

SPOOKY ROOM PRODUCTIONS
LAIR OF SWORD & SORCERY
ISSUE 3 MAR 2015

PRICE

LAIR OF Sword & Sorcery

Adventure Game

RAISE YOUR HEROES RANK
DEMONLORD TIPS FOR CREATING AND RUNNING LAIRS

VETERAN ③

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LAIR OF SWORD & SORCERY

Issue 3 March 2015

The Combat Issue

CREDITS:

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All art, writing, and rules by:

Ripley Stonebrook Editor and Creator.

SUBMISSIONS & QUESTIONS: READ CAREFULLY

Send any comments, rules questions or submissions to :
spookyroomproductions@gmail.com

Check for updates at:

lairofswordandsorcery.blogspot.ca

GET INVOLVED

Join your forces with the powerful creators of the awe
inspiring world of Kartharka!

WEBSITE:

You best place to start is the Lair of Sword and Sorcery Site
at: lairofswordandsorcery.blogspot.ca

Here you can comment on updates, and respond to
questions and polls on the direction of the game and what
you would like to see, or not see, in the game.

There are also regular articles on the sword and sorcery
genre, fantasy, the setting of Kartharka, the tone of the
game, and designers notes on the game system.

GOOGLE+:

Those who are on Google+ can get their lair updates there
by adding: Ripley Stonebrook

We also appreciate +1's and reposting of content on
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Send in any and all submissions, rules, art, questions, stories,
comics, pictures of your demonboard, and pictures of your
group.

Or if you are looking for players or demonlords in your area
send in your contact email and we'll put it in the next issue
or post it to the site.

RETAILERS:

If you are interested in carrying the Lair of Sword and
Sorcery game then please send an email to:

spookyroomproductions@gmail.com.

If you would like your local retailer to carry the game then
you can urge them to send us an email.

PIRACY

If you find another player who is playing with photocopies
or scans of the rules, shun them. Refuse to play with them.
It is officially against the rules of Lair of Sword and Sorcery to
play with photocopies and scans. Pirates are terrible
people that ruin the game.

WHO THOUGHT WE'D GET TO ISSUE 3 ?

Well here we are, three issues and 5 months after it all began and things are still going strong and getting stronger.

Those of you who have been following along thank you!

FOR THOSE OF YOU JOINING US, WELCOME!

What I'm creating here is a new role-playing game that's not a roleplaying game. Something that's fun and easy, that you play at a friends house on a Friday night before you go out to do something else. Something you play on a Saturday morning after the Farmers market, something you play on a Sunday because what else are you going to do on a sunday?

Something fun that anyone can play anytime.

Lair of Sword & Sorcery is quick, fun and easy, for the players and the Demon Lord (the one who runs the game).

Games shouldn't take up a significant portion of your life, you shouldn't need to dedicate yourself to days of preparation work to run a roleplaying game or to play one.

You shouldn't have to spend a fortune to play a game. Lair of Sword and Sorcery is a game like we used to play, before things got complicated.

Before people started playing games with people they absolutely hated just so that they could actually play.

For those of you new to Rolepaloying I hope that this game is the one you've been looking for. All those fun stories you hear about role playing and hanging out at friends houses tearing through a dungeon and beating up dragons and taking home piles of treasure, that's this game.

The game where you spend an hour arguing about a rule or whether or not you can use your crazy new character build from the newest set of rulebooks, that's the other games.

I like those other games, don't get me wrong, but sometimes I just want to sit down, drink a few beers and fight some freaking dragons.

If you're playing Black Sabbath in the background it couldn't hurt either.

And if we finish itn time to go out to the bar that's cool too, but if you don't want to go out we can attack the next level of that dungeon too.

GAMING SHOULD NOT BE A LIFESTYLE CHOICE THAT YOU PICK INSTEAD OF OTHER THINGS.

You should be able to do everything else normal people do and still throw down some dice on Friday night.

So welcome all you new Blood Reavers, roll up a hero (you'll need the Combat issue, number 2, to do that) jump into the middle of whatever Lair we're plundering this week and carve yourself through the enemies to the treasure I've got stashed away just for you.

FOR THOSE WHO ALREADY KNOW...

Thanks for sticking with us.

If you haven't checked out the site Lairofwordandsorcery.blogspot.ca in a little while you really should. It's been redesigned for what we use if for now.

Along with news, and previews on whats coming up there are also some longer articles posted on there regularly under the "Articles of Interest" section.

The issue your holding is the long awaited Veteran issue, where your heroes can finally increase their rank, becoming better fighters, sorcerors, brigands, mercenaries or merchants if they want.

You will also learn how to settle your hero into a home and all of the things that settling in can do for you.

Also some more tips for the Demonlord on creating their own scenarios as well as some tips on using things other than humans as enemies. Now your heroes can be beset by terrible animals as well as evil thieves, you can thank me later.

And yes I did mention Sorcery, the first faltering steps of the Sorcery rules will be included in this issue, as it is built into the Lair Veteran system. Some of the things you may not now how to use yet but at least you will get a glimpse at what is possible.

The next issue, the Sorcery issue, will be the first "forked" issue with one version being published for players and the other for DemonLords.

I'm very excited for that and hope you all are too.

Gone are the days when only the Games Master get's to pore over new exciting material, now the players get their own books as well.

Sorcery is so built into the very land of Kartharka itself that it would spoil the fun to put it all in the players books, and it would be unfair to only allow the DemonLord access to the Sorcery rules.

So I present to you all the newest issue of Lair of Sword and Sorcery, The Veteran issue. I hope you all enjoy it, and remember, change what you want, add what you want, leave out what you want. Make it your own game, and if you let us know what your game is like then we'll add it to our game, and you can see your additions and changes on the website and in futrue issues of the Magazine.

It's your game, I can't tell you how to play it, you tell me how to make it.

~Ripley Stonebrook



THE LAIR VETERAN SYSTEM



What are veteran points and how do I get my filthy paws on them?

Your grand and powerful hero already wades across fields of enemies in a wash of blood. But how can you make him even better? Smashing your way through a group of thieves is thrilling but what about single handedly cutting down a mighty dragon? Taking on entire armies and winning, feeling entire kingdoms tremble beneath your feet.

To grow your hero into this incredible Titan we have the Lair Veteran System.

The players earn Veteran points for accomplishing difficult tasks or at least surviving dangerous ones which can be spent on gaining new Veteran skills.

You can receive points for surviving battles, defeating enemies, succeeding at a scenario, or accomplishing other difficult tasks.

They should also receive Veteran points for doing amazing things that make the game more fun, having their hero attempt an amazing maneuver in the middle of a combat, coming up with an amazing plan, or even dressing up like their heroes.

Whether the hero becomes a better fighter, more powerful sorcerer, or more influential politician is up to the player, they may spend their points in any way they wish.

EARNING VETERAN POINTS (VP) A PLAYER GAINS 1 VP (VETERAN POINT) IMMEDIATELY AFTER ANY OF THE FOLLOWING THINGS OCCUR:

- Survive an encounter with a group of Enemies of Equal or Greater Rank (calculating the Rank of a group is covered later)

- Survive making a death roll (this is on top of "survive an encounter with a group of enemies of equal or greater rank")

- Beat a scenario (complete the scenario objectives). The Veteran point award will usually be printed with the scenario but if it is not they should get at least 1 VP

- Succeed at an impossible task (an impossible SOTA roll) which would have caused harm to the hero if it failed

- The player has an impressive Role playing moment which impresses the rest of the group

- Dressing up as your Hero earns you 1 VP. (Leave the sharp things at home kids)

- The Demon Lord is free to also award VP for anything which they deem worthy of it

What you don't get VP for is looking for trouble. If you decide to take on the city guard who obviously out power you, and they arrest you but don't kill you, then you don't get a VP for "Surviving and encounter with a group of enemies of greater rank"

If you knew for a fact that the guards would kill you and you still chose to attack, that may be a different story but a good rule of thumb is:

If you have nothing to gain by attacking, you don't get a VP.

It is up to the Demon Lord to make the call when the heroes go looking for trouble.





SPENDING VETERAN POINTS

Now that you've got them, what are you going to do with them?

Players spend their heroes VP points to buy Veteran skills. Each of these skills will either increase an ability they already have (like increasing their attack) or give them all new skills (like summoning demons).

The players can spend their VP to buy skills only in between scenarios, never during them

They must wait until their heroes have finished the scenario, are safely back in town, camp, or wherever they are making their home at the moment.

Once they are safely home they can rest and absorb the lessons they have learned. Once relaxed and fully healed the player can spend VP to either buy new Veteran Skills or increase ones they already have.

They may spend as many VP as they like on as many skills as they like. They may even buy a skill and increase it to a higher level in the same "rest period".

You will see on your character sheet that there are 3 slots next to each stat.

These are where you write in the Veteran skills you have bought.

Each veteran skill has an associated stat. This means that a hero may only have a maximum of 3 skills in any one of their stats

For example: A hero may only have a 3 Body Veteran skills.

The hero is also only allowed to buy Veteran skills in stats they have no weakness in (a negative stat)

You may find that you already have 3 Veteran skills for a stat and would like change one of these skills for a different one.

You can "discard" any Veteran skill that you have. Simply erase it and now you have room for a new skill. However you don't regain any VP points for skills that you discard

VETERAN SKILL COSTS.

To buy a new skill costs 10 VP points

When you buy a skill you gain the benefits listed in that skills description.

YOU CAN ALSO INCREASE A SKILL YOU ALREADY HAVE.

Skills usually start with some kind of a bonus of +1 to do something.

To increase the skill to the 2nd rank (+2) costs 20 VP

To increase the skill to 3rd rank costs 30 VP

And so on.

Some skills have no specific bonus but simply allow the characters to do something new. They may or may not be increased. The specific skills description will give you all information you need.

VETERAN SKILLS

Here it is, finally. What this issue is all about. As heroes encounter more horrible and terrible things, and live to tell about it, they become better at surviving. This is represented by earning Veteran points. The things they actually learn are represented by the Veteran skills.

They simply spend their Veteran points, which represents the entire process of seeking out knowledge, diligent practice in their field, careful thought, trial and error of the adventuring process and all the other things one must do to "learn".

Some of the Veteran skills will require the heroes to have certain things, like a practice yard, a teacher, or supplies. Most of these things will require money to buy.

As we discussed before some skills can be increased in power, from a bonus of +1 to a bonus of +2 or more. Each of the skills will state how high the skill can be increased, and what the hero is required to have to buy these increases.

Demenses (a fancy name for the heroes official home), teachers, and other requirements are all discussed later in the issue.

You will see that some increases can be had in more than one stat, for instance an increase to movement. They can purchase the increase as a Body skill or a Quickness skill. If the hero buys the increase to movement as a body skill then they cannot take it as a quickness skill as well.

QUICKNESS

.Increase Move: Bonus to Move. +1, 2 and 3 available to all.

.Jump: Bonus to Jumps. Allow the hero a bonus to any Sota rolls involving jumps. +1 available to all. +2 requires a Demense with a Yard.

.Throwing: Bonus to Throw. Allows a bonus when attacking with any thrown weapon. +1 and 2 requires a demense with a target. Also allows a bonus on any Sota rolls that involve throwing.

.Acrobatics: Bonus to Sota rolls for Acrobatic tasks, leaping, grabbing, swinging. Bonus of +1 or +2 Requires a demense with a yard.

CAMARADERIE

.Merchant: The hero receives a bonus when buying and selling, bartering, or other contracts. The bonus applies in the exact same way as a camaraderie bonus when buying or selling goods and may be used with the heroes camaraderie bonus. Bonus of +1 to +3 available to all. Requires any demense. A fixed address is necessary for bargaining. Leader of Men: bonus to Leadership rolls with the heroes followers (More on this later in the issue). Bonus of +1 to +3 available to all. The hero may increase their merchant bonus only as high as their natural Camaraderie bonus.

.Judgment: Bonus to any sota rolls to determine if someone is lying, or hiding information, or being deceitful in any way. +1 to +3 available to all.

.Con Man: Bonus to any sota roll to mislead someone or hide information. +1 to +3 available to all.

BODY SKILLS

.Increase Defense: Bonus to Defense. Only works when the character is armed with a weapon. The character masters the ability to defend themselves from attack with weapons. +1 is available to all. +2 requires a Demense with a training yard. +3 requires a demense with a training yard and a training dummy. +4 requires a demense with a training yard, dummy and a suitable teacher.

.Increase Attack: Bonus to attack. +1 is available to all. +2 requires a Demense with a training yard. +3 requires a demense with a training yard and a training dummy. +4 requires a demense with a training yard, dummy and a suitable teacher.

.Increase Endurance: Bonus to Endurance. +1 and +2 available to all. +3 requires any demense with a yard.

.Increase Damage: Bonus to Damage but only when the hero is armed with a weapon. +1 is available to all. +2 requires a Demense with a training yard. +3 requires a demense with a training yard and a training dummy. +4 requires a demense with a training yard, dummy and a suitable teacher

.Increase Move: Bonus to Move. +1 available to all.

VITALITY

.Increase Endurance: Bonus to Endurance. Requires a Demense with a yard. +1 to +3 available to all.

.Pack Mule: Bonus to Carrying ability. Practice carrying heavy loads, and knowledge of weight distribution, proper use and maintenance of straps and specially crafted bags and carrying racks. Requires a demense with the same tools as leather crafting. +1 to +3 available. Each bonus allows the hero to carry either 1 additional large item or 2 additional small items.



MIND

.Increase Attack: Bonus to Attack whether armed with a weapon or not. +1 to +3, requires a yard and a suitable teacher.

.Languages: each bonus allows the Hero to master an additional language. Each language can be purchased for 10 VP. Requires a suitable teacher. Requires a writing table

.Sage Lore: A bonus applicable to any Sota roll that involves knowledge of History, legends, natural history or "Science". Requires a Demnse with a suitable library, writing table and access to a Sages Hall and the teachers within.

.Crafting: Each bonus allows the Hero to craft an additional material from the list below.

Wood, stone, pottery, leather, copper, bronze, silver, gold, iron, steel.

Each bonus increases in cost like any other Veteran skill. This skill is discussed fully in the crafting article that follows.

.Potioncraft: In the world of Kartharka, Potioncraft covers many things which may be considered "Science", "Chemistry", or even Sorcery. They may brew simple remedies, for headaches or infection, stomach upset, warts or other minor ailments. They may also create potions which may be considered "drugs", such as sleeping potions, poisons, potions of alertness, healing balms to ease pain. See more in the Crafting article that follows.

**OTHERWORLD**

The Otherworld skills are all related to the knowledge and manipulation of things of the Otherworld. The Other side, the spirit world, the dark places, Magic and sorcery, sprits and creatures, demons and monsters.

