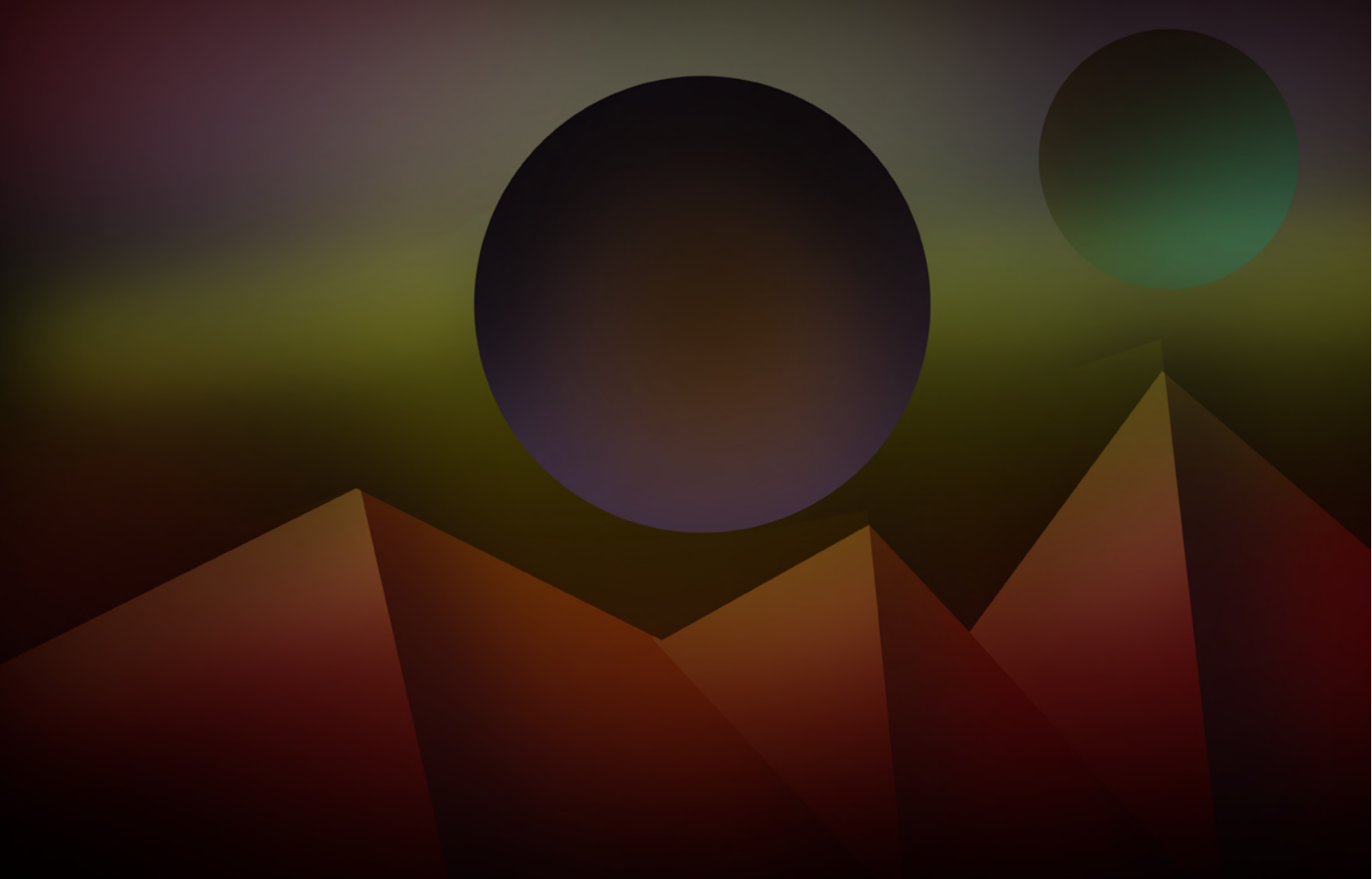


Sorceress of Zhaan

Loss



LAIR OF SWORD & SORCERY ADVENTURE GAME ISSUE 6



WELCOME TO THE LoSS ISSUE 6 INTERACTIVE PDF!

With this issue I wanted to create something really great. A pdf that was far more than just the printed book on screens. This issue has lots of extra features whichy you should find useful and fun.

LAYERS:

If you look at the layers option of this pdf you will see that the book is seperated into layers.

This is to help people who choose to print this pdf at home.

You can either leave all the layers on and print the original version of the book.

Or you can turn off the illustrations layer to save yourself some ink leaving only the text and important rules illustrations.

You can even turn off the maps and extra boxes if you like.

SOUNDTRACK:

The Long awaited first LoSS Soundtrack album is included in this file as well.

Throughout the issue you will see “PLAY” buttons that will play a different song from the soundtrack.

VIDEOS:

Near the end of the book you will see photo tour of the Refinery to help Demonlords better understand the map for the Refinery.

There are also “WATCH” buttons which you can click to view the video tour of the refinery.

BOOKMARKS:

A little less Exciting but yes the pdf has standard bookmarks which you can use to navigate the document.

THE EDITOR SPEAKS

01

THE EDITOR SPEAKS (EDITORIAL)



Welcome, my Blood Reavers!

Behold, before you lies issue 6 of LoSS!

The mighty task of releasing the rules of the Lair of Sword & Sorcery Adventure game (Loss) is complete. With Issues 1-5 finished, all the rules are now in your hands.

Now the creator's gaze falls upon the world of Kartharka... and Adventure! And this issue contains plenty of that!

We travel again to the high seat of the Winterlands, Stroh-Branoch, in the throes of plots to overthrow the teetering balance of power between the Winterlands and the Empire.

Past resistance against the Empire is discussed in this issue with the story of the mysterious Limrust family.

More dangerous still is the growing power of the Sorceress of Zhaan as she builds her web of power throughout the lands. A web which clutches at the Targ itself while it struggles to maintain peace.

The Sorceress of Zhaan is a shorter adventure than most with only a few scenarios, but they are a challenging set.

The heroes may need to use a lot more than just brute strength to stop the Sorceress's plans.

So read on, bold adventurers, and enter the world...of Kartharka!

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PLAY

THE LIMRUST FAMILY

In the heaving, churning mass of Stroh-Branoch life is a whirl of activity, struggle, and tension.

Centre of the great Mining operations of the east and west Scarp, all come together in Stroh Branoch to trade, live, and often die.

Ore flows into the city in the form of half refined Iron Blooms. Here is where the majority of Iron in all the world of Kartharka is bought, sold, and traded.

Iron, rarer than gold but so much more useful, is what brings all these people to the city.

But it also brings another presence, The Empire!

More than anywhere else in the Winterlands the Emperor's power is visible here in Stroh Branoch.

The Black caravans, with their armored coaches and teams of horses, charge through the roads in the never-ending shipments of Iron from the Winterlands headed South.

The huge Imperial refineries belch forth smoke and ash. The Imperial Miners Halls are desperate soulless places full of the lost and the hopeless.

The endless Imperial checkpoints searching for Platinum and taking the Emperor's price in Iron.

It is Iron which pays for the Winterlanders freedom from their Imperial Overlord's slavers. Iron pays for the food which the Empire brings from the South, without which the people of the Winterlands would starve within weeks.

The Empire demands its tax. One half of all Iron refined in the Winterlands belongs to the Emperor.

The Emperors agents swarm across the Winterlands to ensure that he gets it.

Checkpoints, raids, audits, and seizures are daily occurrences.

In return, food and supplies of the South pour into the Winterlands by the benevolent hand of the Empire.

The Targ maintain this balance by keeping imperial interference to a minimum, controlling mining law and distributing southern supplies to ensure the entire country receives an equal share of goods.

But even with the steady hand of the Targ tensions run high in Stroh Branoch when the empire shows its power.

LIMRUST ARRIVES IN STROH BRANOCH

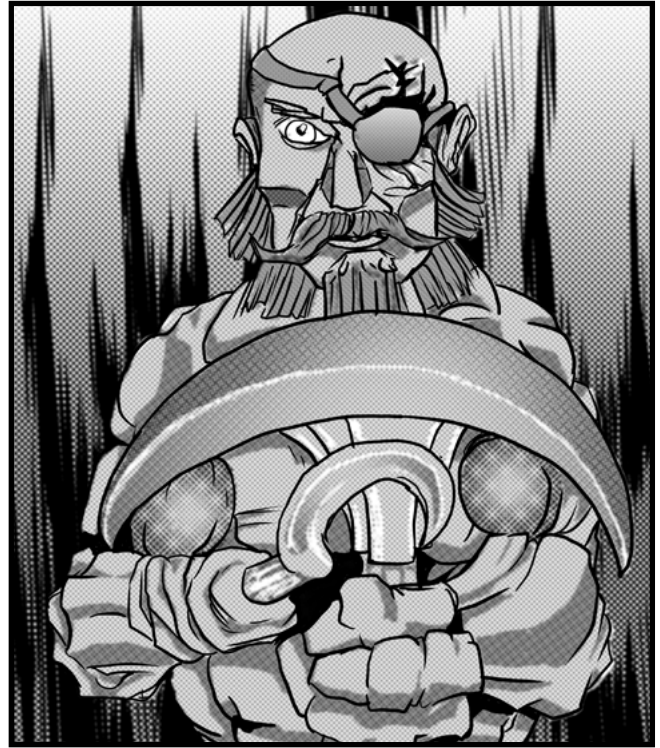
There is one story that is told again and again in the city of Stroh Branoch. A story of the power of the Empire even in the free lands of the North.

