is destroyed. Requires three wizardry to use.

HEALING SCROLL

0 KGS
200 GOLD COINS

Restore one dice of constitution to you and all allies. One charge.

PIERCING ARROWS

0 KGS
100 GOLD COINS

These arrows ignore armour. Six arrows.

IVORY STAFF

5 KGS
200 GOLD COINS

4+0. Two-handed. Deals double damage to undead. Requires two strength and eight dexterity to use.

THIEVES GLOVES

0 KGS
200 GOLD COINS

Gives you a talent for pickpocketing when worn.

SKELETON KEY

5 KGS
300 GOLD COINS

Opens any mundane lock on a passed level two luck check.

INVISIBILITY POTION

5 KGS
200 GOLD COINS

Makes the drinker invisible for one minute. One charge.

REAPER'S SCYTHE

0 KGS
500 GOLD COINS

3-3. Two-handed. Each foe you kill with this weapon increases its adds by one. Requires 10 strength and dexterity to use.

POWDERED CAMP

5 KGS
100 GOLD COINS

Creates a bonfire and large tent when sprinkled on the ground. Five charges.

THREE WOLVES

MR 8
ARMOUR 0

Each wolf rolls one extra dice for each other wolf alive.

1/ A wolf joins the combat.

LANCER

MR 30
ARMOUR 18

Has double adds during the first round of combat.

SHADOW

MR ??
ARMOUR 0

Has MR equal to your wizardry, charisma, and speed combined.

EARTH ELEMENTAL

MR 36
ARMOUR 24

1/ Increase the stone elemental's armour by one dice.

WATER ELEMENTAL

MR 38
ARMOUR 0

If you attack the water elemental with a slashing or piercing weapon, you have no adds.

GENIE

MR 36
ARMOUR 0

If you attack the genie with a non-magical weapon, you have no adds.

HARPY

MR 32
ARMOUR 0

If you attack the harpy with a melee weapon, you have no adds.

GIANT SCORPION

MR 30
ARMOUR 20

Any damage the giant scorpion deals also lowers you speed by that amount. If your speed drops to zero you are paralysed.

FIRE ELEMENTAL

MR 50
ARMOUR 0

2/ Restore the fire elemental's adds this round.

WIND ELEMENTAL

MR 32
ARMOUR 0

The wind elemental ignores armour.

KOBOLD SHAMAN

MR 30
ARMOUR 0

1/ You have no adds this round.

TWO KICK FIGHTERS

MR 20
ARMOUR 0

Immune to spite abilities.

VAMPIRIC MIST

MR 36
ARMOUR 0

1/ Drains one dice of wizardry from the target. If the target is reduced to zero wizardry, he dies.

PUTREFYING ZOMBIE

MR 32
ARMOUR 0

Before each combat round, take a level two constitution check. If you fail you cannot take an action that round.

FAIRY SPARKLER

MR 34
ARMOUR 0

1/ Casts Little Feets on the target.

SHIFTING SHADE

MR 36
ARMOUR 0

Immune to melee damage on odd numbered combat rounds. Immune to magic on even numbered combat rounds.

SWARM OF RATS

MR 48
ARMOUR 0

Can only take and deal a maximum of five damage each combat round.

NINJA

MR 40
ARMOUR 10

1/ If you fail a level two speed check, take one dice of piercing damage.

KNIGHT

CAN'T SAY...

- Horse
- Armour
- Lance

FOREST

CAN'T SAY...

- Trees
- Wood(s)
- Plants

WOLF

CAN'T SAY

- Canine
- Grey
- Dog

KING

CAN'T SAY

- Crown
- Lord
- Sovereign

WITCH

CAN'T SAY

- Black
- Cat
- Broom

CASTLE

CAN'T SAY...

- Fort
- King
- Moat

ORC

CAN'T SAY

- Green
- Humanoid
- Aggressive

WIZARD

CAN'T SAY

- Magic
- Staff
- Hat

GHOST

CAN'T SAY

- Boo
- Night
- Haunt(ed)

SWORD

CAN'T SAY

- Blade
- Hilt
- Slash

ROGUE

CAN'T SAY

- Thief
- Sneak
- Scoundrel

ELF

CAN'T SAY

- Green
- Bow
- Forest

DRAGON

CAN'T SAY

- Fire
- Flying
- Reptile

POISON

CAN'T SAY

- Health
- Illness
- Death

QUEST

CAN'T SAY

- Reward
- Help
- Given

BOW

CAN'T SAY

- String
- Arrow
- Shaft

STEEL

CAN'T SAY

- Metal
- Iron
- Blacksmith

GEM

CAN'T SAY

- Stone
- Precious
- Colour

KIDNAP

CAN'T SAY...