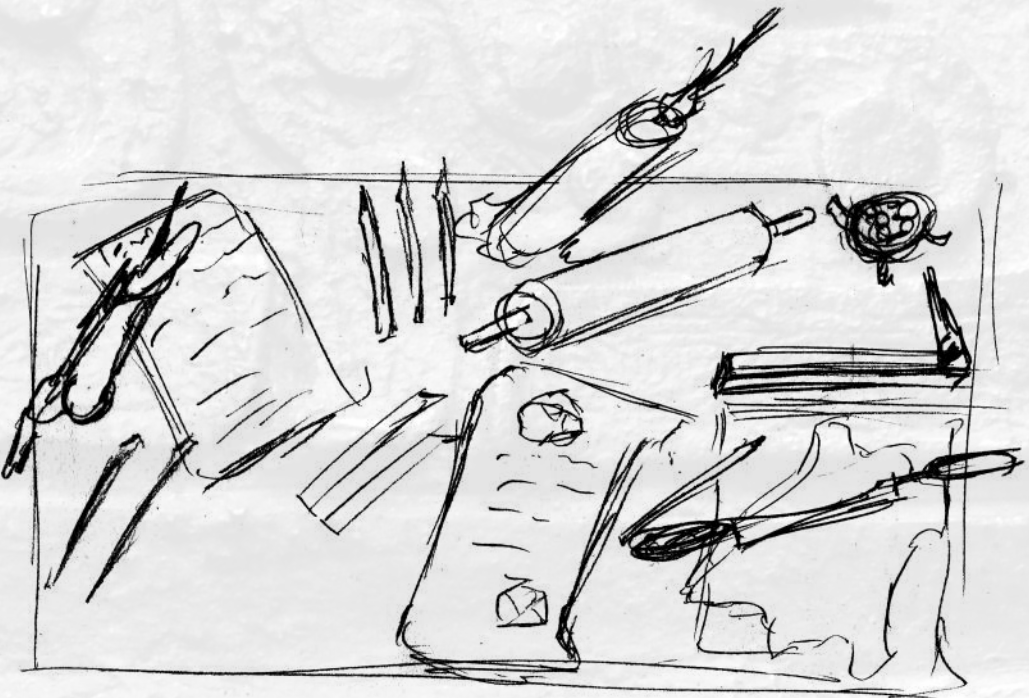
Sorcery and the Otherworld are the very backbone and history of the world of Kartharka.

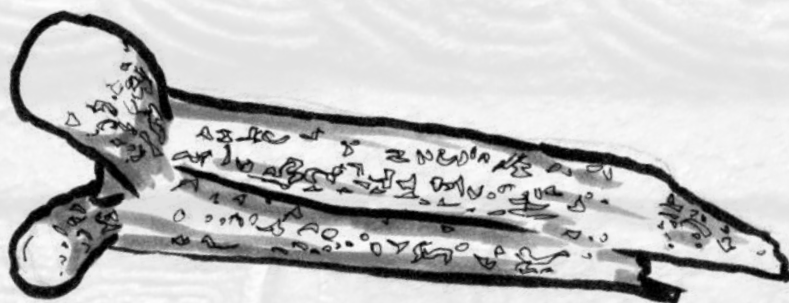
All of these skills will be discussed fully in the Sorcery issue. For now consider these to be placeholders for what it to come.

There will be a very brief discussion on some of these later in the issue so that your heroes can begin their first few faltering steps on the paths to becoming a great Sorcerer, and also to allow Demon lords to begin introducing enemy Sorcerers of their own for the heroes to battle.

.Sorcery

- oSorcery sub group summoning
- oSorcery sub group protection
- oSorcery sub group control
- oSorcery sub group imprisoning

.Sages Lore.Superstition.Potioncraft.Witchcraft.Demonlore.Artifact Lore



CRAFTING IN THE WORLD OF KARTHARKA

Crafting in Lair of Sword & Sorcery encompasses many things. It is used not only to make things. It is knowledge of the materials, and the things they are used to make.

It is how to how to make things, repair things, know the value of things, how to use things, and how to destroy things.

Each bonus in the crafting skill allows the hero to craft another type of material. The choices are Wood, stone, pottery, leather, copper, bronze, silver, and gold.

Before the hero may choose Iron however they must have either copper or bronze. Before they can choose steel they must have Iron.

They may also choose to increase any specific crafting skill to a higher bonus.

For example the hero may choose the "Crafting: Wood" allowing them to create wooden items. It also allows them a bonus to any sota roll involving working with wood. Such as repairing a wooden item, understanding wooden machines, or destroying wooden things like taking down a door, or dismantling a fence. The crafting skill also allows the hero to make a good guess at the value of things made of that material.

They may then choose to take another crafting skill, for example "Crafting: Pottery". They would then write it in another slot below the "Crafting: Wood" skill.

Or they may choose to increase a crafting skill they already have. Giving them a further bonus in Sota rolls involving that material.

If the hero has a demense with the proper tools and materials then they may create or repair items of the material they have the skill for (see the article on Demenses for the costs of these things).

They may only create items they have been given the opportunity to study in the past. To create something new may require either study of it in legends and books, or other applicable Sages Lore rolls.

CRAFTING WEAPONS AND ARMOUR

One of the first things your players are going to want to do is make their own weapons and armour.

If you consider the massive investment in Veteran Points as well as cold hard cash for a demense and a forge that is required to do so you will see that if they want to go that route they should be allowed to. The cost is going to be far higher than just buying the things themselves.

They may even be allowed to make steel weapons if they meet all the requirements.

However they should not be allowed to make the mythical master weapons which circulate in the world. Those magical weapons or weapons of such exquisite workmanship that they rise above all others in their family. These things are the products of centuries of learning passed down from generation to generation and that knowledge is jealously guarded by the scant few people in the world who hold it.

POTIONCRAFT

As stated before, potioncraft is the art of making all of the liquid items which civilization needs.

They may create minor things of limited value or efficacy. The "sleeping potion" will not knock a person flat on their back, though it may calm them, or make them a bit drowsy. Their "healing balms" will help a burn heal a little more quickly, or help to stave off infection, or take a bit of the pain away. But it certainly won't cure a severe wound or regrow a limb.

Their acids will be more of the cleaning variety, removing tarnish or stains but not burning the flesh if splashed on an enemy.

Truly magical potions will be covered in the Sorcery issue, but for now players should know that they will need at least potioncraft to create these things.

For now the players can use potioncraft to make the things that make life a little easier, but not potions which will have any combat effect, such as causing damage, increasing combat ability, or healing endurance.

FAME AND FAVOUR

Designers Notes

EARNING FAVOURS AND FAME

Here's where we get a little editorial:

In many games there is an intangible idea of "Fame". As Heroes complete their missions and conquer their enemies all the people of the land will hear of their exploits, and players may even try to trade on this fame to get a bit of special treatment from time to time. For the most part the Games Masters of other games will have to make up their own minds about whether or not these attempts are successful. The opinion of the common people towards the player's characters is also left up to debate.

In these games the players may even try to trade on this fame to ask for favours from the local governments and other people.

FAME AND FAVOUR IN LAIR

In Lair of Sword and Sorcery "Fame" and "Favours" are very specific things and have their own rules associated with them.

·Each hero has a certain amount of "Fame" and "infamy".

·Whenever they complete a particularly noble or evil act their fame or infamy will increase respectively.

·Certain scenarios will also award fame (or possibly infamy) to the heroes.

·Once Fame or infamy is gained it never goes away.

For the Most part a heroes Fame will not have a huge impact on the game. Just because a hero is famous he will not necessarily get free drinks at the bar. Nor will the bartender necessarily refuse to serve a hero who is infamous.

These scores can be used by the demon lord to colour the reactions of the local populace, but will rarely have any bearing on the outcome of any specific roll of the dice or when trying to buy or sell.

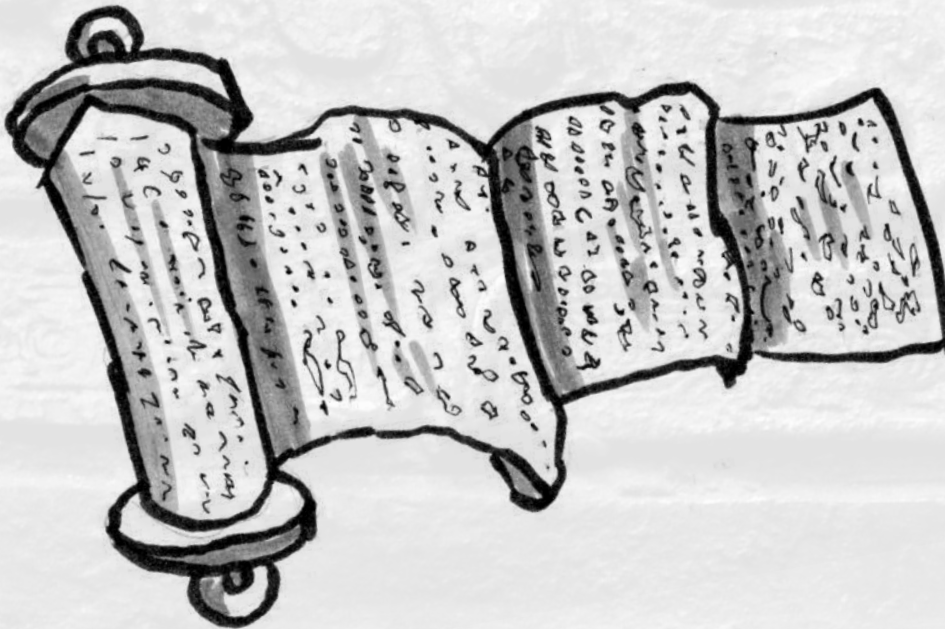
It helps the players to envision who their Hero is and to remember what they have done throughout their careers.

·Fame does, however, affect the hero whenever they attempt to cash in a favour.

Favours are very specific things in Lair which the heroes earn for completing heroic acts, often as a reward for completing a scenario. They can also be earned in other ways, sometimes for doing a favour for someone else, or even for knowing how to keep their mouth shut at the right time.

Fame and infamy control whether or not a favour can be cashed in by the hero, and whether or not the person granting the favour now considers the debt to be "paid".

·Depending on the person owing the favour the roll might be made using the Fame stat, the infamy stat, or a combination of the two.



THE LAIR FAME AND FAVOUR SYSTEM

EARNING FAME AND INFAMY

Fame is earned by the heroes for doing a great deed to benefit the community, or even a deed that benefits a single person if the stories are told often enough.

•Most often fame will be awarded by successfully completing a scenario. This will usually be listed under the rewards for success.

•Fame can also be awarded by the Demonlord for any heroic act, especially if people are close by to witness it.

•Usually heroes would gain only 1 fame point at a time but may possibly gain more for a particularly challenging or long quest, especially if it is in the benefit of the common people.

•Fame can also be awarded for any particularly impressive acts, even if they help no one.

•Once Fame is gained it never goes away.

Moving a particularly heavy stone, or beating another famous hero in an honorable duel will also grant a fame point if the Demon lord allows.

Conversely the heroes also gain Infamy points. These represent the feelings of the population about the bad things the heroes have done.

•Infamy points are earned in that same way but for evil acts or acts against the community.

•They are also sometime awarded for failing in a scenario with a noble objective, failing to save the world grants infamy of it's own kind.

•Heroes may also be awarded infamy for publicly embarking on evil quests or quests that could harm the community.

•Once infamy is gained it never goes away.

As I said before fame and infamy points do not come up often in normal play except to colour the populances reactions to them, except when dealing with the mechanics of favours.

•Fame and infamy, when gained, is never lost. Having far more of one than the other, however,

means that the people are willing to overlook these slight discrepancies.

For instance a normally good hero who has amassed 50 fame points who sets a criminal friend free gains an infamy point, but the overwhelming fame means the population will be willing to overlook this one transgression. It may even serve as an amusing anecdote in popular song and legend.

EARNING FAVOURS

•When a hero does something to help someone specific or the community as a whole they earn a "favour" from that person or community.

•Favours have a specific person or community associated with them. This is the person or group who will repay the favour.

•Heroes will earn them for specific tasks, and usually will be told ahead of time that "the community will be forever in their debt" or some other such thing.

•They will usually be earned by completing a specific scenario.

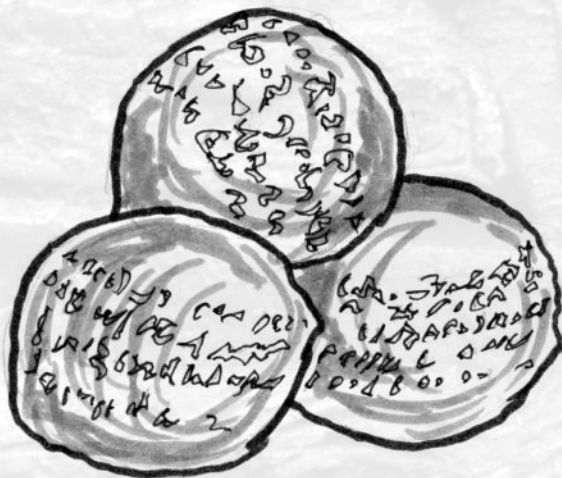
•They may also be granted by single person, a wealthy merchant, a lord or targ, or even a takket farmer running a road house may grant a favour.

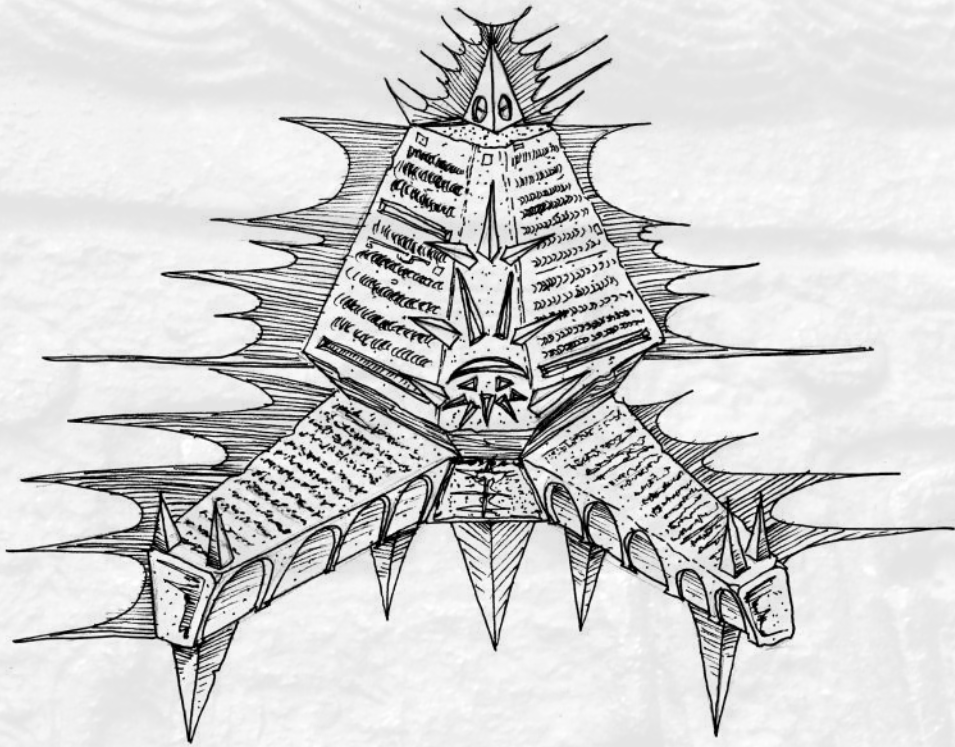
•The most sought after favours are those owed by the gods. Doing a great service for the gods may be rewarded by a favour, and having a god "owing you one" is a good thing to have.