Two hundred years ago Helmar Limrust arrived in Stroh Branoch.

Hailing from somewhere beyond the Garmach Pass, little is known of his life before coming to the City.

It is known that his people worshipped the Stone Brother of the eastern lands instead of the Wolf Brother more known in the Valley of Fangs.

He built himself a shack, as many newcomers do, in the outskirts of the city. He left his sons and wife to guard his



HELMAR LIMRUST

home and set out into the wild to search for his fortune carrying nothing but his great copper pickaxe accompanied only by his wild takket sled team.

Two moons came and went as the Limrust family waited, eking a meager living hauling rubbish and clearing roads as many do who have no other option.

In the rising sun of the morning, Helmar returned to Stroh Branoch. Gone were his Takkets and his pickaxe. Also gone were his right hand and left eye. Behind him was a drag sled with one small sack, stained red with blood.

Helmar walked the streets, his eyes fixed on the Imperial Essay office. None saw what happened inside but when he emerged it was with two imperial soldiers dragging a sledge full of fine imperial Steel long shanks.

Platinum! Helmar had found it somewhere in the wilds. A hoard of platinum jewelry, enough to earn him a house and a comfortable life for his family.

But he chose instead something grander.

He deposited his steel with the moneychangers, set his sons to building a large wooden longhouse, and set out again.



THE LIMRUST MINES

Helmar, leading a team of Takkets and ten of the best free miners the city could offer, set out once again.

Two more moons rose and fell as the longhouse neared completion.

And again Helmar returned, leading his team of Takkets burdened with some of the finest Iron ore and Blooms to ever enter the city.

His men, however, did not return with him. A sudden mine collapse? Was there an attack by bandits? Their fate is unknown to this day, as Helmar never spoke of what happened on that trip.

But he staked his claim to what turned out to be one of the richest mines of the Winterlands on that very day. More baffling to the miners of the city, it lay only two days travel from the city.

THE LIMRUST HOME REFINERY

Although Helmar returned from that trip with many high quality Iron Blooms he also returned with a great deal of quality Iron Ore. Far better than most seen in the city.

Bringing it to both the Imperial essay office and the Winterlands essay office, he was offered the standard price for ore. Insulted, he took the ore back to his longhouse and decided to refine it himself.

The long house continued to grow as more of Helmar's stone brothers arrived in Stroh Branoach.

Helmar began buying ore from the miners themselves,

often for a higher price than the Imperial essay office would pay.

Soon the growing longhouse became too small.

THE LIMRUST EMPIRE IS BORN

The beginning of the great Limrust family empire was marked by the building of three grand buildings: the Limrust family mansion, the Grand Refinery, and the Limrust family tomb.

All three buildings were built by imported Autumnlander engineers, great square stone structures rising up in defiance of the Empire.

The Grand Refinery was the greatest of them all, topped by a cluster of giant windmills. A thing unknown in a country where no wheat is grown or ground.

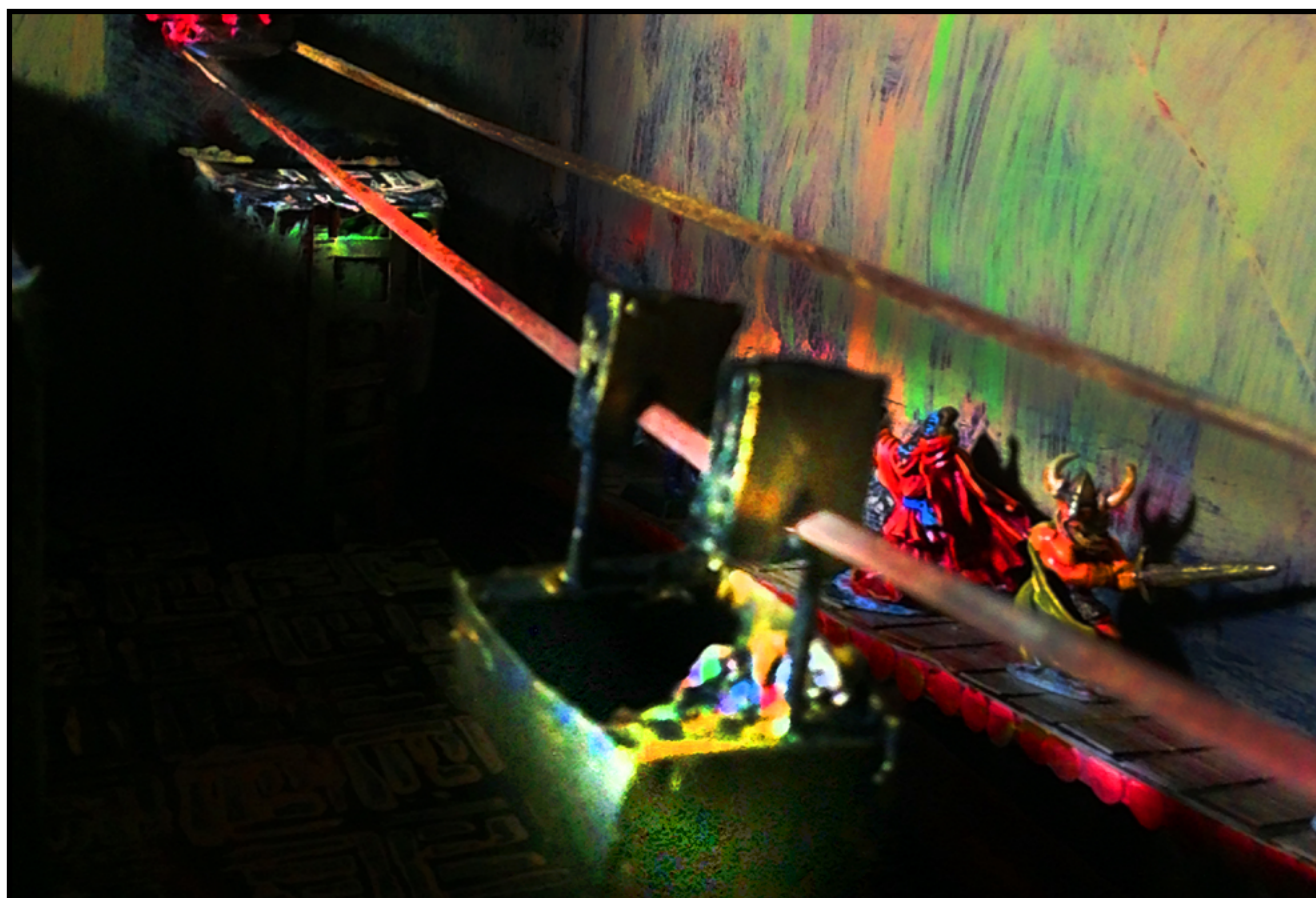
THE LIMRUST MINES

After the Grand Refinery was built Helmar began buying mines close to Stroh Branoach, mines supposedly empty of any useable ore, but Helmar continued to carry this supposedly useless ore back to the refinery, and Iron continued to flow out of its doors.

THE LIMRUST REFINERY COMPLEX

Soon the Limrust Refinery was rivaling that of the Empire. To those keeping a close eye on the Refinery, there seemed to be far more Iron leaving the Refinery than the ore entering it could possibly produce.

Imperial law demanded at the time that one half of all ore or half of the Iron refined from it must be turned over. But



it seemed that the Limrust refinery was turning out more Iron than the remaining ore could produce. Rumors started to speak of Helmar smuggling ore into the refinery without declaring it to the Empire. This angered not only the Empire but other Winterlanders who were following the laws.

TRouble BREWing, PLATINUM SMUGGLING

As the Limrust empire grew, more and more rumors began to spread.

"Helmar is sneaking undeclared ore into the refinery."

"Helmar is a Sorcerer, using his infernal powers to summon creatures to refine his ore with demonic magic."

"Helmar is smuggling platinum and selling it to mysterious buyer in the Autumnlands."

"Helmar has sacrificed his eye and hand to dark gods in return for mysterious powers and dark knowledge."

THE MYSTERIOUS END OF THE LIMRUST FAMILY

One dark and moonless night, the Limrust family empire came crashing down.

None know exactly what occurred. The empire's horses were heard on the streets.

There was a great outcry from the refinery, and then silence.

In the morning the citizens of Stroh Branoch found the refinery destroyed and the family manse empty.

Stranger still the Limrust family tomb was sealed tight.

The empire declared the Limrust family had indeed been smuggling platinum. No evidence was produced, but none was needed. In matters of platinum, the Targ had no power over the Empire.

This grim reminder of the true power of the Empire has kept the people of Stroh-Branoch in check for centuries. Any outcry against the empire is now followed by "Remember Helmar".

FOR THE DEMONLORD THE TRUE STORY OF THE LIMRUST FAMILY

Helmar did indeed have many secrets but none of them were infernal.

Beyond the Notch, in Helmar's home province, there

are many legends that have been lost to the people of Stroh Branoch. Legends of the first men and their time in service to the Gblyns peoples.

Among the legends were some referring to the ancient structures found throughout the Winterlands.

Legend says that these were used for many different things by the Gblyns; storage houses, entrances to underground fortresses, and other things unknown even to the stone-brother peoples.

Some of these legends even describe how to enter them.