- Ransom
- Take
- Abuct

WAND

CAN'T SAY...

- Stick
- Magic
- Staff

ROBE

CAN'T SAY

- Clothing
- Flowing
- Wizard

INVISIBLE

CAN'T SAY

- See
- Eye
- Sneak

LORE

CAN'T SAY

- History
- Culture
- Background

TALISMAN

CAN'T SAY...

- Protect
- Magic
- Enchanted

CAVE

CAN'T SAY

- Lair
- Dark
- Underground

PROPHET

CAN'T SAY

- Predict
- Augur
- Future

HERBS

CAN'T SAY

- Plant
- Medicinal
- Cooking

BERSERK

CAN'T SAY

- Rage
- Viking
- Barbarian

MEDUSA

CAN'T SAY

- Petrify
- Snakes
- Greece

REALM

CAN'T SAY

- Kingdom
- Lands
- Monarch

SCROLL

CAN'T SAY

- Paper
- Parchment
- Rolled

RAT

CAN'T SAY

- Rodent
- Mouse
- Giant

WEREWOLF

CAN'T SAY

- Wolf
- Transform
- Moon

VILLAIN

CAN'T SAY

- Evil
- Antagonist
- Bad

CHARISMA

CAN'T SAY

- Personality
- Manipulate
- Talk

CURSE

CAN'T SAY

- Spell
- Witch
- Unlucky

RING

CAN'T SAY...

- Circle
- Jewellery
- Stone

SHIELD

CAN'T SAY...

- Hard
- Metal
- Wood

CHEST

CAN'T SAY

- Loot
- Gold
- Treasure

DUNGEON

CAN'T SAY

- Underground
- Traps
- Monsters

LANCE

CAN'T SAY

- Spear
- Knight
- Horse

LAKE

CAN'T SAY...

- Water
- Fish
- Shore

TROLL

CAN'T SAY

- Bridge
- Club
- Regenerate

COIN

CAN'T SAY

- Gold
- Silver
- Round

BANSHEE

CAN'T SAY

- Possession
- Woman
- Ghost

POTION

CAN'T SAY

- Bottle
- Magic
- Healing

ELEMENTAL

CAN'T SAY

- Wind
- Water
- Fire

LEGEND

CAN'T SAY

- Myth
- Fable
- Story

TRAP

CAN'T SAY

- Trick
- Dangerous
- Dexterity

SKELETON

CAN'T SAY

- Bones
- Skull
- Undead

SHAMAN

CAN'T SAY

- Magic
- Nature
- Mystic

VAMPIRE

CAN'T SAY

- Fangs
- Bat
- Blood

LEPRECHAUN

CAN'T SAY

- Rainbow
- Luck
- Irish

NPC

CAN'T SAY

- Not
- Player
- Character

CHALICE

CAN'T SAY...

- Goblet
- Crystal
- Cup

DWARF

CAN'T SAY...

- Short
- Mountain
- Mining

BARD

CAN'T SAY

- Musician
- Traveller
- Storyteller

PEASANT

CAN'T SAY

- Farmer
- Serf
- Crops

GRYPHON

CAN'T SAY

- Eagle
- Lion
- Flying

DEMON

CAN'T SAY...

- Hell
- Evil
- Imp

GRAVEYARD

CAN'T SAY

- Tombstone
- Ghost
- Dead

GODS

CAN'T SAY

- Pantheon
- Religion
- Belief

CENTAUR

CAN'T SAY

- Sagittarius
- Horse
- Bow

MOUNTAIN

CAN'T SAY

- Tall
- Climb
- Hill

CROW

CAN'T SAY

- Black
- Bird
- Omen

PLAGUE

CAN'T SAY

- Epidemic
- Disease
- Illness

FAMINE

CAN'T SAY

- Hunger
- Crops
- Food

MERCHANT

CAN'T SAY

- Trader
- Goods
- Money

BLOOD

CAN'T SAY

- Red
- Body
- Heart

BELT

CAN'T SAY

- Leather
- Strip
- Buckle

DEXTERITY

CAN'T SAY

- Skill
- Bow
- Locks

ENT

CAN'T SAY

- Tree
- Animated
- Living