Gods can be difficult to find when calling the favour in, however, though their priests have been known to act in their place for these things.

Favours are not granted only by good and noble people and communities. The heroes may find dark gods and evil priests owing them a debt.

•The players should track all favours on their Hero Record sheet, who owes them the favour and





CASHING IN FAVOURS

Designers Notes and Rules

In games of Lair of Sword and Sorcery favours can be far more valuable than gold, increased Veteran skills, magic weapons, or even armies in some cases.

Heroes seeking true power should carefully collect favours, cashing them in only when most necessary and for greatest reward. They must also prove themselves to these people who owe them favours by building up their fame (or infamy) before attempting to cash them in.

To cash in a favour the hero must consider who they should petition.

If the favour is owed by a person they must seek this person out first, or at the least have a way to contact them, by messenger, or through another go between.

If the favour is owed by a community then the hero may petition anyone within the community.

However the power of the people within the community varies greatly. If the community of Stroh Branoch owes the hero a favour, the Hero will be best served to seek out the Targ to repay the favour as their resources are far greater than the Tarket herder who lives down the street. But if all they require is a Tarket, the Tarket herder may serve just as well. It may be a waste of a favour but

if the Hero really needs a Tarket right now and cannot wait for an audience with the Targ then go right ahead.

If the favour is owed by a god then the Hero will have the best results if they are able to speak to the god directly. However this would be a very difficult and rare thing to accomplish. Usually the hero will have to make do with petitioning the temple of the god, or one of his priests if the temple is too far off.

Once they have found the proper person to make their petition to, they must decide what exactly to ask for.

Keep in mind the abilities of the person granting the favour. If they are asked to do something that is just inhumanly impossible, or so far outside of their moral code as to make it impossible for them to consider the favour will likely be cancelled.

Consider the scale of the task performed to earn the favour. The request should not be outrageously more than the original act performed to earn it.

Take into account the fame and infamy of the Hero making the petition. A favour may be more valuable to a hero with 30 fame than one with 10.

MECHANICS OF THE FAVOUR ROLL

First off here are the details of the favour roll, don't get scared if it seems complex, it's all explained below in the following sections.

- First determine the heroes reception base score, it will be a number between 1 and 10

- Determine the value of the request, which will be a number between 1 and 10

- Determine the value of the original act which earned the favour, again a number between 1 and 10.

- Minus the request value from the act value (it may be a negative) and apply this to the base score.

- This number will be the favour roll. The player must roll 2d6 and if the number is equal to or lower than this number the favour is granted.

- Whether the favour is granted or not the player rolls again against the same number to see if the debt has been considered paid.

RECEPTION BASE SCORE

First the hero must determine how well he is received.

- If the person they are petitioning is, overall, a good one, then the Hero will subtract their infamy from their fame, and divide the total by 10 rounding up. This is their base score.

- If the person is, overall, an evil one, then the hero will subtract their fame from their infamy, divide the total by 10 rounding up. This is their base score.

To give a bit of context to just how famous the hero is look up their base score on the following chart.

1=Well known in their local town

2=Known within their local area (throughout the valley of fangs for example)

4=Known throughout the province

5=Known through the land, for example the winterlands

7=Known throughout the world of Kartharka

8=All sing the praises of your Hero throughout the land

10=Your legends will be told for generations



REQUEST VALUE

Now consider the value of the request versus the value of the act that earned the favour.

This can be hard to value, but the best way is to use a number system.

- Give the value of what is asked a ranking between 1 and 10.

- 1 being a trifling request, 10 being along the lines of seriously affecting the favour givers interests. Take into account the resources of the favour giver when considering this value. The value of a Takket will be much higher to a miner than it would be to a Lord.

The best way to consider it would be to think of 1 as something the favour giver would think little of giving to a friend. A 10 would be something which would seriously affect the future of the favour giver.

A miner may not be able to continue his work without a Takket but may feel so indebted to a hero that he will give it. This would be a 10.

For a lord, commanding his armies to attack a neighbouring lord may be considered a 10. If it goes poorly for him his entire reign may be in risk.

For the lord however a Takket would be 1.

ACT VALUE

Now consider the value of the original act done by the hero to the favour giver. This should be given a value between 1 and 10. Not the difficulty of the act, which may have risked the life of the hero or may even have claimed the life of the heroes friends, but the actual value to the favour giver.

- 1 could be recovering some trinket for the favour giver, 10 being saving their life or their kingdom from invasion.

Again consider the value in comparison to what the favour giver already had.

Recovering a statue worth 50 gold pieces would be worth far more to priest at the local shrine than it would to the local lordling who had treasures uncountable.

THE PETITION ROLL

- Minus the asking value from the favour value.

- The final amount may be a negative.

- Add this number to the fame base score.

- This final number is the roll the hero must match or roll below to receive their favour.

- If they succeed the favour giver will give them what they ask for.

- If they fail the roll the favour giver will decline, considering the request to be too much.





DEPT REPAYMENT ROLL

Now the hero rolls the dice again trying to match or roll below the same number as during the request.

If they match or roll below again then the favour giver considers the debt still to be owing, they may consider the request too trifling to consider as payment or they may consider their debt so great that they will need to repay it again to feel it has been honoured.

If he fails again the favour giver will deem the hero too greedy, demanding, or having little scruples in blackmailing them in this way, and deems the favour null and void. The hero gets nothing and the favour is lost.

This failure will also negatively affect their fame/infamy as well by one point. If the favour giver is good then they will gain 1 infamy, if the favour giver is evil they will gain 1 fame.

This is because the favour giver will undoubtedly tell one and all that the Hero is a terrible person for making such a demand.



THE DEMENSE

Home and Hearth of the Heroes

Whenever the heroes are not actively traveling, the place they call their home is their Demense.

It may be a clearing in the woods with a crude shelter built to protect them from the storms. It may be a room at the local inn. They may choose to build a home, buy one or rent one.

In Stroh Branoch there are many choices for the heroes.

They may stay for free in the common room of any way house.

They may rent their own rooms from these wayhouses.

They may, if they earn enough money, rent or buy a house of their own.

They may make a shelter of ice and wood in the woods surrounding the city.

If they have the right tools they may build themselves a log cabin or other structure outside the city.

These options are available in most cities and villages within the winterlands.

Stroh Branoch is a special city however.

Huge numbers of miners come from all over the winterlands and the Empire. All of these people over the years have built many structures in Stroh branoch. Shacks, homes, tool sheds, storage sheds, smelters, charcoal huts, refining stations, and other larger and smaller structures. Indeed the city itself sits atop other older mineworks, some buildings of which still stand.

This means that the entire city is full of half built shacks, old lumber, ruined houses and old sheds. Every available space is occupied by Miners, travelers and workers all looking to make their place in the city.

Heroes travelling to the city are easily able to appropriate a somewhat upright shack, and using some of lumber which fills every other available space, may repair it to make it livable.

Often people will band together, with five or six people living in each shack. They work together to keep the shack upright, make improvements, clear the roof and doorways of snow, keep the firewood pile (always stored indoors) topped up and to guard each others possessions.

The shacks rarely have locks on the doors, they are fragile enough that simply tearing boards off the side would be easier than breaking down a locked door.

With time however the shack can be built up to the sturdiness of a usual dwelling but the effort and money required to do so would be the same as building a real home.

Many a group of heroes has started out their career in one of these shacks.

The average shack measures roughly thirty by

twenty feet. Often they will have other buildings butting on to them but if these are abandoned the heroes may extend their dwellings into these as well. Bartering with your neighbors to convince them to move is common for those hoping to expand their living space.

More difficult is clearing and keeping any outdoor space or yards. Sturdy fences or palisades must be built or the neighbors will continue to build on the area.

Few Demenses are strong enough to keep out a determined thief unless they are well fortified. Usually people make do with making friends with their neighbors, sometimes paying them to keep an eye on their belongings when they are out of town, or asking others to dwell within their home while they are gone.

Some will even marry to have a wife to keep their home while they are away.

For the most part, as long as they carry their valuables with them, and keep their tools in a heavy and well locked box within their home these efforts will be successful.

As long as the heroes are citizens of good standing few will allow thieves to enter and loot their homes.

COSTS AND FEATURES OF THE DEMENSE

Rooms can be rented for 1 Gold coin a month from a wayhouse, and will contain enough furnishings for the heroes to be healthy and rested.

A house can be bought for 100 gold coins, measuring thirty by thirty feet and having a ground floor, an upper floor, and a cellar.

A house can be built by a hero as well.

To build a house the hero must pay 30 gold coins for tools and "permits" from the Targ, and spend at least a week between each adventure building their home. After 8 weeks thus spent they will have the basic home described above.

Amounts paid and time spent will be similar in other towns and cities of the Winterlands.

Making additions to a house is much more difficult than adding on to a shack. Permits and tools are required for all proper additions.

Each addition to a house will cost another 20 gold pieces for tools and permits. Each addition will also take a further 4 weeks of time.

This may be the addition of another room, another level, a yard, or adding a "demense feature".

Adding a demense feature to a shack requires the same amount of time but costs only 10 gold pieces for tools and convincing the neighbours to make room.

DEMENSE FEATURES

As you can see in previous articles in this issue, to gain certain veteran skills you will require a demense, and some of them will require a demense with special features.

A good guideline for demonlords should be that a hero cannot purchase any new veteran skills or upgrade the ones that they have without having at least some sort of demense to call home.

Without a comfortable bed and adequate living conditions it is impossible to improve your skills.

LIST OF FEATURES

Yard: A large outdoor area, fenced in.

Training Yard: An upgrade to the yard, racks for training weapons, seats, platforms, and various small targets.

Training Dummy: A specially built dummy for weapons training, with various targets, moving limbs, limbs that hold weapons and shields.

Target: Used for archery or throwing weapons, also has a large barrier to stop errant shots from reaching the neighbors yards.

Writing Table: Large table with suitable lighting, various pens and inks, a writing surface, writing materials as well as blotters, sealing wax and shelves for storing papers, books, and scrolls.

Library: A large set of shelves containing books, scrolls, and papers, copied from various local sages halls. The most common texts on more popular subjects or of interest to all. Also includes various historical, scientific and legendary subjects.

FEATURES REQUIRED FOR CRAFTING

These are more of a series of guidelines for things which would be required for crafting. Getting into the specific details of each and every tool required is not needed nor possibly wanted.

Consider the following to be examples or suggestions for Crafting.

Work bench: Needed for crafting wood, leather, or metal

Kiln: Required for pottery

Forge: Necessary for crafting metal

Anvil: Required for Iron and steel

Mixing table: Required for potion craft. Includes glassware, mortar and pestle, mixing bowls, bottles, and storage for all ingredients.

ADDITIONAL FEATURES

Players should feel free to add anything they like to their homes, the Demonlord can make the required decisions on specific costs and times to build other features but they will likely be similar to the ones already listed. Consider this to be a list of inspirations to get your players started.

Shrines to local gods, a kitchen, a map room, planning room, treasury with specially reinforced walls and door, an equipment room, storage room, anything which the heroes can think of can be added to the demense.

Get your players to draw a floorplan of their demense. Have them add to it as they add more features. Let them be as creative as they wish, it's their home after all. The more they time and money they invest in it, the more interesting and personal it becomes. The floorplan will come in handy if they heroes are ever attacked in their home.

TEACHERS:

Some veteran skills will require a teacher. The Demonlord should use these opportunities as a source for adventure ideas. Teachers should be difficult to find, expensive and far away. Finding them should be an adventure in and of themselves, and convincing the teacher to accept them as a student should also be an adventure. I believe it is in the best interest of the game at this point to leave this area completely up to the Demonlord, so that they can keep control of their own games.



LEGENDS OF THE WINTERLANDS

There are many legends of the ancient times of Kartharka, when Sorcery and Magic ruled the land.

These legends that follow is the lore that has been handed down through the ages, the stories and fables that the people have told each other around the fire since the beginning times.

None know for sure if these legends be true or false. But only a fool would completely disregard the warnings of Legend.

THE TIME OF THE SORCERERS

Sorcery lies in the very bones of the World of Kartharka. Sorcery lies in the history of the world, the gods once strode through the lands fighting their wars amongst themselves. These wars escalated until finally one of the groups unleashed their mightiest magics ever, which sundered the seasons separating them amongst the world of Kartharka.

With the destruction of the seasons also came the death of Sorcery. Ancient magic artifacts suddenly dimmed and became useless normal objects. All the otherworldly beasts of the world were cast forth into the netherworld, unable to survive in a world without sorcery.

But legend speaks of pockets of sorcery bubbling still in the wilderness and deep caverns of the winterlands. Haunted legends and stories still speak of wanderers trapped and dragged off by terrible creatures that roam the earth.

Whispered tales speak of some lone few who still wield a spark of sorcery, commanding evil spirits and casting terrible magics on the innocent people of the world.

Many believe sorcery to be completely gone from the land but the superstitious still fear creatures in the night, and avoid the places said to be haunted by Sorcerers.

Some also speak of terrible warlords with Sorcerers in their hire, sacrificing those they conquer to appease the dark spirits those Sorcerers command.

But heroes know better. Travelling the wilderness they have seen strange and unknown things. Creatures that disappear into the night after creeping close to their night fires, terrible attacks on the road by crazed worshippers of dark gods, strange chanting and mysterious lights atop hills deep in the woods that follow the roads, and tales of the Miners, stumbling across strange and terrifying things in the dark that they dare not speak of.

THE SAGES

The sages of the winterlands (and presumable the sages of the other lands as well) try to preserve and further the knowledge of the world, science, history, alchemy and other more mysterious realms of knowledge.

Though they share their knowledge of History and science gladly with all (for a price) it is said that they also conduct secret experiments in hidden libraries beneath their towers. That they still practice the arcane arts of Sorcery and magic, trying to restore the ancient magic relics rumored to lie in the vaults beneath the earth.