Helmar followed these legends to Stroh Branoch and used this knowledge to enter one of these ancient structures.

Unfortunately it was still well defended by traps and only luck kept him from losing more than his eye and his hand.

But Helmar found not only platinum in the structure.

He also found ancient maps to mines of the Gblyns, which he used again on his second trip into the wilderness to found his first and best mine.

But more importantly than platinum and maps, he found an ancient Gblyn refinery. Far more advanced than any used in the Winterlands, it was able to extract twice the amount of Iron from ore.

This knowledge is what he used in his own refinery in Stroh-Branoch and what led to the rumors that Helmar had infernal powers granted by Demons.

It also meant that Helmar was indeed following the laws of the land. He was indeed paying his percentage of ore to the empire but was able to extract more Iron from his ore than any other refiner in the Winterlands and so seemed to be smuggling ore into his refineries.

As for the platinum, the Empire was right about that. Certain parts of Helmar's refinery had indeed come from that ancient structure he found and were necessary to its operation. Unfortunately, they were made of platinum and when they empire found it the Limrust family was doomed.

The empire took the Limrust family and their destroyed equipment and sealed them in their own family tomb. A fitting end, the Empire likely thought.



THE LIMRUST FAMILY TOMB

CRIMES AND THE LAW

05

The Winterlands! A savage lawless place, teeming with bandits, murderers, thieves, and others who prey on the weak.



CRIMES AND THE LAW

There is only one true law of the Winterlands: “Protect your own!”

If a merchant is attacked on the road, they should be strong enough to protect themselves and their merchandise.

If a bandit makes off with their goods, they are free to sell it in the nearest town, and any there will gladly buy it.

However, if the merchant should live, they are well within their rights to hire a gang of thugs to hunt down the thieves and cut them down in the streets.

Of course, if any of the thieves survive, they are again left able to take their revenge on the thugs or the merchant that hired them.

COMMUNITY

In a land such as this it would seem that none may survive much longer than the time it takes to step out their door, but this is hardly true.

In fact, it is quite the opposite. In a world where the most minor slight can be answered with a fight to the death, people are actually quite polite and respectful of each other.

If an entire family of twenty or thirty will rise up to avenge a death, tempers are often controlled.

Beyond the family is also the community. If a band of thieves descends on one merchant of Stroh Branoch the other merchants will do something about it, and quickly. They can’t risk their own goods being stolen in the same way.

If a group of warriors suddenly enters a town bent on killing one of its citizens, their neighbors will come to their defense in the hopes that in the future they will do the same.

FAME AND INFAMY

Although committing evil acts breaks no laws of the Winterlands, murder and theft do have a drawback for those committing them.

For every evil act they commit with witnesses to the act, their infamy grows. As discussed in previous issues infamy will affect how people react to the heroes.

A community will hardly rise to help defend someone with an infamy score of 20 or 30. Someone with an infamy this high may even be attacked on sight by someone who feels that they don’t belong in their community.

A hero with an overall infamy of 50 or higher is likely to be turned away or attacked when trying to enter a community or wayhouse, or when meeting others on the road while travelling.

The core rules already discuss whether or not a hero will be recognized on sight or by any hearing their name.

Following is a list of various nefarious acts with likely consequences in Winterlands society, as well as how much infamy that act would earn. When using these suggested infamy amounts the Demonlord should feel free to adjust the amount according to the deed, with slight transgressions scoring less infamy and greater ones scoring more.

Also to be considered is how many witnesses are present for the event. Killing an innocent merchant alone in a back alley with no witnesses will score no infamy. Killing the high priest of the Wolf Brother in the middle of town during a market will score much more infamy.

PLAY

KILLING

In the world of the Winterlands fighting to protect what's yours is a way of life.

If someone is walking down the street and you have something they want, it's a very real possibility that they will simply try to take it.

They may not kill you but that is always a risk.

If your hero is walking the streets of Stroh Branoch and some thug wishes to take your sack of money you will need to defend yourself. If your hero is walking about wearing armor and carrying weapons then the local townsfolk will likely not get involved. You are actively advertising that you are a fighter that can take care of yourself and they will not wish to get involved.

If you end up fighting that thug and kill them, none of the witnesses will blame the hero and likely no infamy will be awarded to the hero.

They will likely receive no fame either unless the thief was a well known criminal that the people will be quite happy to see dead.

If the hero attacks someone first then the same could be said for the person they are attacking.

The local people may or may not step in to defend the person.

Infamy for killing:

If the hero attacks someone in the bar who is minding their own business but is clearly armed and able to defend themselves, then possibly 1 or no infamy may be awarded.

If the hero attacks and innocent helpless man then it is very likely that they will gain at least 1 infamy.

If the hero attacks an important person, say a Targ or a priest, they may gain up to 5 infamy.

If the hero were to kill a villain or enemy of the people, they would gain fame instead of infamy.

STEALING

In the world of Kartharka, stealing is taking anything which doesn't belong to you no matter how you do it.

If the hero is able to grab some merchandise from a vendors stall without them noticing then no infamy is gained.

If they break into someone's house and take something, and they are not caught, no infamy is gained.

If the item is very specific, like a statue stolen from a church, then it will be difficult to sell without someone finding out who did the crime, but to the general population the hero will have gained no infamy.

Infamy is usually gained by stealing when the thief is either caught or blatantly practice their craft on the roads or streets.

In a world like the Winterlands, bandits on the road are a way of life and rarely do they bother to try to conceal their identities.

If the heroes were to practice this kind of crime then they would gain infamy.

The same goes for mugging someone in the street. Even if no one else sees it the victim will tell all who the perpetrator was.

Infamy for a standard theft would be 1 or 2.

This would be holding someone up for their money or stopping them on the roads and taking their money.

Robbing a particularly rich, famous, or powerful person would award the hero up to 5 infamy.

If the heroes choose only to steal from known murderers or villains then instead of gaining infamy they would gain fame.

LYING

In the Winterlands, where there are no laws as we have a person's word is more important than any contract they could sign.

Without a system of laws and legal practices in place a person's word is the only thing of value.

To knowingly lie or mislead someone can be a highly immoral act, far worse than killing someone in self defense.

Usually the only time this will come into play is when dealing with people in some business manner.

For example, being hired to find some specific treasure, finding it, but then lying to the person who hired them about finding it and keeping it for themselves.

Being caught out in a lie such as this can be very damaging for a hero.

Infamy gained for a lie such as this would be anywhere from 1-5.

1 being a hero lying to their boss, 5 would be lying while in a public forum and then being exposed.

CHEATING

In most respects cheating is the same as lying.

It may be cheating at cards or dice, or in other games of chance. Or it may be selling goods that may seem to be one thing but are actually another.

This would gain the hero an infamy of 1.

CONS

A more elaborate form of cheating.

Again this would earn the hero an infamy of 1.



CONTRACTS

The law of the Winterlands is not written down, is not enforced by a government and is upheld only by the agreement of a community to work together.

In a world like this, where a person's word is their bond and keeping it is serious business, it is important to write down exactly what both parties are agreeing to; what they will each do and what they will each receive.

Once a contract is written and both parties have signed it, it is as binding as law.

Any party may decide to break the contract at any time. No government agency will step in to force them to uphold their end of the contract. But if either party feels that they have been betrayed by breaking the contract they would be within their rights to resort to force to regain what they have lost.

In game terms heroes may write contracts between themselves or between their heroes and others in the Winterlands.

There is no complicated legal jargon in the Winterlands so they should be written in plain language and spell out exactly what is expected from either party.

Breaking a contract will earn the hero 1 to 5 infamy depending on how important the other party in the contract is.

MINING LAW

Mining law is one of the few places where laws, rules, and government intervention actually takes place.

This is mostly due to the involvement of the Empire in these realms, which insists on rules, laws, and enforcement.

Mining Law can be very elaborate in some situations or very simple. Precedents may be drawn on from ancient records held by the Targ going back hundreds of years. Family claims may be brought up dating back generations, as well as the standing in the community of all family members of a mining clan.

Essentially Mining Law boils down to one basic tenet: you own whatever you can hold, if you cannot protect a claim then it is not yours.

MINING CLAIMS

To hold a mine longer than the few days it takes for others to hear about it, it is usually required to make an official claim. This can be done at any town, village, or city that has a Targ representative.

The Miner simply files a claim with the local Targ with a date the claim is made and a map of where the claim is made. Making a claim is easy, keeping it is more difficult.

HOLDING A CLAIM

After the claim is filed the mine officially may only be mined by the owner.

If however the miner leaves to go to town and comes back to find someone else has taken his place he will have to force them out himself.

Other miners close by may help them drive off these claim jumpers, or they may not.

The miner may need to hire men to defend the claim if his family is not large enough to do so themselves.

He may find that it costs more to do this than the mine is worth, in which case he must move on to another place.

This happens often to miners working out in the wild lands of Kartharka away from the established mining areas of the scarp.

In other areas where the ore runs deep and regular the miners respect each other's claims and keep out all other outsiders.

The Targ itself as a body does not have claim to any mines, but individual Targ members may do so if they choose.

Many may ask: "What is the point of bothering to make a claim if anyone may force their way in and begin mining the area?"

The mining law is primarily enforced by other miners, in a collective agreement to not encroach on each other's lands.

Sometimes, after a claim is filed and the paperwork has made its way back to the Targs archives in Stroh Branoach, it will be found that a claim to that area has already been made in the past by another family.