It is said that they search but none say what they find.

Those that travel the roads know that there are some that hold arcane secrets, things unknown to the rest of the world. The potion merchants and soothsayers are said to hold even greater powers than they reveal. For those that search, the knowledge may be hidden throughout the land, perhaps in places that they least expect.

MAGIC:

It is said that in the time of the first men, when the gods still walked the earth, that there was Magic.

Magic was wondrous, it could do anything. It could move stone, create food and water, even control the storms of the sky and the waters of the sea.

At that time great Mages walked the earth, mages who could throw fire from their hands or, summon storms, control your thoughts, bring the dead back to life or any other number of wondrous and magical things through the power of their own will and study.

But they are all gone now, in the great cataclysm that rocked Kartharka and split the seasons asunder magic died. The Mages faded away leaving their great tools to be wondered and marveled at as they lie useless now.

SORCERY:

There have always been other forces in the World of Kartharka. Dark forces.

It was said in the time before the Mages that sorcerers ruled the earth, commanding the spirits of the earth, wood, air and fire. But they became too powerful and in their greed searched for even more power.

And they found it.

In the time before the first men the Sorcerers fought the gods, with terrible and vengeful spirits, powerful and hateful things from the other side, from the beyond and from the under.

These terrible beings, kept only barely in check by the dark powers of these sorcerers, tore down the fortresses of the gods and a great war was fought, between magic and sorcery.

The gods struggled and were finally able to break the sorcerers hold over their dread minions, who then began to roam the land causing destruction and despair.

THE DREAD PACT:

The gods then forged a great and terrible magic, forcing these creatures beneath the earth and beyond the gates once again. Woeful and tremulous pacts were made with the beings though none now remember the details of that terrible bargain or what they offered the creatures in return.

MAGIC IN KARTHARKA NOW:

After the great cataclysm it is said that all the magic of the land was destroyed and made useless. The magical creatures and things either withered and died among the lands, or retreated to dark, hidden, and protected places in the earth, where some magic still remains.

Whispers around campfires tell of some mysterious figures, who roam the world still. Whether they are gods, men, or foul creatures of nightmare, no one knows, but legend says they still wield the powerful magics of the gods. That their mighty staffs still hold some magic left from the beginning time.

Whether they strive in the cause of good, evil or their own inscrutable plans is unknown.

SORCERY IN KARTHARKA:

Some say the spirits of the earth and air live on after the Dread Pact. Their powers greatly dwindled now and their actions greatly restricted. Sacred groves and hollows are still said to exist in the world where some worship in return for the boons they can still grant.

Others whisper more quietly that the Dread folk also still exist, exiled to the other side, the underworld the beyond, they still wait. Through the great and terrible pact it is said there are exceptions and loopholes that some can take advantage of even in these times.

These spirits, if called properly, and bargained with according to the ancient laws, may be still controlled by men for their own uses.

It is rumored that benevolent spirits in the otherworld can also be called up, but who is to say that these are not evil beings in disguise, misleading man once again hoping to undo the Dread Pact of the gods and once again roam the earth to enslave man.

SORCERORS, WIZARDS, WITCHES:

All of these are rumoured to haunt the world. Sometimes someone in a village has...powers. Someone who can act on a persons behalf to accomplish and act.

It may be a healing of a sick child, or to undo a disastrous growing season, or to see into the future and predict what will be.

These people are said to have the power not only to help, but to harm.

To cause children or cattle to sicken or die, destroy crops, send nightmares or disease, causing fires, ill luck and terrible storms.

Any who meddle with the spirits of the other side are suspect, their rites must be hidden, their tools and rituals kept from prying eyes.

But the villagers also know signs of the Other Side. Wizards, witches, and sorcerers all must traffic with the other side, and any who do must protect themselves at all times from the spirits they call up as well as the others whose attention they attract in their rites.

They must protect themselves with sigils and contracts, dread amulets and magical constructs. For if they were to leave themselves unprotected, the spirits they deal with would be free to take their due payment.

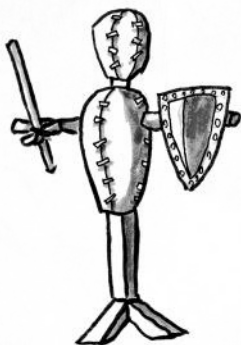
And so the sorcerers can often be known by their strange ways, mystical gestures at certain times of day. Secret magic signs, sewn into their clothes and bags, strange staffs, wands, rings, necklaces and crowns.

The sorcerer fears not only the dread spirits they truck with but the fearful people around them as well.

THE TRUTH OF SORCERY IN KARTHARKA.

The true story of Sorcery in Kartharka must wait for the Sorcery issue. That issue will be Forked, one to be bought by players interested in having heroes that search for the Sorcerous arts and the other for the Demon lord to explain the how's, whys and history of Sorcery in Kartharka.

For now I will tell you. Sorcery is rare, powerful, and tremendously dangerous.



HERO SORCERORS

HEROES WHO WISH TO BE SORCERERS:

Unlike training in Combat a hero cannot simply decide to become a sorcerer.

A warrior may spend their veteran points (which are a representation of how much they have learned) when they have amassed enough to increase their fighting skills. To actually gain these increases, they usually also have to spend time training, hire teachers, or build specific areas to train in.

A hero who wishes to become a sorcerer, however, cannot simply hire a teacher and buy some books on Sorcery.

They still have to spend their veteran points to receive their veteran skills in sorcery but, for them, this represents their ignoring their training in battle skills to further their interest in the more mysterious arts.

Training and reading the known knowledge of the world will not be enough to teach them the ways of the sorcerer however. The knowledge of their skills and ways are a jealously guarded secret. They will keep track of their discoveries and knowledge in their own secret codes and languages, and usually choose to write down as little as possible. Their arts and secrets are traded amongst themselves only, usually only through secret meetings where they speak with each other, choosing to memorize as much of their lore as possible to keep the dangerous and valuable information to themselves.

Things do sometimes slip from their grasp.

When a sorcerer or wizard dies or is killed, some of their notes and belongings will sometimes be found.

Sometimes the spirits they have enslaved will still be locked within these belongings or trapped in the area which the sorcerer has sealed them.

The Winterland sages also have certain scraps of learning and knowledge deep within their treasures. Kept safe from the casual observance of those who would misuse it.

For the Hero that wishes to become a sorcerer this means that they will need to:

- Find another sorcerer to pass on the knowledge of how to summon and command spirits.

- Kill another sorcerer and hope that his belongings and scrolls will contain enough knowledge to summon and control a spirit safely.

- Find one of the legendary tombs or ancient residences of a long dead sorcerer and hope that it has not been looted of its valuable knowledge yet.

- Search through the ancient vaults and treasures of the Sages halls in the hopes of finding enough information to summon a spirit and bend it to their will.

Usually if a hero is patient enough they will come face to face with a sorcerer, whether good or evil and begin their path then.

Other wise the best route is to inform the Demonlord that they wish to begin searching for a legendary Sorcerer or their tomb and the Demonlord will let them know of any rumours or legends which they are able to discover.

They can then set out on their mission to discover what they can.

Whether they find a book or scroll or discover a teacher they may choose to study to become a sorcerer.

The first thing they will learn is to summon a very minor spirit.

THE FIRST VETERAN SKILL THE SORCEROR WILL LEARN IS SUMMONING

VETERAN SKILL: SORCERY: SUBGROUP: SUMMONING.

Summoning; +1 available to any with with a sorcery teacher or sorcery book or scroll deemed to contain the proper information by the Demonlord.

Information on increasing summoning rank will be in the Sorcery issue.

The writings or teacher will give enough information to summon one specific spirit.

Whether it is evil or good will depend on how the student learned to summon it. An evil sorcerer will only be able to teach or write about evil spirits.

"Good" wizards or sorcerers may know of good spirits but they are most difficult to call. The student will often only be able to summon a minor evil spirit to begin.

This first spirit may be summoned at any time by the sorcerer. They may do this whether they are in combat or not. To do so they must do nothing but perform the gestures and chants of summoning.

Once summoned the spirit may remain in the world of Kartharka for only about 10 minutes at a time. They may not then be summoned again until the following day. In Lair game rules this would be equivalent to fighting in one combat, leaving once the combat is over, or, for 10 minutes of adventure mode time which the Demonlord will monitor and let the player know when the time is up.

The spirit has some uses but is not very powerful.

- It will be invisible and silent to any but the sorcerer. The sorcerer can see and hear the spirit perfectly however. These minor spirits will usually appear to the sorcerer as a wisp of smoke, a glowing spere, a flickering flame or a crackling of electricity.

- Once summoned the spirit may be asked questions, or may be commanded to complete simple tasks.

- These sprits are ancient and so will be able to

successfully answer any question about history or sorcery as if they had the veteran skill Lore +2.

·They must answer any questions truthfully and if they do not know the answer, they must state that this is the case.

·They may also perform small tasks for the sorcerer.

·Their substance is similar to that of a ghost, they may move through walls, floors or ceiling, may fly or float in any direction through any material. They may only move up to 10 squares away from the sorcerer however. This could be useful for searching the bottom of a pool, beyond a door, or inside a box however.

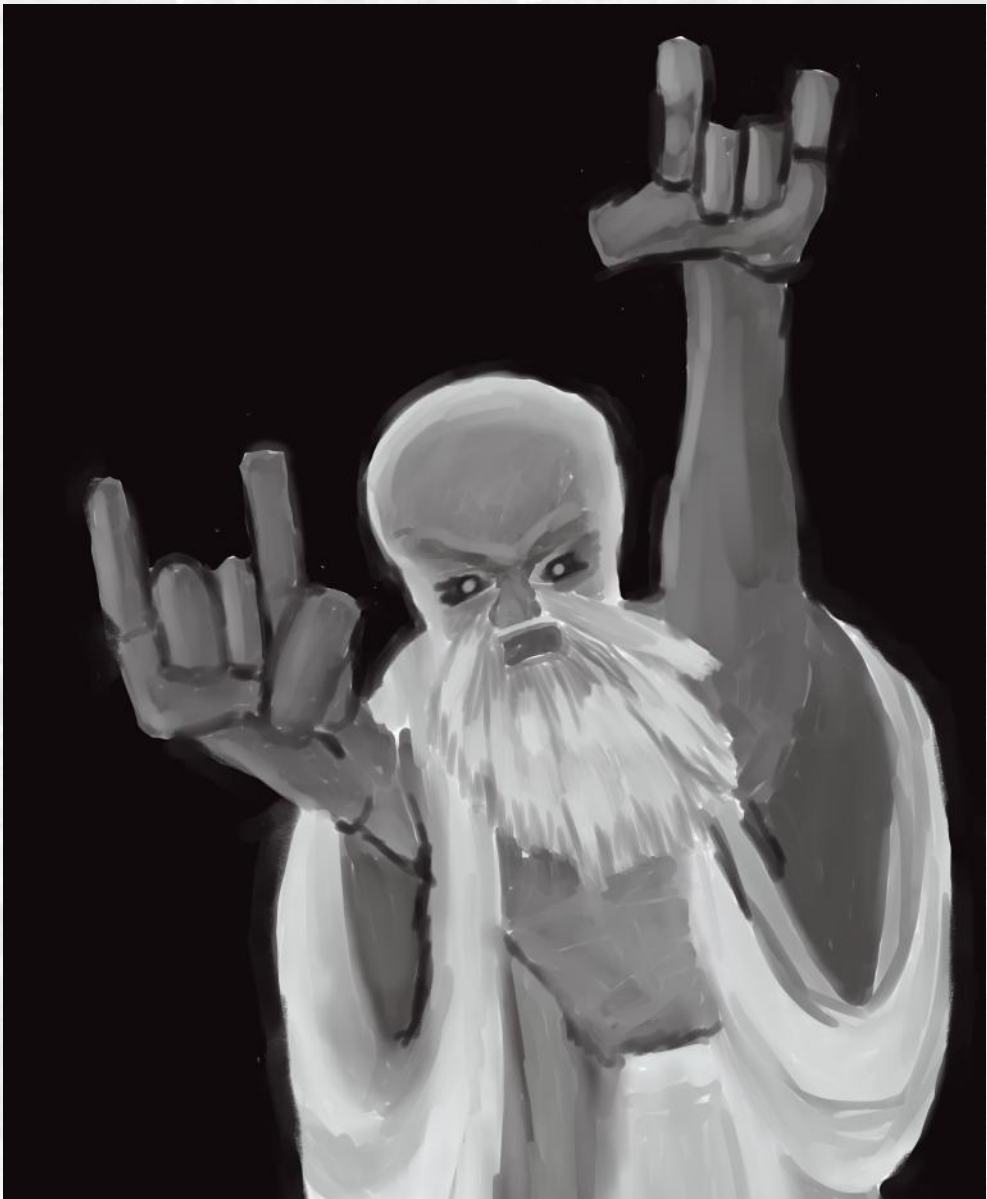
·They must follow all orders of the Sorcerer for the 10 minutes they are in Kartharka.

·They may also move small any small object around carrying it within the distance they are

allowed to move but they are quite weak. They could for example pour a glass of water, open an unlocked door, sweep a floor. But they do not have the strength to move an object hard or fast enough to cause damage. So they may fetch a dagger for a sorcerer but may not use it to attack someone.

These simple spirits have little power in our world and can come only when summoned and so the sorcerer is relatively safe in dealing with them, unless they are spotted by others while using them in which case a fearful population may choose to harm the sorcerer before he casts an evil spell upon them.

More details will come with the Sorcery issue but this should be enough to start your hero on the path of the treacherous art of Sorcery.





ADDITIONAL RULES FOR THE DEMONLORD AND HEROES

MORE EQUIPMENT AND TRAVEL:

EDITORIAL THOUGHTS ON TRAVEL AND DISTANCE

As your heroes adventure they may wish to travel farther and farther away from their home base.

It is not necessary to create a large amount of charts and tables to handle travel.

For example the heroes have to travel from Stroh Branoch to the village of Throm at the far end of the Valley of Fangs.

Every hero has a drag sled to carry their gear. All people living in the winterlands have the necessary supplies to travel and survive: fuel for fires, skins to make shelters, food to eat. All of these things are considered to be bought with the "pouchful of coppers" which every hero carries.

You will notice that none of the maps of Kartharka have a scale in miles written on them.

That is on purpose.

The land of Kartharka is incredibly vast, allowing enough room for every conceivable environment, lairs, mines, groups of villages, lost temples, forgotten tribes and secret cities.

Games happen in very small places however. For example my own campaign takes place in the Valley of Fangs high in the Winterlands. The entire valley can be crossed from one end to the other in a week to two weeks depending on the terrain they travel through.

Travel is very quick on the roads that cross it, and very slow in any place where there are no roads. This means that you can always have a place that is up to two weeks travel away from wherever the players are within the Valley. It also means that they can travel between certain places extremely quickly if required.

Sometimes the scenario will have the heroes be ambushed on the road, or have them sidetracked on another quest in the middle of the one they have embarked on.

But other than these scripted interruptions it is best to simply say that travel happens between the

two destinations. There is no need to roll for random encounters to "make things interesting". The scenario itself should be interesting enough for the heroes.

For the most part even dangerous travel need not be played out blow by blow. You may tell the heroes that they arrive at their destination "after a few ambushes by bandits, that they are able to easily deal with". This will give the idea that the trip was difficult without having to have the heroes actually risk their lives to get to the scenario. This also leaves the door open for a future scripted scenario about an attack on the road, which the heroes have already been warned about.

Certain places will be accessible only on by boat, ship, or other means of travel. This may make for an interesting scenario taking place on board a boat but otherwise you may simply say "you book passage on a ship and arrive at the foreign port".

Adventure is not about booking tickets and packing baggage, hiring horses and tracking rations.

Unless the heroes wish to travel in style and comfort allow them to simply get where they want to go.

Sometimes they will want to go somewhere and you have no scenario prepared for that place.

You have two choices at that point. You can either, wrap up play for the day and prepare something for next time or, you can make something up on the fly, perhaps lifting a few ideas from another scenario, or just taking another scenario and dropping it in to replace the location they were travelling to.

If they are headed to that place for something specific don't forget to add it in to the scenario. You wouldn't want them travelling to a place just to find a specific item just to find some random treasure.

It is best to simply discuss with the players how they would like to proceed when something isn't prepared ahead of time.

FOLLOWERS

FOLLOWERS: THE LITTLE GUYS THAT GET THINGS DONE

In the game of Lair of Sword and Sorcery, a lot of things are simplified to keep the action moving. You don't need to track a lot of equipment, treasure, rations and other things, so pack mules, animal handlers, porters, torchbearers, camp followers etc are not needed.

Something that will always be needed by those who delve deep into dangerous lands is a little more muscle. The world of Kartharka is harsh and dangerous so having some people come along to help is always a good idea.

There are always a few people around who will join the heroes for a bit of adventure. Either grizzled veterans who make their living as bodyguards or soldiers, or youths hoping to find their fortune or a bit of adventure. In a world where any day could bring a fight to your doorstep, getting paid to fight is just a sensible idea.

Heroes may hire as many followers as they like to come along with them, if they have the money.

THE AMOUNT OF AVAILABLE FOLLOWERS WILL BE LIMITED

Most scenarios will have a suggested Party rank.

This is the total rank of all the heroes and followers in the party.

If the total rank of the party is less than the scenarios suggested rank then they can hire followers to come with them.

If the total parties rank is greater than the suggested party rank then the demonlord will have instructions on how to even out the challenge.

If followers are available to the party then the lowest ranked hero may hire as many followers as the difference between them and the next hero in line. That hero may then hire as many followers as the difference between them and the next hero and so on until the party rank limit is reached.

For example a 2nd rank hero a 4th rank hero and a 5th rank hero embark on a scenario suggesting a party rank of 16.

The 2nd rank hero may take up to two followers (the difference between 2 and 4)

The 4th level hero may take up to 1 follower (the difference between 4 and 5)

The party may still take 2 more followers if they wish, the option is first given to the lowest rank, the 2nd, who may choose to take one, which he does, the next follower is allowed to the 4th rank who declines and the fifth rank hero decides to take the last one. Though he could decline

A party may always embark on a scenario that is higher rated than their party if they so choose.

COST OF HIRING FOLLOWERS

To hire a standard man whose stats are all zero (except the usual 6 endurance) will cost 1 gold coin per week.

They will have their own food and camping supplies.

They will have one weapon each and 3 pieces of armour, giving them a defense of 1.

The hero may buy them additional weapons and armour which they will use during their employment which will be returned when their contract is completed.

Usually these people will be hired in groups. This means that if one of them dies the heroes may not "loot their corpse". The other men in the group will either distribute their belongings or take them to sell and give the proceeds to the dead man's family.

At least they will usually tell the heroes that that is their plan.

To hire anyone with better stats than the average man is a costly process and will often involve hiring from one of the mercenary companies found in Stroh Branoch. Costs and availability for these are up to the Demonlord or may be suggested by the current Scenario.

FOLLOWERS.

What can followers do? What are the rules, and who controls them?

The player controls his followers in exactly the same way as his hero. He may move him, use him to attack, may have him carry items, pass items, look down hallways etc. Anything that doesn't require a Sota roll.

Each player will control their hero and their own followers on their turn, moving and attacking with them as if they were their own hero.

Their follower may not perform any Sota except for those the scenario describes.

Each follower will work for either one week or one scenario for one gold piece, whichever occurs first.

However, though followers are paid to fight they are not without their limits. When travelling or in a city they will fight in one combat before demanding another gold piece from their owner. When in a scenario they will fight in the first combat with absolute faithfulness but after that each combat is subject to a roll to see if they continue fighting. (See next page for the Flee Roll)



21 DEMONLORD RULES

FLEE ROLL:

When the combat begins (ie when enemies appear) before anyone moves each player rolls 1 die. If the score is 4-6 their followers continue to fight.

If the score is a 1-3 then they immediately start running towards safety (they are under the control of the demonlord who will move them away from enemies) They will still defend themselves when attacked but will continue to run away. Once they reach the exit they will never be seen again.

This flee roll can be modified by the camaraderie stat of the hero that owns them, adding or subtracting as applicable.

Regardless of the modifier, a roll of 6 on the die

means that they stay and fight. A roll of 1 on the die means they run.

If the running followers are still on the Demon board when the enemies are all removed from the board the heroes may attempt to call them back. The same flee roll is made as when fighting except now the roll is modified by the combined Camaraderie of the party taking into effect all the heroes modifiers. A 1-3 means that they disappear never to be seen again (remove them from the demonboard) a 4-6 means they return (move the followers to a square next to their owner).

In a scenario it may be stated that the demonlords minions will need to make flee rolls as well under certain conditions.





STEEL WEAPONS AND ARMOUR

STEEL WEAPONS

Without descending to talk of weight of Iron coins, relatively values of money, cost of craftsmen, iron content of Iron ore and iron coins we will use the following as a guide.

To have a steel item made, whether a weapon or a piece of armour, it will cost the hero 20 gold pieces and 30 iron coins (if using iron ore then you will have to determine the relative Iron content and it will cost a bit more for the smelting of the ore).

If a steel weapon is ordered from a blacksmith by a hero and the blacksmith is up to the task (demonlord decides) they may choose to have the weapon add a bonus of +1 to attack or +1 to damage. Otherwise the bonus will be randomly chosen.

If they are able to find an experienced weapons smith then they may make a weapon that is +1 to damage and +1 to attack if they are willing to pay their higher rates, (50 gold coins). The demonlord will have to decide if these highly trained weapon smiths are available, or the scenario notes or background of the area may mention this.

There are great weapons masters who can craft weapons of even finer workmanship but they are extremely rare in the world, rarely ply their craft, and command extremely high prices.

There are no known great weapon smiths in the Winterlands but there may be one or two, living in

out of the way places, unknown to all except other great smiths.

Their workmanship is perfect, and though their shape and design be strange and foreign to the eyes of modern smiths, their craftsmanship and functionality cannot be argued.

Ones who work steel in the winterlands are held in great reverence and awe. They are almost high priests of metal, living mysterious and solitary lives. Their secrets are held extremely closely with the knowledge being passed down usually from father to son only.

Other Weapons still circulate throughout the winterlands, however, ancient blades, created by great smiths, in a time when iron flowed like water from the mountains, in the time of the first men when the greatest smiths of all time lived and walked still.

The greatest of these are the "Goblin-Made" weapons of the great first time. These sometimes still turn up in ancient mines, and forgotten places, weapons of indescribable sharpness, lightness and strength.

STEEL ARMOUR HEADING

Steel armour of adequate quality will give a bonus of +2 for every 3 pieces instead of a bonus of +1.

Steel armour can only be used for the chain or plate layer of armour.



NEW WEAPONS AND RULES FOR COMBAT

FIGHTING WITH TWO WEAPONS

By giving up the use of a shield, the hero may choose to fight with two weapons.

Instead of the usual +2 to attack the shield gives, the hero using two weapons will have a +1 to attack and a +1 to damage.

LARGE TWO HANDED WEAPONS.

Instead of a shield the hero may use a two handed weapon.

In the game of Lair it is often highly recommended to use a shield. You receive a +2 to attack for using a shield and what else would you be using your spare hand for anyway?

If they do choose to use a two handed weapon instead of a sword and shield they will receive a +2 to damage instead of the +2 to attack that the shield gives them.

These weapons include 2 handed axes, swords and kartharkan maces.

LONG WEAPONS

Halberds, 2 handed war spears and hunting spears.

These are long reach weapons allowing the hero to make an attack on a square 2 spaces away, instead of only the square bordering the hero.

When attacking make a roll in the same way as attacking with a missile weapon. If the attacker loses the combat their enemy does not get to make a damage roll however, and the attacker still loses the minimum 1 endurance point.

However if an enemy does move into hand to hand combat with the wielder of the long weapon the wielder will fight as if unarmed.

If two people with long weapons are fighting

each other from a distance of two squares then the combat works in the same way as two people fighting normally with swords next to each other.

If two people armed with long weapons are fighting each other from neighbouring squares then they both fight as if they were unarmed.

Heroes armed with long weapons may attack an enemy through a square occupied by someone on their own side.

NEGATIVE DEFENSE SCORE.

The amount is added to any damage rolled against them in hand to hand fighting or missile combat.

This does not affect the minimum 1 point of endurance damage they receive for being in combat. That is still just a 1 as it only represents the tiring of the hero.

For example if they have a -2 defense and an enemy successfully attacks them, rolling a 3 for damage, the hero takes 5 endurance damage.

NEGATIVE DAMAGE SCORE

A negative score in damage is applied to any damage roll the hero makes.

If a hero has a -2 damage stat, whenever they roll damage they subtract 2 from the roll. So if they roll a 4 they only cause 2 damage. If they roll a 1 then the enemy still takes the minimum 1 endurance damage for being in combat.

MISSILE COMBAT RULE ADDITION.

When rolling to hit for a missile attack with a bow or thrown weapon, a tie is considered a miss.

This was left out of the Combat issue and so is now added as an additional rule.

THE LAIR RANKING SYSTEM

BALANCED ENCOUNTERS, HERO RANK, PARTY RANK, ENCOUNTER RANK, ENEMY RANK, SCENARIO RANK.

Before we begin I want to point out that there is one rule change coming up.

In the combat issue I stated that a Hero begins at Rank 0

Below we will see that the hero actually starts at a different rank than 0 depending on what their choices were when creating their hero.

HERO RANK.

A heroes rank can be found by:

- Start with 1

- Add all bonuses in attack, defense, and damage, any endurance above 6 and any move above 4.(don't forget the bonus +2 for a shield). Also minus any negatives.

- If they have a special attack that causes 1d6 of damage add 1

- If they have a special attack that causes 2d6 of damage add 4

- If they have a special attack that causes 3d6 of damage add 10

For example, if a sorcerer controls a demon, add the demons rank to the rank of the sorcerer.

If a sorcerer has an item which can cause a special attack, add the bonuses of that attack to the sorcerers rank.

PARTY RANK

The party rank of the group can be found by adding together the ranks of all the heroes and adding 1 for each standard follower.

RANK OF ENEMIES

The rank of any enemy can be determined in the same way by the demonlord as determining rank for heroes.

The rank of any group of enemies can be determined in the same way as party rank for the heroes.

In this way you can determine if the party is fighting a "group of equal or greater force" for the purpose of veteran point awards.

A BALANCED ENCOUNTER.

When creating your scenarios it may be best to consider relative strengths versus the party instead of just writing down how many enemies are there.

For example if you want a group of raiders to attack the party of heroes in a specific room and you want their rank to be half of the heroes then you can write down the rank of 1 raider and in the description of the room write "half party rank of raiders".

That way it will not matter how many heroes are in the group you can easily determine how many

enemies to use and the encounter will always be the same "difficulty".

For example:

Add all of the heroes ranks together and you will have the parties total rank.

For an encounter in a scenario you will see that there will usually be a type of enemy or creature that attacks. Each creature or enemy will have a rank.

The encounter will say what amount of the parties rank worth of creatures will attack.

For example say the total party rank is 12.

The scenario says that there is an encounter with a group of bandits.

It will give the bandits stats and rank, for this example we will say that the bandits rank is 2.

The scenario will then go on to say something like: a balanced encounter, a half power encounter, or a quarter power encounter.

For a half power encounter for example it would mean enough bandits to equal half the total heroes party rank, which in this case would be 6

So simply divide 6 by the rank of the bandits giving you the answer of 3 bandits.

So 3 bandits will be in the encounter.

In this way you can always tell if the heroes are fighting a group of "equal or greater force" as well for the purpose of Veteran points.



ENEMIES OF THE WINTERLANDS

Here is the part you've all been waiting for. Technically most games would put enemies, monsters and animal in the territory of the Games master only but I don't think anything is lost by the players knowing the following information.

Listed below are sample statistics for the animals, bizarre creatures, and human enemies of the Winterlands.

These are all things which are known to exist by most of the people of the Winterlands. Your average winterlander would know the comparable strength of a winterlands saber cat to a frost bear, their lives depend on it.

ANIMAL ENEMIES

Usually animals are used in a scenario to either spice things up, in the case of a giant snake in a sorcerers lair, or to attack the heroes with something convincing while travelling in the wilds: an attack by wolves while travelling through the woods, for example.

Or they may serve as the quest goal itself, ridding a hidden valley of rampaging dinosaurs to loot the lost temple within.

Animals can be the final enemy of a Lair, like a giant spider lurking at the bottom of a mines labyrinth of twisting tunnels.

Lair of sword and sorcery is primarily focused on people, and the enemies of the heroes will often be men, just like them. Animals and the like should be considered more like tools that the enemies will use against them, like the sorcerers snake.

Animals could take up residence in the forgotten tunnels and lairs that the heroes travel to, places where people do not travel to. A place beyond mans knowledge may still be the hunting grounds of a pack of wolves.

KNOWN CREATURES OF THE WILD:

The following animals are all considered to be natural and common in the Winterlands.

There are many more natural creatures than these, but this is a list of the ones that might pose a danger to the heroes. Their relative strengths and weaknesses are known to all and few winterlanders would be surprised to see them, though they might not be too happy.

Vulpin (Rats):

These are the squeaking food supply of the larger winterlands creatures. The vulpins breed prodigiously and can feed on anything. Larger and stronger than the common rat on earth they can grow to 2 feet long including the tail. The tail of the vulpine is shorter and thicker than that of the earth rat and the head is larger, allowing for a more fearsome bite.