Even though the area may not have been worked for centuries that area still belongs to the original family. In this case it is clear that they could not hold the claim or they would have been there already, but in the interest of fairness the new claimant will be allowed to purchase the area from the original family. Usually 10% of the ore for the first year is common.

If the family is no longer held to be in good standing, (for example they have infringed on others claims, or have failed to work their claims for a long enough period of time) they may not be judged to be entitled to this or any other payment.

Or more searching may find that an even older claim by a family that is in good standing still applies and the payment may go to them.

With the value of the ores of the Winterlands, things could quickly devolve into outright war in a very short period of time if the Targ were not entrusted with maintaining this elaborate mining law.

In all cases where the claim is contested all will choose to enforce the wishes of the Targ, for if they do not the Empire itself will step in to take control of Mining Law, and no one in the Winterlands wishes to see what would happen if that were the case.



SHERIFFS

The Sheriff: judge, jury, and executioner. Walking the Winterlands, he dispenses justice to all. His jurisdiction spreads as far as those who respect his authority. His power is as great as those in his jurisdiction will allow.

The role of the sheriff in the Winterlands is hard to define, but known and understood by all.

If someone kills someone in your family you have the right to rally your family and attack their family, who in turn have the right to rally together and attack your family, until none are left living.

In the old times this was a common thing in the Winterlands.

Being a pragmatic people the Winterlanders created sheriffs to solve this problem.

If someone kills someone in your family and you either do not want to risk retribution or cannot get revenge yourself, you take your case to the Sheriff.

The Sheriff officially has no family, no ties to anyone.

They will investigate the situation, and determine if the person killed was indeed blameless. They will then exact the family's vengeance themselves. Hunting down the transgressor and meting out justice. They will not take revenge on the rest of their family and will also, in turn, not be open to the vengeance of the other family.

This is not to say that they will not try to take their vengeance on the sheriff anyway, but it will not be considered "lawful" and doing so would remove the family from being of "good standing".

The sheriffs will often work with a group of others who help them in serving their duties. Acting on a sheriff's behalf in this way allows these people the same freedom of action as the Sheriff.

SHERIFF'S DUTIES

Any citizen of good standing may request justice from a Sheriff. They present their situation to the sheriff and the sheriff's duty is to:

Investigate whether the claim is true,

Decide if the injustice is great enough for punishment

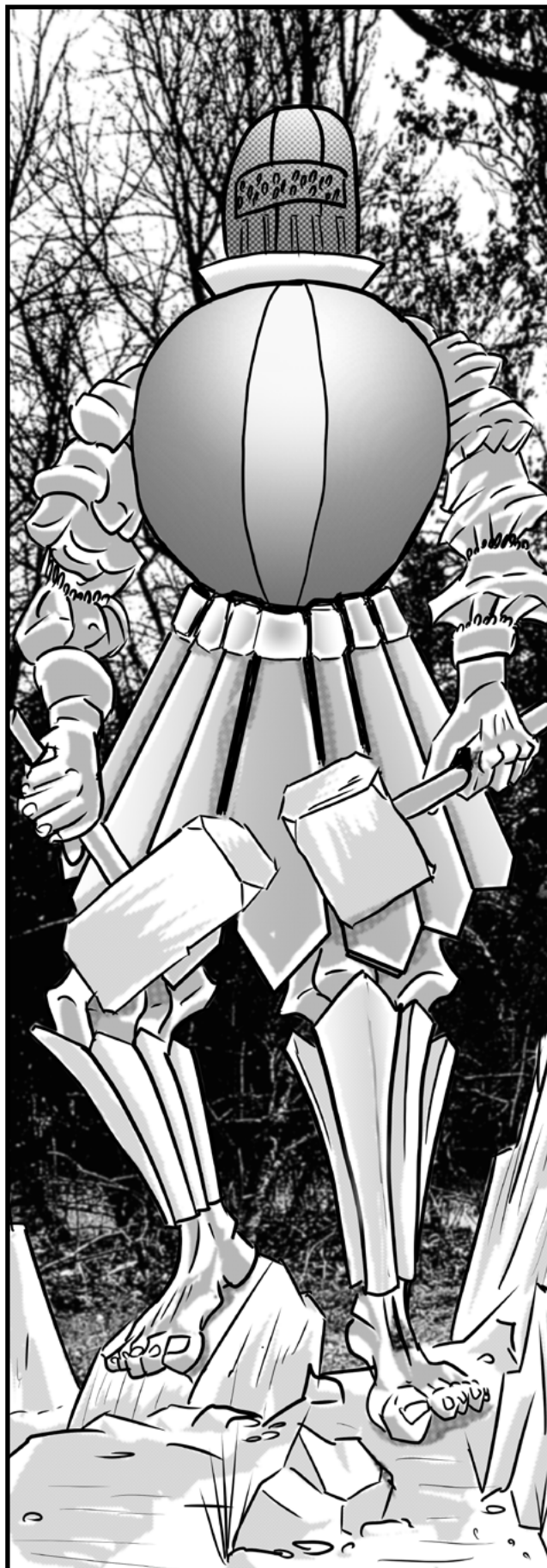
Deal out punishment when necessary. This may involve reclaiming lost goods, or killing the transgressor.

SHERIFF'S POWERS

No one is allowed to attack a sheriff. This does not mean much at the time, as there are none to take revenge if a sheriff is killed. But it does mean that anyone killing a sheriff is no longer considered a citizen of good standing, which can greatly hamper their dealings in the Winterlands, especially in regards to mining claims.

Sheriffs may hire people to work with them if needed.

They will hire them for 1 gold coin a day to fight for them, smaller amounts for information. The actual payment is made from the local Wayhouse the Sheriff is assigned to, and they are reimbursed by the Targ.



THE SHERIFFS UNIFORM IS A WHITE VERTICAL STRIPE ON THEIR ARMOUR OR CLOTHES

SHERIFF'S JURISDICTION

Each sheriff is based in a wayhouse. It may be on the roads or in a village or town.

Technically their jurisdiction extends until halfway between their wayhouse and the next one but Sheriffs rarely get upset if another Sheriff comes on to their territory. Indeed they are glad, as it's another problem they don't have to deal with.

The Sheriff's true jurisdiction extends as far as the villagers who respect his authority. If a Sheriff enters another town he may find it hard convincing the locals that one of their neighbors is a criminal if they do not know and respect the Sheriff personally. This usually means that the visiting Sheriff will have to call on the local Sheriff to get anything done.

BECOMING A SHERIFF

The office of Sheriff is an elected one. Once a year everyone who wishes to gather in their local wayhouse and votes whether to keep their Sheriff in office or to elect a new one.

If a new one is desired then one is elected on the spot.

A Sheriff must be a citizen in good standing and, in theory, their judgment must be respected and trusted by those voting for them.

SHERIFFS PRIVILEGES

A Sheriff may hire people when acting on their duties.

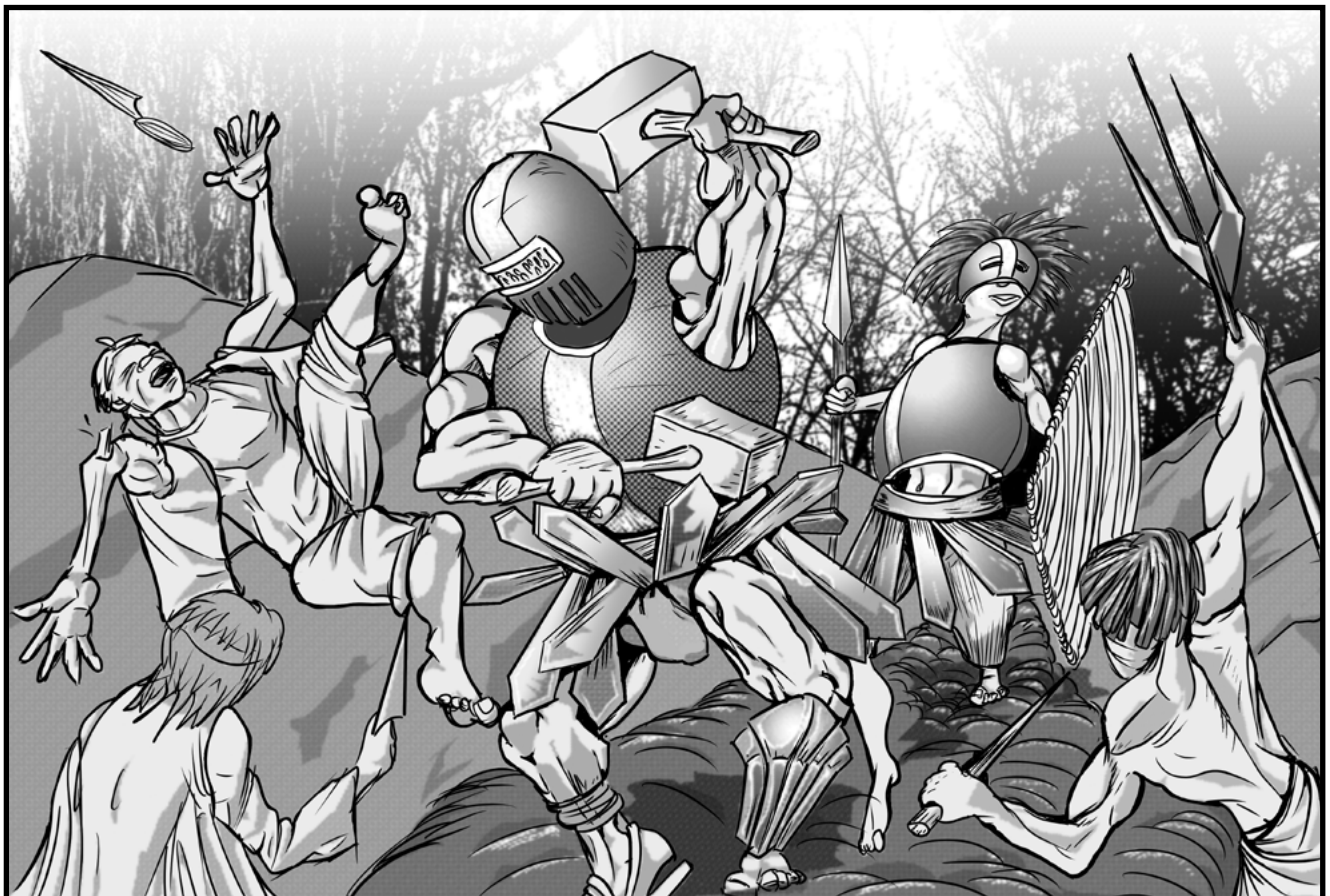
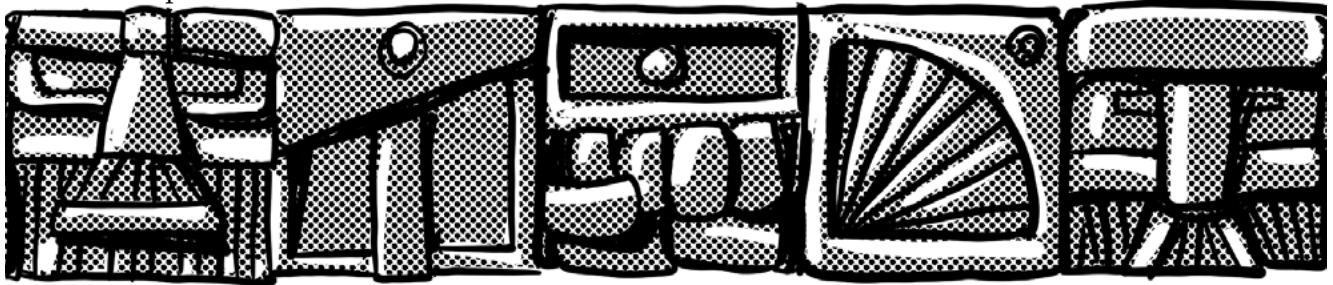
Sheriffs may request equipment, weapons, armor, or Takkets from his people to fulfill his duties. His request may be denied if they choose but he is allowed to ask.

It is customary to pay a Sheriff a gold coin when requesting them to mete out justice, but it is not required.

Another gift may be given once justice is served, but again this is not required.

Whenever a Sheriff confiscates stolen materials or money it is customary to give the Sheriff 10 percent of the recovered items but is not required.

The Sheriff may confiscate the goods of anyone he kills when meting out his justice if the wrong-doer has no family to claim it.



THE TARG & POLITICS



The Targ dates back to the dawn of the Winterlands. These groups of loosely connected ruling bodies once were the rulers of the Winterlands. A tribal council of elders, each settlement, village, and City had its own Targ. The Targ controlled all things, religious observances, the laws of the settlement and every aspect of the villager's lives.

As time passed, and with the coming of the Empire, they remain mostly an administrative group.

The Targ controls and enforces the Empire's tax on ore, as well as the shipments of food and supplies which the Empire provides.

Though they often bow to the advice of the Winterlands miners Guild in these affairs, they are still the final arbiters of all disputes of Mining Law.

They also act in any matter which involves the Empire.

The Targ mainly maintains the peace of the Winterlands, keeping Empire interference to a minimum in return for administering to the Empire's needs in the Winterlands.

The Targ are still a respected group and any grievance may still be taken before them, even ones with Sheriffs or other officers of the Targ or even the Empire.

TARG OFFICES

Each city, village, or settlement has its own Targ, although the size varies. Some may consist of only one official, while large cities like Stroh Branoch can have from 10 to 20 officials standing at any given time.

The term "Targ" can refer to the collective government of the entire Winterlands, the group of officials in any one

settlement, or any single official. They are all considered one and the same, though most operate completely independent of one another.

The office of Targ is technically an elected position, but usually it is passed down from father to son with a ceremonial election to signify the transfer.

It is rare for a Targ to be forced out of office but it is possible and does happen from time to time.

Each settlement's Targ has one leader, and a group of officials underneath them. In theory they are all equal but the final word lies with the head Targ.

While they are all considered to have equal power in theory, in practice they will have varying amounts of power depending on their standing in the settlement, their money, or their family's history. Sometimes even the head Targs are less respected than those that sit below them.

The greatest and most respected Targ of all the Winterlands is the Targ of Stroh Branoch. It can be considered the closest thing to a central government of the Winterlands. Its members are the richest, most powerful, and longest standing of all the Targ.

TARG DUTIES

The duties of the Targ are to maintain the peace and well being of all the people in the Winterlands.

Most often this means settling disputes between people.

Each Targ also has the right to keep its own army, though this is rarely taken advantage of. Usually an army is raised only when an immediate threat rises, such as a large bandit

army or other invaders.

Finally the Targ acts on the Empire's behalf. If the Targ did not enforce the Empire's will then the Empire would gladly step in to do so. It is not known who would win a war if the Empire were to finally invade and take direct control of the Winterlands, but it is certain that the bloodshed would be great.

So, if everyone must pay a tithe of all ore mined, they would rather pay it to their own Targ than to a foreign emperor even if most of it is then passed on to the Empire.

TARG'S POWERS

Technically a Targ's power is limitless.

They control the flow of food and Iron, though if they were to take more than their usual cut the Empire would find out soon enough and food would stop, or worse war would begin.

Each Targ may maintain personal guards and agents.

A Targ's agent may act on their orders and are allowed to do as they please.

If a Targ were to push their powers too much, they would either be thrown out of the Targ by an angry populace, or would disappear one night never to be seen again.

Each Targ is given a large residence with their position. An example residence can be found in this issue: Selwyn's house in the Sorceress adventure.

BECOMING A TARG

Once a year, elections are held for the Targ positions. This is primarily ceremonial but in theory a hero could present themselves at the ceremony, forcing a vote.

The hero must be a citizen of good standing and have the commendation of at least one other Targ member.

CITIZEN OF GOOD STANDING

Being a citizen of good standing is mentioned several times in this issue and in other places in the core rules.

But what does it mean to be a citizen of good standing?

It is a rather nebulous idea but there are some sure ways to become such a citizen.

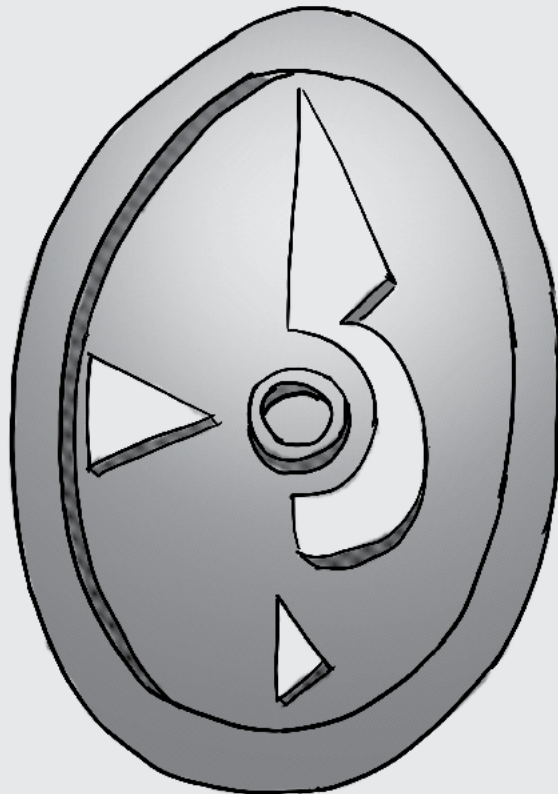
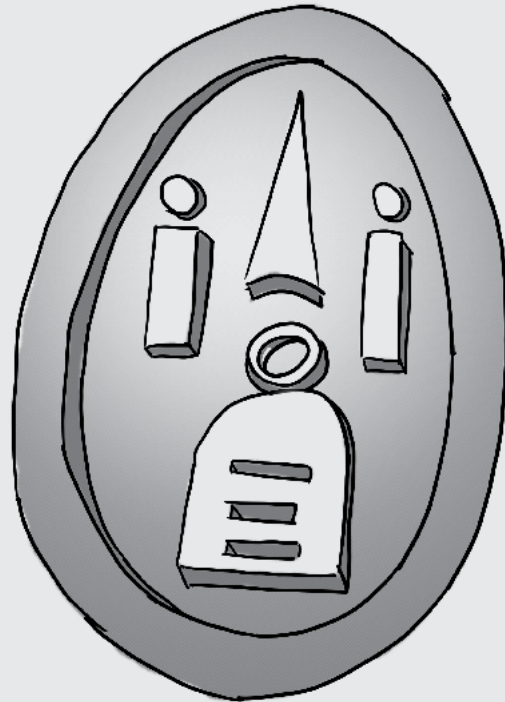
The hero's fame must be higher than his/her infamy to even be considered a citizen.