The vulpine can be said to be the source of the winterland fighting spirit as all younglings learn

how to kill them quite early in life.

Luckily their larger size keeps them from invading well built homes as easily as our earth rats but they are still a scourge of the cities, making sleeping outdoors alone in a human settlement a dangerous proposition.

They are relatively easy to deal with singly, though their vicious bite will easily draw blood. Their heavy size keeps them from jumping too high as well as preventing them from climbing trees and up furniture.

Attics, cellars and other forgotten spaces can be crawling with these creatures however.

Though they will attack any intruder that stumbles upon them a successful blow will send one running.

If they are encountered in packs however they can be quite dangerous.

Def	Attk	End	Dam	Move	Rank
0	0	2	0	5	1/2

Wolf wings (Bats)

The flying Vulpins of the winterlands. Less fragile than our earth bats, they are also heavier and stronger. Not as fast a flyer they prefer to wait in high places to swoop down on their prey, or attack birds in flight.

They travel in small packs of 10 to 20 though they also will fly solo for longer distances if food is scarce.

Once on the ground they tend to be slow moving and will find it difficult to take off again, although they can if given enough time.

They will try to take down their prey in the first attack, often attacking with as many of their number as they can. On the ground they are weaker fighters.

Once they have landed and are in combat they will not try to take off again unless they are fleeing.

Their swooping attack can be fearsome and surprising but once on the ground are easy to dispatch.

They have two move scores. The first is flying, the second for walking.

When the wolfwing is encountered it will usually be either flying or perched somewhere high.

It has 2 attack scores, the first is used when it makes its swooping dive attack. The second is used after the dive on the ground

It also has two damage scores, the first for the dive attack and the second for after the dive.

Def	Attk	End	Dam	Move	Rank
0	5/0	2	+3/0	8/2	2

Frost Bear

The winterlands frost bear is smaller than our worlds Polar bear though it's appearance is similar. The Frost bear is 4 feet high at the shoulder and walks on all fours, rarely raising up on it's back legs.

It cannot climb well but runs quite quickly. They are wider than earth bears with wide flat heads covered in short horns.

They will attack with claws teeth and headbutts and can be extremely dangerous.

They tend to travel singly though sometimes a group of 3 or more are found.

Def	Attk	End	Dam	Move	Rank
2	4	8	2	6	13

Boar

The winterlands boar is large sleek and furred with a coarse thick hair. Large hoofs allow it to travel across the snow. Long tusks make it a fearsome enemy.

They travel in packs, have no fear of man, and attack fast and without warning.

Def	Attk	End	Dam	Move	Rank
0	2	4	1	6	4



Takket

The winterlands domestic Takket.

4 feet tall, powerfully built, huge hoofs, and ram horns. Fast moving, powerful. Usually used for food, clothing and, in teams of four, to pull large chariot sleds through the winterlands.

They are domesticated and usually quite calm. If attacked or sufficiently spooked they may bolt, if they are unable to run then they may attempt to defend themselves against their attackers.

Def	Attk	End	Dam	Move	Rank
0	0	4	0	8	2

Wild takket

The wild takket is smaller, sleeker, and meaner.

Wiry and stronger than their domestic kin they are also likely to bolt when danger appears. If the herd is unable to bolt or if they are directly attacked then they will definitely attempt to defend themselves.

Def	Attk	End	Dam	Move	Rank
0	1	3	0	6	1

Wild takket bull

Any herd of wild takket will have a dominant bull. Larger, stronger, and more aggressive than the rest.

It will attack any stranger threatening the herd.

Def	Attk	End	Dam	Move	Rank
0	2	5	1	6	5

Winterlands vulture

A large raptor like bird, huge, with a wingspan of 6 feet and large powerful talons.

They can be either solitary flyers or travel in groups. Groups will gather wherever a large kill lies.

They will usually wait until the prey is dead but if the prey is injured they may swoop in to finish the kill.

The first move score is their flying score, the second is for when they have landed. If given enough space they can take off again easily.

Def	Attk	End	Dam	Move	Rank
0	2	5	1	10/2	4

Reindeer

The reindeer of the winterlands and the old primal deer of our prehistory.

Massive powerful, towering over men.

Standing 6 to 7 feet tall at the shoulder, they are wild, noble, and powerful beasts. Found deep in the woods or far on the steppes, far from any settlements.

They are rarely hunted and hold a mythical place in the legends and stories of the Winterlanders.

Huge fast, dangerous if provoked, the winterlands reindeer is a powerful and dangerous beast.

Def	Attk	End	Dam	Move	Rank
1	2	10	3	6	13

They may be encountered singly or as a pair.

Winterlander saber cat

The winterlander saber cat, or mountain cat, is not as large or dangerous in combat as the winterlander wolf.

It's danger lies in its cunning.

The saber cats coat allows it to hide near anywhere in the winterlands, it can manipulate it's fur to expose the various layers of colouring it has. It can hide in the snow, the rocks of the mountain, or the dark green or brown wood of the forests or the black wood of the curse woods.

Lying in wait, they choose the most opportune moment to strike.

The attack bonus and damage stats have two scores, the first to represent this surprise strike, the second for further attacks once the prey is aware of its presence.

If the first strike does not take the enemy down and the prey is alone, the cat will continue to attack. If the prey has any backup the cat will need to make a choice whether to continue the attack. Make a flee roll for the saber cat.

Def	Attk	End	Dam	Move	Rank
0	8/0	5	6/0	6	9

Wolves

The winterlands wolf is the scourge of the mountains.

Travelling in packs, fearless, they fear no man, animal, or creature.

They will attack any group they outnumber, fearlessly striking, running, and attacking again.

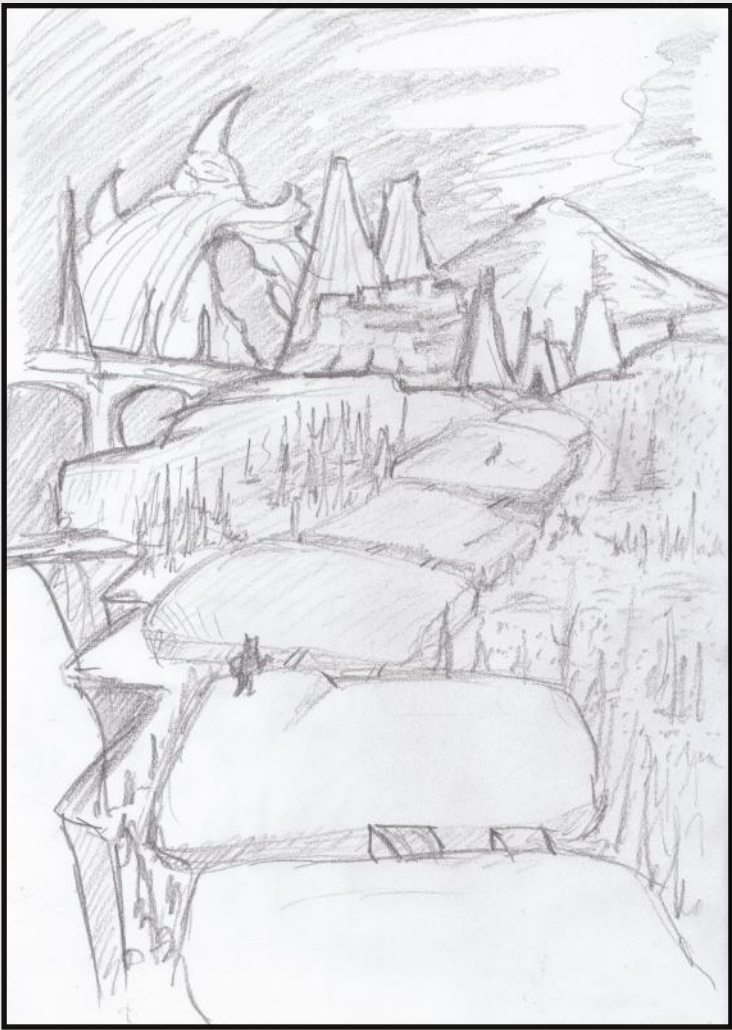
Their tactics and strategy when attacking in groups is fearsome.

Each individual will flee for a short distance when surrounded and return to attack an individual, in turn surrounding them.

They travel in packs sometimes small, sometimes large. And may even attack villages and towns if food is short, and the winter particularly harsh.

Their bodies are heavier stockier and shorter than our earth counterparts, their heads wider and their jaws stronger, having a greater number of, and larger, teeth than our earth wolves.

Def	Attk	End	Dam	Move	Rank
0	1	4	0	6	2



BEASTS OF LEGEND

MAKING UP YOUR OWN CREATURES, RUMOURED CREATURES AND MYTHICAL CREATURES

Kartharka is a vast land of Mystery and legend. In all it's forgotten valleys, and winding caves, any manner of things may creep, crawl or leap.

Not seen or heard by most in the world these things continue to live on as only legend and story.

The Heroes may encounter many things, however, in their wandering of the world. What is only a legend in the Winterlands may be a common creature in "The lost", and horrible things may be well known to those who live around the Feistmere that are unknown to the people of Stroh-Branoch.

What follows is a short list of what may lurk just around the next corner of a world where science has but begun, and where communication between two towns on the black road is dangerous enough much less travel to the next province.

GIANTS

Not the huge man shaped creatures but giant versions of everyday things.

It is said, that in places where sorcery pools, ordinary creatures can grow to enourmous sizes. And that these things may be worshipped as gods, kept as pets, or controlled as fierce killers.

Giants are the easiest creatures for the Demonlord to create, and the most common myths revolve around giant versions of common creatures.

GIANT INSECTS, BEETLES, ANTS, SPIDERS AND CENTIPEDES.

Legends tell of these creatures in hidden groves, forests, caves, mines or tunnels.

Stories of these things trickle in from travelers, miners, or old men from the outskirts of the Winterlands.

None know just how big they could grow, if they do indeed exist. Whether they would attack in groups or singly, or indeed what they would look like.

The Demonlord must decide for himself the stats of each of these creatures. Some guidelines follow this section in the next article

GIANT ANIMALS, RATS, BATS, APE/GORILLAS, OR MOUNTAIN CATS.

These may live in forgotten valleys or have been hand raised from babies, either created by sorcery, or bought from traders from faraway lands.

They make suitable pets for powerful enemies, or the protectors or ancient or hidden cities or tombs.

Ancient temples may be protected by special breeds of apes, trained to leave the priests unmolested but attacking all outsiders.

Again the actual stats for these creatures will need to be decided by the Demonlord as they are heard of by the people only in ancient legends and stories.

GIANT REPTILES-DINOSAURS, GIANT LIZARDS OR SNAKES.

The Winterlands are too cold a place for many reptiles to live above ground.

However, myths of forgotten valleys and mountain strongholds where the air is still warm are often discussed by the old men around the fires. Memories of the time before the coming of the winter perhaps, or they may be true.

Great sorceries and magics are now pouring into the Winterlands from below the earth, perhaps enough to be used by a sorcerer or an ancient artifact to create a small place of tropical heat, where the great reptiles can roam again.

Or they could be raised by a man, hatched from ancient eggs merely waiting for warmth to return to life.

Kept as guards, pets, vicious killers at their whim or even revered as gods by their worshippers.

THE MAMMOTH

A giant, violent, mountain of a beast, said to be anywhere from 7 to 20 feet tall.

Stories of Winterlanders tribes controlling vast herds of these beasts are heard across the most northern parts of the Winterlands. Fear of the herd destroying all in its path, devastating villages, cities, and armies. Whether these are just myths, rumors spread by the tribes to make the Winterlanders fear them, or based in actual fact are not known.



CREATING YOUR OWN ENEMIES

CREATING STATS FOR CREATURES AND ENEMIES, INFO FOR THE DEMONLORD.

The Demonlord has the power to create their own scenarios and enemies for those scenarios.

Enemies may be normal men, bandits, thieves, mercenaries or whatever you can imagine. Tribesmen walk the plains, traveling merchants and sages may attack the heroes. Strange shadow cultists worshipping dark gods, anything the Demonlord can imagine can be made. The hardest thing is to come up with an idea.

The Demonlord need not only create other men for the hero to fight, the animals of Kartharka are also formidable enemies, a number of them are listed in this issue.

Add to that any of the creatures in legend and rumour and the Demonlord has ideas aplenty for enemies for their heroes.

So step 1 to creating your enemy: Decide what it is.

Now that you know what it is, you must decide what its stats are.

Step 2: determine its stats.

If find that the best way to measure the enemies stats are to compare it to a normal man, not a hero, just an average man of the realm.

Here is the average mans stats:

Def	Attk	End	Dam	Move
0	0	6	0	4

-If you want a creature that is equal to a man but a little bit stronger, then you can increase their attack.

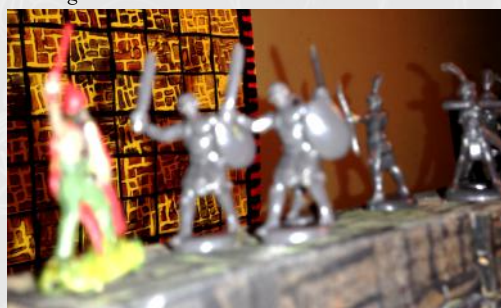
-If you want them to be large, have a thick hide, or perhaps just be difficult to injure, increase their defense.

-If you want a creature that is large, not incredibly dangerous but will take some time to kill, like an earth cow, increase its endurance.

-If it is a creature with very large claws, teeth, or some other very dangerous attack, give it a bonus to damage.

-If it moves faster than a man, increase its move stat.

-Also if it is weaker than the average man, or smaller, think about either putting a minus in one of the stats, lowering the endurance less than 6, or making the move less than 4.



ENEMY OR CREATURE RANK

To find out what their rank is simply compare their stats versus the common man stats.

Start with 1

-For any bonus over the common man add the bonus to their rank

-For any negative subtract the number from their rank.

-If they are armed with missile weapons or have a ranged attack add 1

Then you will have the creatures total rank

-If the total number is a negative then it will be considered a fraction of a rank. A negative 3 will mean that it is a third of a rank. Three of these creatures would be the equivalent of a common man.

If you decide to give a creature some kind of special ability over and above the normal combat stats then you will have to make a call on what that will add to the creatures rank.

If it is an extra attack then you can simply use the stats of the attack, if it is some kind of obscure power, like immune to certain attacks, able to control others, put people to sleep then some kind of a multiplier would be in order. In most cases it would be to multiply their rank by 2, 3, or even 4.

You will see in the animal section that some creatures have stats with / in them. For example a flying move score and a walking move score. For these stats I add the two together and divide by 2 to find a number which I add to the rank. The same goes for / used in any of the other stats.