They must have performed some act of charity or daring on behalf of the settlement. This may be something as simple as donating 20 gold coins to the local church. They may also work at the local hospitals, have been called upon to work by the local sheriff, or done some other deed for the good of the settlement in public view.

They must also own a home in the settlement to be considered a citizen of good standing.

Renting a room at the local wayhouse or living in a hand built shack does not apply as owning a home.

It is the final decision of the Demonlord as to whether a hero would be considered a citizen of good standing or not.



POTIONCRAFTING



The veteran skill Potioncraft is not discussed in very much detail in the Veteran issue. It, along with other Veteran skills, was just too complicated to cover in the few paragraphs available. Here I will cover all the things which can be done with the Potioncraft skill in full.

In the following sections a few different options will be given for each type of potion and for varying levels of skill.

THE POTIONCRAFT SKILL

Various potions may be made by someone with the Potioncraft skill.

Better and more powerful potions can be made with higher ranks in Potioncraft. Using Potioncraft at a higher rank requires more expensive and elaborate ingredients and equipment than weaker potions.

LEARNING THE POTIONCRAFT SKILL

The first rank of Potioncraft may be learned fairly easily, usually by paying another potion crafter to teach them the skill. The first rank can be learned within a month and using 30 gold coins worth of materials, and spending the correct amount of Veteran points.

Learning additional ranks of Potioncraft is not so easy.

The easiest way to learn the second rank of Potioncraft is if the hero is already a member of the Sages Tower. There will be many people with at least the second rank of Potioncraft in most Sages Towers, as well as the required equipment for using it. It would cost an additional 60 gold coins for the materials required to learn these skills.

If this is not an option then the heroes will need to seek

out someone else to teach them. It is possible to find someone in a large city (like Stroh-Branoch) at the Demonlord's discretion.

Otherwise the hero will have to go on an extensive quest to track down either someone to teach them or to find a book with this information. I would suggest not making it too hard to learn the second rank. They will also have to spend the required Veteran points.

To learn the third rank is quite difficult.

Information on how to craft potions of the third rank have been for the most part lost to the sages and historians of the Winterlands.

The heroes may need to either find a long lost treasure trove of information, translate an ancient text, or find a teacher from somewhere else who would have the knowledge. For example, scholars from the Summerlands are rumored to be the best potion crafters in all of Kartharka, with secrets passed down from the beginning of history.

They must also spend the required amount of Veteran points.

If the Demonlord wishes, the heroes may find information or recipes on how to make specific third rank potions without necessarily attaining the third rank of Potioncraft.

This would be if a certain potion is required to complete an important quest or mission.

EQUIPMENT REQUIRED

The tools of the potion crafter are many and varied.

Usually a skill is learned from a teacher and it is assumed that during that training process the hero is allowed to use the teachers equipment while providing their own ingredients.

After their training and while adventuring they will need their own equipment.

The equipment required for first rank of Potioncraft can be bought for 10 gold coins. They can be kept at the hero's demesne or carried in a large wooden box on their drag sled as one large item.

The equipment for second rank potion crafting is an additional 20 gold coins.

This equipment can be kept at the hero's demesne. Traveling with this fragile equipment is difficult but it can be packed in boxes equaling 5 large items. It will take a day to set up and properly adjust the equipment before using.

Third rank Potioncraft requires an additional 30 gold coins of equipment. This equipment is mostly large and immobile and can only be set up in the characters demesne.

Heroes are also able to use other people's equipment if they are allowed.

POTIONS AVAILABLE TO HEROES IN THE WINTERLANDS

The following potions can be found in most of the Winterlands with enough searching. This also implies that rec-

ipes for these potions are known to potion crafters in the Winterlands and that these recipes can be learned by the heroes.

Learning the first rank of Potioncraft allows a hero to know the recipes for the first rank of each of the following potions.

Additional ranks in Potioncraft give the heroes the necessary skills required to craft higher ranked potions but they must still learn the recipes before actually creating any of them.

ACIDS

Rank 1: The heroes may make weak acids, useful for polishing metals or cleaning. The acid would be quite poisonous if drunk, causing 1d6 of damage but the smell and taste would likely keep anyone from drinking it.

This type of acid would be too weak to cause any injury while handling it beyond mild discomfort if it were not washed off.

Rank 2: These acids would be strong enough to eat through small amounts of metal, wood, flesh or bone, if given enough time. Possibly useful for weakening bars in a window, destroying a lock, or, in large amounts could be used for destroying things if given enough time and enough liquid.

This type of acid would likely burn skin fairly quickly if it were not wiped off within a couple of minutes, but would not be strong enough to cause more damage than being splashed with a small amount of boiling water.

If it were thrown directly in the eyes there is a very good chance that the person or creature would be permanently blinded. This would be an attack roll but with a -5 to the throwers attack roll.

Rank 3: At the third rank the hero can make truly dangerous acids. Throwing acid of this strength at an enemy would be extremely harmful. The attack roll would be a standard attack roll with a hit causing 2d6 of damage ignoring armor. A miss causes zero damage.

This acid could also be used to burn through materials like metal and wood like the weaker version but would be much more effective. Multiple potions and applications need to be made to burn through enough of a door to make it useless or to damage a gate or portcullis enough to move through. The difference between this and the weaker acid is that it works much more quickly, a period of minutes instead of hours.

OILS

Oils may seem to be less interesting to heroes than acids but they definitely have their uses.

Rank 1: Rank 1 oil would be slippery and useful for lubricating surfaces, waterproofing leather, cloth, or metal. A weak oil like this would not be useful for burning in a lantern or when applied to a torch.

A container of oil will have enough liquid to make one square on the Demonboard "slippery". It will not be enough to make someone fall as soon as they step on it but they will have a -1 applied to all their combat rolls as they try to keep their footing.

Rank 2: At rank 2 the hero can craft an oil that can be burned in a lamp or applied to a torch. They will not ignite quickly or energetically enough to throw onto an enemy and light.

Rank 3: At rank 3 the potion crafter can make an oil that will ignite and burn when touched with a flame. This would not be considered Greek Fire but more like a strong lantern fuel. If thrown at an enemy and then ignited with a torch or lantern it will burst into flame causing 1d6 damage ignoring armor.

The next turn roll 1d6. On a 1-3 the flame goes out, on a 4-6 it continues to burn for another round causing another 1d6 damage.

If anything in the area is flammable it has a chance of bursting into flame itself on a roll of 1 or 2 on a d6.

LIGHTS

At rank 1 the potion crafter can create a powder that ignites with a spark or flame into a bright flash of light. Not incredibly useful but it is showy and may be helpful against enemies who dislike light.

At rank 2 the potion crafter may make a self igniting flash powder. When thrown at the ground it makes the same flash of light.

The Potion crafter may also make a potion which glows with an eerie colored light (green, yellow, or red) when 2 liquids are mixed in a container.

Rank 3: The potion crafter can make a powder that explodes into a blinding light when thrown to the ground.

Any not warned ahead of time may be blinded on a roll of 1 or 2 on a d6 for one turn.

SMOKE

The potion crafter is able to make potions that produce smoke, which can be useful not only in making a spooky ambiance but also for blocking an enemy's view of them while they make a hasty retreat.

Rank 1: A potion that will smoke when thrown to the ground for a few seconds. It will fill one square on the Demonboard with smoke for one round. Attacking through, from, or onto the square is a -3 to all attack rolls for 1 round.

Rank 2: Same as above but the smoke will spread to each adjacent square from the point of impact.

Rank 3: The potion creates an impossible to see through wall. The smoke spreads to each adjacent square, lasts for 1d6 rounds and is a -5 to all attack rolls through or on the square.

FIRE

One of the more useful potions is the fire potion. At higher ranks this can be one of the most powerful weapons in the Winterlands.

Rank 1: When thrown to the ground this potion will ignite into a brief burst of hot flame. It will be too short lived to cause much damage itself, 1 point only ignoring armor. However it will ignite anything flammable on a roll of 1-5 on a 1d6. If the flammable item is a campfire or torch or other well made pile of flammables it will continue to burn. Otherwise it will go out on a roll of 1-3 on a d6. Other flammable materials nearby will ignite on a roll of 1 or 2 on a d6.

Rank 2: Fire bomb. This potion will act in the same way

but will explode on contact causing 1d6 damage when first thrown and another 1d6 of damage if the target continues to burn.

Rank 3: Explosion! This works in exactly the same way as Fire Bomb but the initial explosion will extend to each square bordering the target area.

POISONS

In the Winterlands, poisons are very rare. In a world where you can simply kill whoever displeases you in a fair fight, or pay someone else to do it, poison is rarely needed.

But it does have its uses. Some poisons are used to kill nuisance creatures like Vulpins or wolves. Others are used to put creatures to sleep to make them easier to catch, like Takkets.

Rank 1: Weak poison. This can be mixed with a food or drink and will cause the affected person horrible cramps and pain.

After d6 hours of this the affected person will die on a roll of 6 on a d6. Unfortunately if a person suspects that they have been poisoned they can induce vomiting, negating the effects of the poison. This makes it generally only useful on animals and even then only ones that are man sized or smaller.

Sleeping: This poison will take affect 1d6 rounds after ingesting the poison, causing the person or creature to sleep for 1d6 hours. The sleep will be quite heavy but they can be roused by slapping them awake though they will still be groggy for the same amount of time causing a -2 on all rolls.