RUNNING LAIRS

The following rules and guidelines are to help the Demonlord in running their own Lairs.

I had hoped to have a lengthy article in this issue with a full rundown of how to create your own scenarios and Lairs from top to bottom.

Unfortunately through playtesting with my own group I found that there were still a lot of things which needed to be added to the game rules-wise to actually run a scenario. I also had some new players who were very new to roleplaying in general who were most useful in determining just what people new to the whole roleplaying (I prefer Adventure gaming) thing, would need to know.

They also were a great help in finding out what the inexperienced gamer actually expected out of an adventure game.

When sitting down to play my first instruction to myself was that if a rule was not in the previous two issues then I couldn't use it in my game. We forget as games masters just how much of these games is actually us making up the rules such "on-the-fly". With any game we run actually being an amalgamation of every ruleset we've ever played. Especially when we find that there is something not covered by the rules, in our minds we have plenty of mechanics from other systems floating around and are easily able to latch onto one of them to use.

With this game I wanted something new and different. So whenever a something came up that I didn't have a rule for, I had them decide how to handle it. It definitely slanted the game in their favour using these ad-hoc rules but they were there for fun and I was there to learn.

So I took what they came up with, which told me what they actually expected the rules to be, actually wrote them all down as they came up (we forget to do this so often), and took them back to the desk.

So here they are all shined up and ready to go. Actual rules for how to run all the little bits in a lair.

And as for how to create your own scenarios? I will be publishing the first Lair of Sword and Sorcery scenarios soon, entitled "The Blind Burrower". Along with all the info on the scenario will be included articles on how I created this scenario and more tips and rules on creating your

own. Best of all this one will be a free issue available for download from the site. Check out lairsofswordandsorcery.blogspot.com for more details.

SOTA AND THE DEMONLORD

The rules of Sota state that the Demonlord and his minions may not do SOTA unless specifically described in the scenario.

Sometimes the heroes will do SOTA that will clearly be more effective than it should be however.

For example: a simple rope stretched across a hallway back and forth several times. It would be a simple roll of 7 for a hero to set this rope up. If the hero were to try to move through this it would be a "simple" sota roll to do so, but the Demonlords minions cannot do Sota and so would be stymied by this simple rope, unable to make a sota roll to get past it.

Any intelligent human should be able to simply cut the rope and walk through, or at the very least to slip through the gaps in the rope barrier. But this would be considered something other than attacking in the game of Lair.

Why not just give the Demonlord Sota? To allow the Demonlord to Sota would give him far too much power. With this much power the Demonlord would be unable to have as much fun with each encounter, trying their best to kill the heroes. He would be relegated to the role of mere referee again, no longer able to actively try to best the heroes. So in Lair this power is traded, the all powerful game master gets to be a player of sorts.

But it is again unfair for the players to do such simple things to completely thwart the demonlords minions.

And so the special SOTA exception exists.

SOTA EXCEPTION

SOTA exception: The Demonlord can undo any SOTA the players do by making the same die roll.

So the ropes that take a 7 on a SOTA roll to set up, require a roll of a 7 by one of the Demonlords minions to cut. Of course the Demonlords Minions do not have the bonuses of the heroes to help them, such as Body or mind.



RUNNING A BLIND LAIR

•A blind lair is any lair which is not laid out in its entirety as soon as the heroes begin. Any area not in the heroes direct line of sight is not laid on the board until the heroes can actually see it.

•Usually this is when they open a door, or move into a new area.

•When the heroes can see the new area then the Demonlord can lay it down on the board, along with any enemies that are in the area. The scenario map will indicate where all the enemies are located along with all the walls, doors, rooms and other items.

•Enemies that are not on the board are considered “not to exist yet”. They will not generally hear noise and come investigating, move from one area to another out of the sight of the players, or “wander” randomly about the lair.

This may not be realistic but is much easier for the Demonlord to track and control. This frees up both the Demonlord and the players to have more fun.

DOORS

In all of my playtesting I never really used doors. Never got around to making any in all the excitement and just kept forgetting to. Until I had a scenario which had something happen when someone opened a door. Whoops no doors.

Luckily Doors are quite easy to make.

The simplest ones are made from cutting, folding and painting a piece of cardboard.

Or one can be made from “craft” sticks, the ones the size of a tongue depressor work very well.

Once you have some doors we'll need rules to go with them.

•Doors will usually be closed when the heroes enter the lair unless specifically stated otherwise.

•Doors can be opened by any human or humanoid during roleplaying without a Sota roll.

•Opening a door is an easy Sota roll for any hero once combat has begun.

•A demonlord minion can open any unlocked door with a simple Sota roll as well

Another exception, we can't let minions be stymied by a simple closed door.

•However a Demonlord minion may not open a door to an area that is unexplored by the heroes and still “blind”.

We can't have minions opening new areas and exposing the heroes to more enemies than each encounter is meant to have.

LOCKED, BARRED AND SEALED DOORS

Lair of sword and sorcery does not have thieves as we know them in the classic sense.

•A locked door has to be unlocked with a key. A barred door must be unbarred to be opened. Doors cannot be broken down by attacking them with your swords and spears.

If heroes are able to make some sort of battering ram or have brought one with them for some reason then I leave it to the purview of the current Demonlord on whether or not they are successful in destroying these doors.

SURPRISE

Shockingly I had no rules for surprise either, until it was required, and then...surprise! No rules. Here they are, so you don't have to feel my pain.

•Unless the scenario specifically states otherwise, as soon as the enemies are placed, the game switches to combat mode. When switching to combat mode the first turn is made by the hero to the left of the Demonlord with turns continuing clockwise around the table. The Demonlord may then take their turn.

•Play then continues to the heroes again in the same way.

•However if the scenario states that the heroes are “surprised” when the enemies are placed, the Demonlord gets to take their turn first. Then next will be the hero to the demonlords left and so on.

WHEN COMBAT MODE ENDS

•Combat mode ends as soon as the last enemy is removed from the board. Usually this is due to an attack. So if a hero dispatches their enemy and it is the last one on the board, play switches to roleplaying mode with the next turn going to the next hero clockwise.

•If it was the Demonlord then play continues to the hero to the left of the demonlord.

This is a very important rule because there are a lot of valuables up for grabs when the last enemy is killed. The heroes may have a system set up for dividing the spoils but otherwise it is “first come first serve”.

TORCHES AND LIGHT

•The scenario will say whether or not the lair has sufficient light for the heroes to see. If it does not then at least one of them must carry a torch. While carrying a torch the hero will not have a second hand available for holding another weapon or a shield.

•If heroes are separated in more than one room then each “group” of heroes will need a light source.

•Torches also make effective weapons and may be thrown like other thrown weapons, or swung like a club. They act in exactly the same way as any other weapon rolling 1 die for damage.

•Certain creatures or items may be particularly flammable. If this is the case then the scenario will say so.

•Torches do not go out when they are thrown or used as a weapon.

•If dropped in woods or grasses torches will not

usually cause the neighboring woods or brush to catch fire. There may be a slight chance of this happening in the short period of time the torch is on the ground but it would be deemed too inconvenient to have to roll for this every time.

If the heroes wish to set a forest or building alight then this is possible and usually a difficult Sota roll would be suitable to be successful. If the material is particularly dry or flammable the Demonlord may change this to an easy roll.

Mini Review Hät Miniatures:

You may notice we have some new additions to the Demonboard in this issue. I took the plunge and broke my rule of only buying "toys". And I am thrilled. I personally prefer the smaller 25mm scale to today's oversized miniatures, although I love my "little" green army men" scale as well.

With Hät minis come about 40 to a box for \$7.00 and compared to today's prices that is fantastic. There is a huge variety available. \$20.00 in Hät minis more than fills up my box.

Everyone go out and check these minis out online immediately.



SORCEROUS ITEMS AND ENEMIES



SORCEROUS ITEMS

In the times before time, in the lands of the First Men...

Great and powerful sorcerers were said to have hundreds of spirits at their command. Doing their bidding at a whim, building fortresses, temples and tombs.

But each spirit must be summoned, controlled, and commanded. Even the greatest sorcerers could command only so many spirits at the same time.

These first Sorcerers sought a solution, and found that they could imprison foul spirits and demons within specially constructed prisons.

These could be gem, a bottle, a staff, wand, or weapon. These prisons were each constructed to hold a specific spirit or demon. The prison would often be constructed to hold a specific spirit or demon.

A sword for example may imprison a demon of fire, keeping it forever aflame while still being safe for the wielder to hold.

But this would require the wielder to control the demon within. The prison of the sword may be powerful enough to keep the demon from harming the wielder but may not be powerful enough to force the demon to create it's flame. Or to keep it's flame out when the sword must be sheathed.

Or it may require the wielder to have the force of will to command the demon to throw fire from the sword once they have mastered the arts of demon control.

Many sorcerous items also require something of the wielder. A sacrifice must be made to appease the spirit within or to bind it to a new wielder.

Sometimes the wielder must make a sacrifice of themselves or of another. Some will work only at specific times, or a certain number of times a day, or will only work when soaked in a certain liquid, like blood, alcohol, or refined moonlight.

Some items require constant control, with the demon within turning on the wielder the moment their attention is turned.

Sorcerous items can wield great power but are dangerous and rare.

Legends speak of the items wielded by the sorcerers of old but none are known to have come

down to the present inhabitants of the Winterlands. The sages speak of old legends and possible places where these items may still reside but the exact location of these places is just as lost to the ages as the items themselves.

Demonlords wishing to add sorcerous items to their games may use the guidelines above, but remember with every power which they grant they will have a drawback they make them as dangerous as useful. And without a sorcerer powerful enough to command the demons within them they can be just as dangerous as the spirits trapped within them.

The best way to include a sorcerous item in your games is in the hands of an enemy sorcerer. It can add great variety and power to the heroes enemies, but once the sorcerer is dead the item should be too difficult to control without enlisting the aid of a powerful sorcerer themselves.

For specific examples of Sorcerous items and how they are used, look to the forthcoming Sorcery issue of Lair of Sword & Sorcery.

SORCEROUSE ENEMIES AND MONSTERS.

Evil sorcerers may have many demons and spirits to serve them. Some will have the power to appear before the heroes and attack them. They may have special abilities, such as breathing fire, moving through walls, enormous strength, or multiple arms allowing them to attack with many weapons at once, or multiple legs allowing them to run quickly.

These Sorcerers may also summon, create, or control other bizarre and strange creatures, giant snakes, skeletons and zombies, ghosts, skeleton dinosaurs, firebreathing panthers, giant lizards, insects or anything else the Demonlord can think of.

They may also have sorcerous items which can have any power which the Demonlord can think of.

Sorcery is the great mystery of the world of Kartharka, never to be understood and always to be feared.

The important thing to remember, when creating your own sorcerers, is to have them always keep the heroes guessing.

Just make sure to consult the balance guides earlier in this issue to keep you from overwhelming your poor heroes.

PLACES OF INTEREST: THE VALLEY OF FANGS

The Valley of Fangs is the mining center of the world of Kartharka. With most of the people residing in the city of Stroh-Branoch. There is much to see in the Valley of Fangs and enough hidden places to keep any band of heroes occupied for as long as they need. Below are listed some places of interest in the Valley of Fangs.

THE GREAT GATE TO THE WINTERLANDS

Leading underground the great gate winds from the steppes of the Winterlands to the Valley of Fangs.

No torches or sunlight light the tunnel. Massive gates block the tunnel at either end. Each of the gates can be barred. The gate leading to the winterland steppes can be barred from the inside of the tunnel. The gate leading from the tunnel to the Valley of Fangs is barred from the Valley side.

The doors were built long ago, legend says in the time of the first men. They have no ornamentation. No writing to state who built them. Solid slabs of stone which have never been closed since they were built so long ago.

In theory they can be closed and barred but the amount of force needed to do so would be astronomical, the great bar alone weighing many tons as well as the massive 20 foot tall doors.

THE GATE TO THE VALLEY OF DEATH

Similar gates guard the tunnel leading to the Valley of Death. The tunnel and gates are exactly the same as those leading to the steppes.

Stroh-Branoch is the first city on the road through the valley of Fangs. Details on this city are already given in the Combat issue.

GAX

From Stroh-Branoch the black road leads to Gax, city of Nowhere.

While Stroh-Branoch is where all who enter the Winterlands aim to go, Gax is the place where they will usually end up.

The great road leads to many settlements in the valley of Fangs, but most of the Miners trails, from all the southern scarp mines, all lead to and meet in Gax.

The first stop for most miners on their way back from the mines, Gax gets the worst of the excitement and frustration of the Miners.

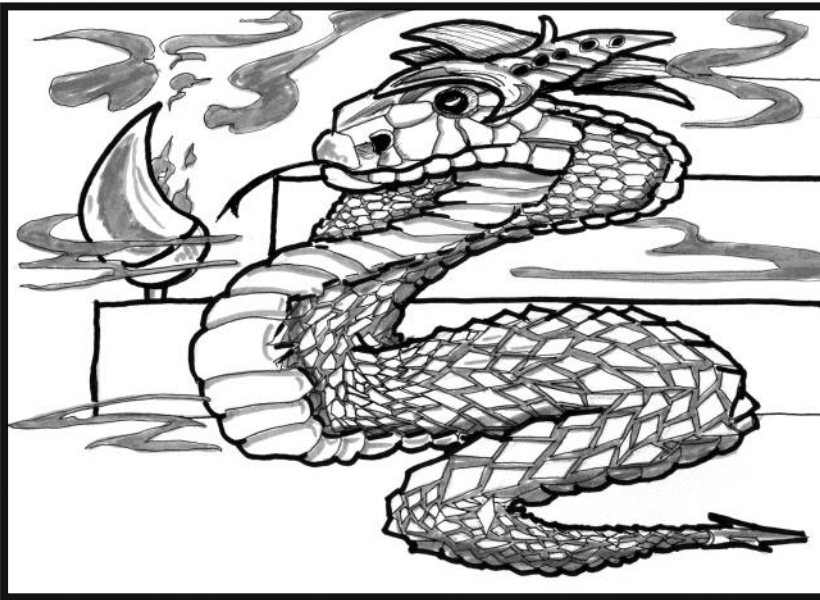
Stopping for fresh food, trading ore for ridiculously overpriced goods and materials, gambling, drinking, fighting, all of this is Gax.

By the time travelers get to the more civilized city of Stroh Branoch, with it's tidy sheriffs and diligent Targ, they are mostly all fought out and usually all of their ready cash has been left in Gax.

Gax, while still part of the Winterlands and under Winterlander law, has no permanent families or residents. Most are employees of traders from Stroh Branoch, or are working for the criminal syndicates of Stroh Branoch.

There are no families to claim blood feud, so no sheriffs to prevent them, or bear witness of any wrongdoing. The Targ feels it is in the best interest of the Valley to allow Gax to live outside of their protective gaze.