Rank 2: The potion crafter is able to make a potion which explodes into a poisonous gas cloud. It will fill one square on the Demonboard causing any creature in the square to take 1d6 of damage ignoring armor. The cloud will remain for 1 full turn. On the next turn roll a d6: on a 1-4 it disappears. On a 5 it stays in the same place. On a 6 it remains on the board but moves. Pick a direction on the demon board as "up" and consult the chart below for movement.

Rank 3: The potion crafter can create a poison which can be applied to a blade. Once applied, the poison will last only until the end of the current Demonboard scenario. Once a creature is hit with the poisoned blade it will cause great pain. Damage is caused as normal for the weapon but will add 2 damage for the poison. The affected enemy will also have a -4 to all rolls due to the pain of the poison moving through their bloodstream. The affect will last until the next day when they will need to roll a death roll exactly as if they were in combat.

Once the poisoned blade makes contact with an enemy and has affected it, it is considered to be used up.

COSTS TO CREATE POTIONS OR BUY POTIONS

For a hero to create potions they need the potion craft skill rank, equipment and ingredients to make the potion.

For potions of second and third rank they will also need the recipe for creating it.

We have already discussed the costs for training and equipment.

Recipes usually cannot be bought outright but can be traded with other potion crafters, found in ancient books, or

bartered for in other ways.

The Ingredients needed to create a potion depends on the potions rank.

To create a rank 1 potion a hero needs ingredients that would cost 1 gold coin to purchase. Or they could forage for the ingredients themselves in one week's time to find enough to create 2 potions.

Rank 2 potions require 5 gold coins in ingredients or 2 weeks of foraging for 1 potions worth.

Rank 3 requires 10 gold coins worth of ingredients or 4 weeks of foraging for enough to make 1 potion.

Potions can also be bought.

Rank 1 potions cost 2 gold coins.

Rank 2 costs 10 gold coins.

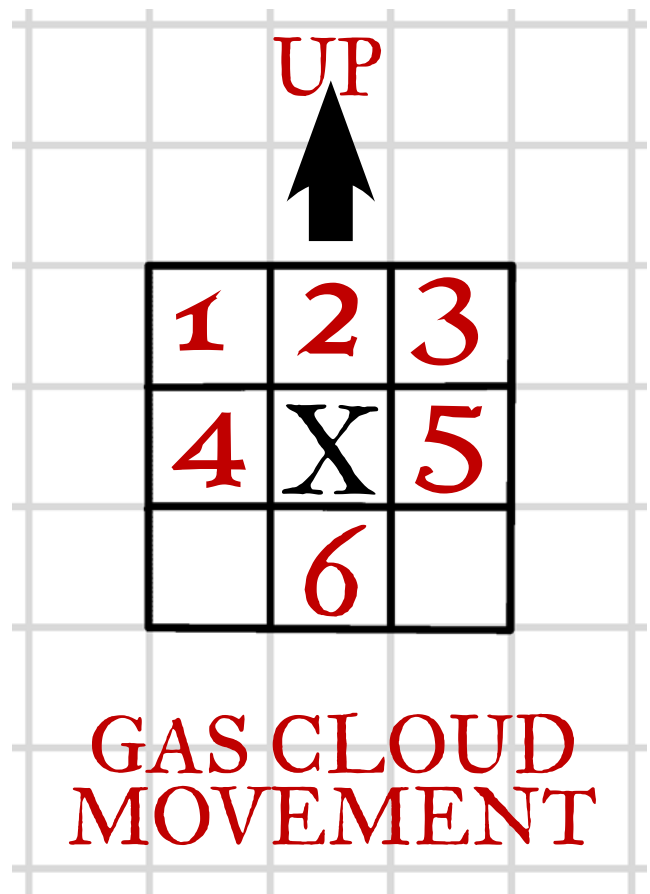
Rank 3 potions cost 30 gold coins.

Rank 1 potions can be bought in all large towns and most smaller villages.

Rank 2 potions can only be bought in larger towns like Stroh Branoch.

Rank 3 potions can only be bought from very highly skilled potion crafters who often already work for someone else.

They may be found also in larger sages guilds or perhaps even in strange and out of the way places if they are sought for long enough. This is up to the discretion of the Demonlord.



THROWING POTIONS IS THE SAME AS ALL OTHER THROWN WEAPONS AND MAY BE THROWN UP TO 3 SQUARES AWAY.

SNEAKS AND THIEVES: ROGUISH ACTIVITIES IN LOSS



Sneaking, slipping past guards, staying hidden in shadows, these things can all occur in a game where the heroes are thinking of more than just attacking everything head on.

But allowing Sota rolls for all of these things leaves too much up to chance. The heroes could sneak into a fortress with one roll, sneak past the guards with another, sneak up on the main target with another roll and slit their throat. End of Scenario.

But this sort of activity should definitely be allowed in the game. The heroes must be given the option of using these kinds of strategies. Unfortunately, in the realm of the Demonboard these kinds of actions are extremely limited.

When enemies appear on the board they already know the heroes are there and this highly limits the ability of the heroes to use any sort of strategy that involves sneaking.

The following are guidelines to add this level of play to your games of LoSS.

They will be extremely useful to the heroes and Demonlord, especially in the story included with this issue, The Sorceress of Zhaan.

The Quickness stat modifier is applied to all Stealth rolls.

STEALTH MODE

INITIATING STEALTH

In the game of LoSS, for the heroes to accomplish anything involving “Stealth” they must first choose to “Initiate Stealth” while no enemies can see them.

This may be while they are in “adventure mode” in a

Lair, or before setting off to begin a Lair.

Most Lairs will have a period of role-playing before entering to allow the heroes to prepare for the Lair.

They can choose to enter any Lair in “Stealth mode” by making the usual stealth roll.

When initiating “stealth” the Demonlord rolls a Difficult Sota for every hero in the group, modifying the dice roll by any modifiers for quickness.

This roll is made in secret, where the players cannot see.

If all the rolls are successful, then the heroes are considered to be in “Stealth Mode”.

If any of the stealth rolls fail then the heroes are not in “Stealth Mode”, though the heroes will not know whether they were successful or not until they encounter a group of enemies.

STEALTH MODE AND HENCHMEN

Since henchman cannot perform Sota they cannot enter stealth mode.

STEALTH MODE

When in stealth mode, any room that the heroes enter will still have their enemies placed in them, but they will not know the heroes are there. Perhaps they are speaking to each other, perhaps they are lost in their own thoughts or perhaps they are doing something which is taking up their attention.

When placing these enemies on the board they are placed facing away from the heroes to show that the heroes are still in Stealth mode.

When in stealth mode heroes may attempt to: move unseen through shadows, assassinate, steal or pick a pocket.

A hero may attempt a missile attack at any time while in stealth mode, at a +6 to their attack roll. This will cause them to immediately leave stealth mode.

While in stealth mode the Demonlord may not move any of the enemies on the Demonboard unless they are marked as “patrolling” an area in the scenario description.

Usually a patrol is listed as the enemy moving between two points of the Demonboard back and forth. The Demonlord must move the enemy on this path the full movement rate of the enemy until the heroes leave stealth mode.

ENDING STEALTH MODE

Whenever a hero must open a door to enter a new area they must make a new stealth check, as a difficult Sota roll. This one is not made in secret as the heroes will know immediately if they have failed as they will be attacked immediately or if they were never in stealth in the first place due to a failed roll when initiating stealth.

Only the hero opening the door need make a stealth roll.

If the group of heroes is moving from one area to another without having to open a door they are considered to still be in stealth mode.

If a hero attempts an Assassination or stealing they must make another stealth check to see if they leave stealth mode even if they are successful. If they fail at any of these activities they automatically leave stealth mode.

MOVING UNSEEN

The hero does not need to make a roll to maintain stealth mode when moving through a room or area with no enemies in it.

If they attempt to move past an enemy then they must make a “move unseen” roll to not be noticed; a difficult Sota check.

There are some limitations to moving unseen.

The hero may not enter the “detection” zone of any enemy. This is the area of squares bordering the enemy.

MOVING UNSEEN INDOORS

If the lighting in an area is considered to be “dimly lit” then the heroes get a +2 to the move unseen roll. If the area is not lit at all and the enemy can’t see in the dark then the roll is a +4.

MOVING UNSEEN OUTDOORS

During the day the area is considered “well lit” and no modifier applies.

During the night the area can be considered dimly lit.

ASSASSINATION

Assassination can be considered the killing of an enemy with a single attack.

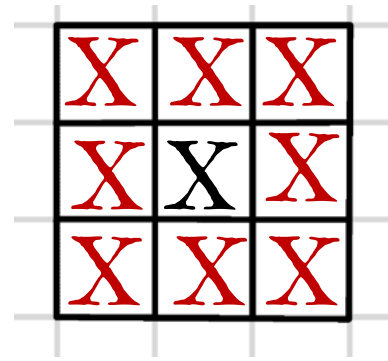
In terms of rules, the assassination will lower the enemy to 0 endurance and cause them to make an immediate death roll.

If the enemy dies then the assassination would be considered successful and the hero remains in Stealth mode.

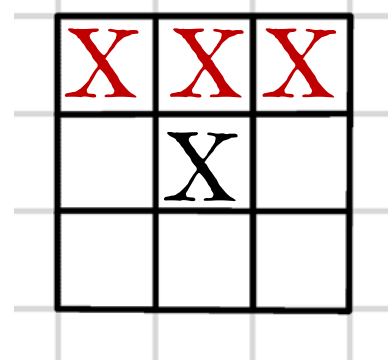
If the enemy does not die then their endurance is still 0, due to the assassination attack, but the hero has left stealth mode.