Gax is a place for undesirables to conduct their business, or for normally desirable miners to vent their frustrations before arriving in Stroh Branoch.



THE GREAT CURSEWOOD OF GAX: HARROW LOAD

A great cursewood, the Harrow Load, lies between Gax and the next town on the road, Bitwyn.

Like all cursewoods this one is dense, overgrown and impossible to Traverse. Its outskirts are tended by the workers of Bitwyn, cutting most of the cursewood used by the people of the Valley of Fangs. Cursewood being the only Hardwood available to a land of Evergreen pines, balsams and firs.

It is said the heart of every cursewood holds a great evil, something that waits and broods for any who are foolish enough to brave the heart.

BITWYN

None travel to Bitwyn, none need to.

The cursewood harvested by the people of Bitwyn is brought to Stroh-Branoch and Gax to be sold elsewhere.

Those of Bitwyn bring no ore to Stroh-Branoch, no trade goods, no Takket. They sell only cursewood.

They buy little however. They sell their goods for Imperial Gold coins and take the coins back with them.

The people of Bitwyn do not travel to other towns other than for trade, they sometimes take a wife, but the Bitwyn women do not often take husbands, though it is not completely unheard of.

They keep to themselves and maintain their own section of the great road, their massive carts of cursewood dragged by mighty teams of strong Takket, indeed, some of the best Takket in the land are said to come originally from Bitwyn stock, though they no longer sell their herd in the Winterlands.

THE WULFWAY

The grand Wulfway begins a half days travel from the Gax.

The Wulfway is a great road, built from massive 20 foot wide slabs of stone. In places it rises hundreds of feet above the land to sink back down again almost to ground level. Its mighty stones have stood since the first men and will stand for all time.

In places the cracks between the stones would make the road impossible to pass, great chasms falling hundreds of feet to the valley below. In these places sturdy newer wood bridges have been erected and are maintained.

No snows ever stay on the Wulfway, blown off by wicked winds, or melted by the heat the stone absorbs from the sun, or from some other long lost magic, it matters not, the Wulfway is always clear.

Halfway along the Wulfway two of the stones are missing. Exposed beneath the stones runs a labyrinth of tunnels, unadorned but perfectly formed, square tunnels measuring 10 feet wide by 10 feet high run along portions of the Wulfway

until ending as mysteriously as they began.

Many large vaults lead off of these tunnels and within these has grown a town.

WAYTOWN

Not a particularly large town but comfortable.

It contains a market, temple, sage's hall, and a local Targ presence.

They ensure the bridges are maintained and that what little snow is cleared from the Wulfway.

They also maintain a series of rope ladders and bucket and pulley systems to travel to ground level from the Wulfway.

Due to its safety from attack, from the tribespeople, bandits, thieves, or professional criminals many things are stored here where they can be kept safe.

The most precious and dangerous of the Sages books and artifacts are kept here.

Many merchants keep a place here to protect their most valuable goods, precious items, and hard currency.

Sheriffs abound here to keep the peace and the Targ presence also takes advantage of their right to hold a standing "security force".

It is rumored that the Targ even keeps a stockpile of Platinum here, carefully gathered and secretly moved. The Targ deny this of course, and have even let the empire search their storerooms in Waytown.

Waytown continues to be safe, quite, and relatively prosperous by Winterlands standards.

Instead of hunting, chopping, fighting, or digging, the Waypeople stay, and watch, and guard.

Of course many would prefer to live in Waytown, compared to the harsh life of a miner, but the living space is very limited, families pass down their rooms from generation to generation. Rarely is a new room available to be occupied where no possible claim can be made by a relative. In this case the Targ will hear the cases of any who would take the place. Often a great deal of money or goods will be paid for one of these places, or in certain cases someone with a very strong case for moving in will be given the place. Usually their very strong case will be that they have a vast sum of money to give to the Targ.

Waytown is very welcoming to travelers. They are friendly, accommodating, and often can help with anything someone may need. For a price.

With the feeling of the rarity of space, comes a very pronounced knowledge that all things have value, can be traded, bought, or sold.

But underneath their welcoming, friendly exterior, the wayfolk are a closed private people. They will be friendly, chat, talk, share stories, but will not speak of private or personal things.

They do not invite others to their homes. Do not visit outsiders except for business and then very briefly.

Waytown holds its own secrets, known only to the families who live there.

The Wulfway continues on to the end of the

Valley but the Black road forks, with one road leading to Throm and the other leading to the village of Uundart.

The Wulfway continues to a blank stone face in the cliffs. It would seem that the way, with its monolithic size, should lead somewhere equally important, but it would appear that it does not.

THROM

Throm is a small village, almost surrounded and cut off from the low land by its cursewood, the Arrowblack. It contains a small community of cursewood cutters, takket farmers, and hunters.

The village is small with the road existing only to ship the cursewood back to the rest of the winterlands and the few miners working small veins nearby in the northernmost scarp.

UUNDART

The true end of the black road. Serving the upper and western sides of the Scarp.

The largest mines lie to the north and are primarily Empire controlled. Many small "family holes" lie along the entire eastern face of the scarp.

The miners of this area primarily use underground tunnels to travel to either the road, leading into the valley of fangs from the steppes, or to the village of Uundart.

Imperial miners causing a disturbance in Uundart are strongly discouraged. The family miners have worked their claims for generations and are less likely to fall for the lure of a big city when travelling with a valuable load.

This makes Uundart remarkably quiet for a mining town. The miners passing through are sullen, quiet, and serious craftsmen.

These are the true men of the Winterlands, as comfortable with a sword as they are with a pickaxe.

Slow to anger over a minor dispute, they will kill for vengeance without a thought.

Serious, hard, men of the Mountains, they see and hear much in the dark beneath the world, and at night on the steppes. They care little for the learning of the sages, the teachings of the Wolf Brother or even the authority of the Targ.

They mine, they hunt, they fight, and they survive.



WINTERLANDS PROVINCES

THE WINTERLANDS

Technically the entire northern continent of Kartharka is referred to as the Winterlands.

More accurately this refers primarily to the southernmost landmass of the Northern continent.

The other landmasses of the North all have proper names, handed down from legended past. Few have travelled to these places, and even fewer have returned.

Some stories and maps exist, though their accuracy is highly suspect.

The very least that is known, however, is their names.

THE WINTERLANDS

The most travelled is the area known as the Winterlands, containing among other places the Valley of Fangs. Also known as the home of the first men.

HEINDEL

Next is Heindel, a barren wasteland marked by a single long chain of mountains, with a Valley supposedly lying in their center.

THE AXEHEAD

Full of valleys, forests, and in the north, a scattered plain of broken islands. At the far end of the Axehead lies a mighty spire, supposedly pushed from the center of the earth in the time of the Sorcerers. Said to be the source of all evil, the entrance to the underworld from which all sorcery once flowed.



HEINGOBYLN

Where the gods were rumored to flee to, along with their servants the Gobylnfolk, as well as the half goblins who bred with the first men.

The great mountain fortress is rumored to house all of these people and the still living avatars of the First Men.

None have even seen the shores of Heingoblyn in thousands of years. None truly believe these ancient legends but the ancient stories are still told.

THE LOST

Where the descendants of the first men, and their Half-goblyn families moved on to, or at least those who chose not to flee to Heingoblyn. Perhaps at a different time than the god's exodus, the stories aren't clear.

Ancient tribes of the Winterlands speak of their Ancestors coming originally from the Lost.

FEISTMERE

The Feistmere, water fist of the winterlands, sits in the middle of the northern continent. Terrible things are said to live in the Feistmere, things which keep anyone from attempting to cross it.

WINTERLAND COASTLINE

The entire coast of the Winterlands, in the southern portion, consists of high cliffs bordering the water, no beaches and no shores. No ships ply the coasts of the winterlands for there is nowhere to land. The only harbors lie in the far north at the top of the axehead and the far shores of Heingoblyn as well as the north shores of the Feistmere.

The trip is too far, the waters too treacherous, foul storms, lighting, waterspouts, and enormous waves make sailing impossible to the northern shores.

Even if these things were overcome, terrible legends of creatures living in the northern seas, enormous monsters devouring ships, ships overcome by armies of aquatic demons, and other occult and supernatural things.

No one sails the northern seas.



LAND OF THE FIRST MEN, THE WINTERLANDS

The black road enters the Winterlands in the south, stopping at the first bastion of the Winterlands.

STRIGHTMORE

The entrance to the Winterlands, the border of the great lands of the North, the interface between the Autumnlands and the Winterlands, the first Free City of the empire, free from the Southern Tax.

A strange city to the Winterlanders, a strange city to the Autumnlanders. A bridge between the two worlds, between the Targ and the empire.

The emperor's people are allowed to come to work the empire's mines. They can try to get work at a Winterlander mine but it is unlikely that they will find any. The Winterlanders are not friendly with the Empire, the tenuous agreement with the empire, trading food for iron, is always rocky.

Strightmore is the only city in the Winterlands where the empire and the Winterlander do business freely. Iron ore is almost completely bought and sold in Stroh-Branoch but some of those buyers return here to Strightmore to resell the ore and iron.

Winterlander mostly avoid Strightmore, except for those who live there. The Targ has a very strong presence in the city along with a standing security force. It is definitely a border town, where all the people of the world can come to partake of the Winterlander ore, cursewood, and various herbs and plants.

Autumnlanders also come, some selling their goods to the Winterlander who will take them to the other cities of the Winterlands. Some travel on, those given permission by the Targ, those deemed to be safe and not imperial spies or agents. These will either hire Winterlander mercenaries to protect their goods throughout the Winterlands, or will attempt to stay as close to the black caravan as possible as it passes through.

A bustling town, "metropolitan" for the winterlands.

Winterlanders wishing to travel to the Autumnlands will usually have to pay a toll to enter the Empire. As well as a tax on any goods or money they carry.

It may be as high as 10% but may be as low as 1%.

It is also possible that the toll will be waived if the Empire owes the person a favor.

The toll itself may be anywhere from 10 to 100 gold coins. Depending on the fame and favors which the hero may have (or infamy).

Any Winterlander wishing contact with the Autumnlands or the Empire will have to travel to

Strightmore to find someone to travel on their behalf.

The town itself, and the villagers' houses, take up little room, most of the area is filled with large low, imperial buildings, for housing goods, horses, carriages and the guards who travel with them.

BINTZ

The next city is a whistle-stop on the black road. Bintz, of no more importance than being halfway between Strightmore and High Pass.

A typical Winterlander town.

HIGHPASS,

Not a large town, but seat of the High Temple of the Wolf Brother.

The center of the Wolf Brother worshippers, it is arguably more powerful even than the Targ.

The Targ is a loose collection of individual Targs, all working together but not beholden to each other.

They agree collectively about distribution of food with affiliates from all the Targs meeting in Stroh Branoch.

Most towns, cities and villages have a temple devoted to the Wolf brother, and the brothers travel throughout the Winterlands between temples. All Wolf Brother acolytes spend their early years travelling from temple to temple, carrying letters, messages and news. This web of travelling brothers keeps the Winterlands connected to each other, and the Winterlands connected to the Wolf Brothers.

Each Targ has control over only its own territory but most people bow to the wishes of the Wolf Brothers.

They are group of healers and helpers. They work in hospitals, help the sick, are skilled in masonry, bricklaying and other repairs.

They also oversee all of the major highlights of the Winterlander life, birth, marriage, and death.

They oversee all the rituals and festivals, big and small which occur in the Winterlands.

From Highpass the black road splits and heads both east and west.

To the east it heads further into the Winterlands to Scoom.

SCOOM

Soom lies in the center of the great pasturelands of the Winterlands tribes. Surrounded on all sides by the plains, which the tribes push their great herds across. They enjoy a moderately temperate climate for the Winterlands.

Hot springs abound, leading many in Soom to herding the domestic Takket.

Much of the Takket meat, leather and fur of the Winterlands is raised in Scoom.

The lives of the Scoom villagers is rather comfortable for the Winterlands. The bountiful hot springs make raising Takket a relatively easy life in comparison to those settlements made up primarily of Miners.

The closeness of the High Temple also means they enjoy access to the best healers in the Winterlands. Not a particularly rich town it boasts a large population for Kartharka. Mile, after rolling mile of pasturelands dotted with wayhouses and Takket herds.

Occasionally a squabble with the Tribes of the Winterlands will cause some tension, but the people of Scoom are very slow to anger, even in times of great difficulty. Most of these disputes are usually ended by the Scoom withdrawing from the area which is disputed.

The pasturelands lead to the mountains to the east, and funnel into the Garmach High Pass.

THE GARMACH HIGH PASS

There are other small villages through the pass, over the mountains, but they have little dealings with the rest of the Winterlands. Not having the black road to travel, traffic between villages beyond the pass and the rest of the Winterlands is difficult at best.

To the west of High Pass the Road continues on into the mountains. It passes close to the foothills of the great peaks of Zolar before entering the great tunnel to the Valley of fangs.

ZOLAR

Zolar, one of the highest peaks of the Lowlands of the Winterlands.

Few know the passes and roads over and through Zolar, but for those that do the western plains of the Winterlands are known.

The plains are populated by the peoples of Brytax, the Tree people.

BRYTAX

A massive oak tree, a dead remnant of the time before the great winter.

Towering high into the sky it is now petrified, a fossil, a statue, dedicated to a time before the winter.

A mystic people the Brytax do not follow the Wolf Brother. The Brytax follow a much older religion. One still followed by some of the tribes beyond the pass. The Brytax worship ancient spirits of Wind, wood, water, and stone. The spirits speak to some of their people, the great shamans of the Brytax. None outside of the Brytax have met these shamans, living in the base of the great tree; they live away from all outlanders, those beyond the peaks of Zolar. It is said they have great powers, over the winds, the air, the stone, beasts and even people of the Winterlands.

The sages have not been permitted to enter the Brytax in some time though in the past they have had some luck in gathering knowledge from them, but all that comes down to the modern day are hints and whispers, of the great powers of the Brytax.

THE NOTCH

In the far north of the Winterlands plains, dug from the mountain steppe, and protected from the front by the dense cursewood StoneFire it is a place of great secrets. Only a few of the tribes in the area are allowed access to the Notch by the cursewood, and only the wisest and most knowledgeable of the tribesmen's shamans will return again after visiting the Notch.

None know what lies there, apart from those that have visited it.

FURSTWATCH

The highest peak of the Winterlands, its foothills planted at the head of the Valley of the Dead. Some say the gods first came to Kartharka there, some that they were born there, some that they live there still.

Legends, treasure, monsters, gods, magic, history, everything anyone could ever hope for is said to lie on Furstwatch.

None have ever climbed it, none have seen its foothills, none have travelled through the valley of the dead, and none know what Furstwatch holds, if anything.