To attempt an assassination the hero must enter the detection zone of the enemy. A missile attack would be too

Detection Zone



Rear Zone



clumsy to guarantee a kill.

The hero must make a stealth roll to enter the detection zone of an enemy, and they may only do so from the rear squares of the detection zone.

If they fail the stealth roll then they leave Stealth mode and play continues as normal.

If the target is sleeping then the hero may make the assassination attempt from any square instead of only from the rear squares.

STEALING

If a hero is in a room with no enemies in it, and they wish to pick something up and take it then they can.

There is no roll required to pick the object up and put it in their bag. There are no rules required for this.

Stealing in games terms is: taking an object while the owner is present, awake, and aware, without the owner knowing about it.

STEALING ON THE DEMONBOARD

If a hero is in stealth mode, and there are enemies in the room, and the hero wishes to take something, they must be on a square bordering the object which does not lie in an enemy’s detection zone.

They may then make a difficult stealth roll to pick up the object with no one noticing.

STEALING IN A PUBLIC PLACE OR WHILE IN ADVENTURE MODE

When in a public place, such as a church, open air market, or a store, the hero may steal as well.

They must first enter stealth mode by making the usual

difficult Sota roll with the Quickness modifier if not already in stealth mode.

They must be bordering the object while not in the object's owner's detection zone.

They may then make a Stealth roll to steal the object with no one noticing.

PICKING POCKETS

If a hero wishes to pick someone's pocket, they first roll a difficult stealth roll to enter stealth mode (if not already in it).

They then roll a d6 adding their quickness modifier to try to pick the person's pocket, but the target also rolls a d6 plus their quickness modifier.

If the hero's roll is higher then they are successful and are able to take the item.

If the target's roll is higher than they notice the hero attempting to pick their pocket and the hero is stopped before they are able to take the item.

LOCKS

Small or average sized locks are not meant to keep people out of a box or room.

They are meant to prevent people from opening the box or entering the room without the owner's knowledge.

If you want to open a box with a lock, the easiest way to do so is break the box. The same goes for a locked door.

Putting a lock on a sturdy wooden door actually makes it easier to get into.

Remember that the locks of Kartharka are fairly simple devices made of small pieces of bronze or iron.

BREAKING LOCKS

An average lock requires an Average difficulty Sota roll. Modifiers for Body may be added to the roll.

PICKING LOCKS

To "pick" a lock (to unlock it without damaging it) requires the new Veteran skill, "Lock picking".

To pick a lock with the skill make an Impossible Sota check, adding bonuses for the skill and for Quickness.

NEW VETERAN SKILL: LOCK PICKING

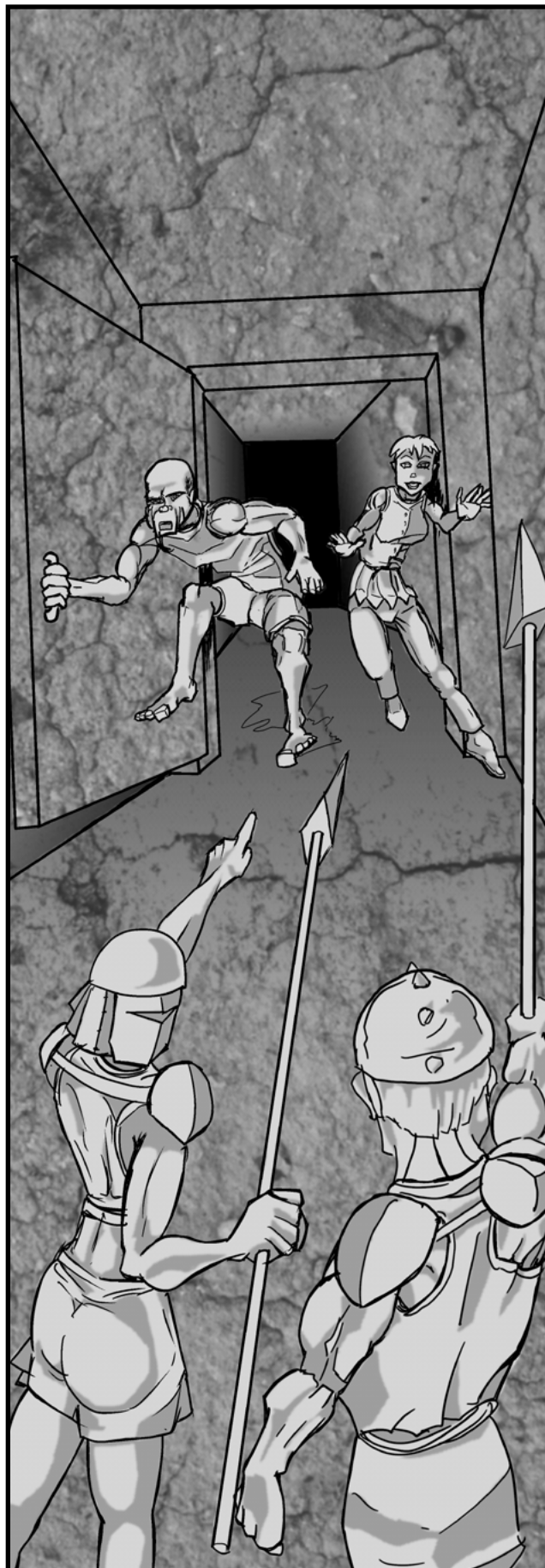
QUICKNESS

-Lock Picking: The hero may pick locks, unlocking them without damaging them.

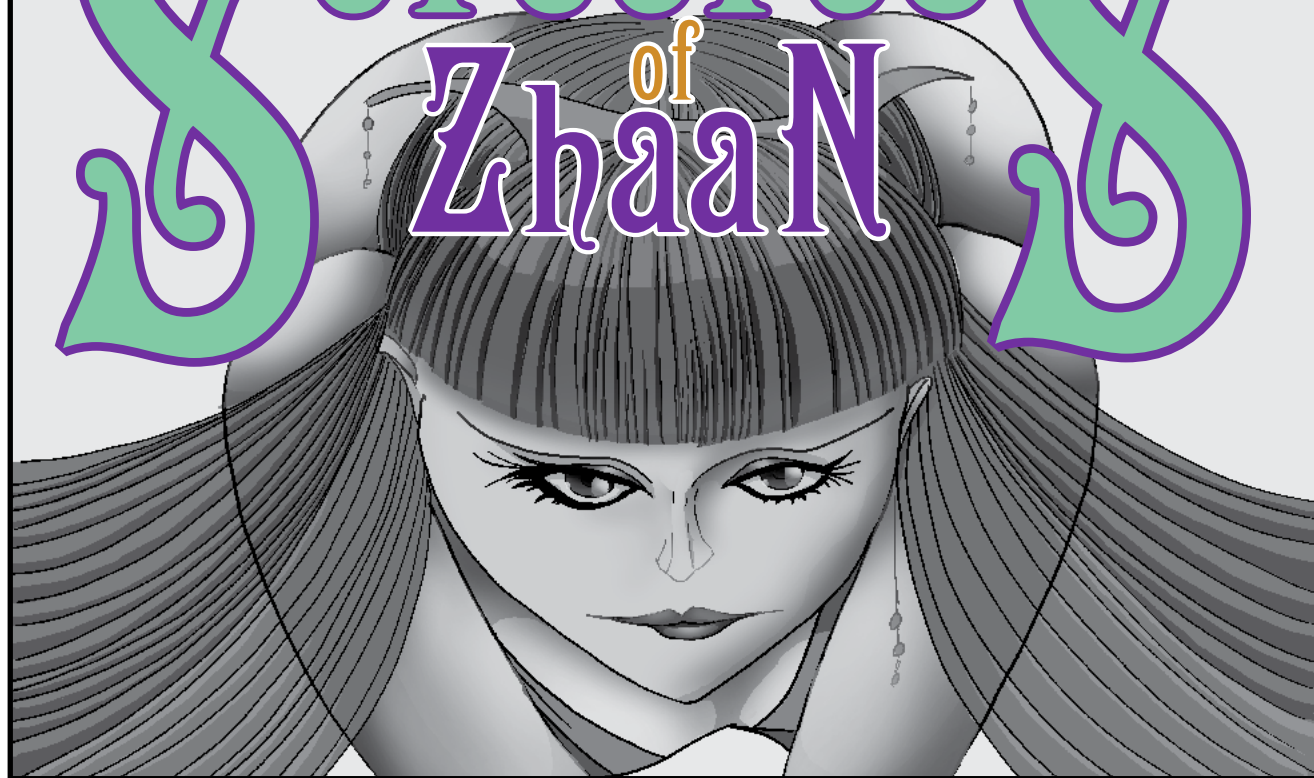
No special equipment or teachers required to learn.

Lockpicks required to use skill.

Lock picks can be bought for 1 gold coin.



Sorceress of Zhaan



There is word on the wind.

There is a sorceress in Kartbarka. She can work miracles, heal the sick, foresee the future, or strike down your enemies. She can do anything, for a price.

Coming from far Zbaan in the Autumnlands, her history is unknown before coming to the Winterlands.

Surrounded by her band of fiercely loyal followers she is travelling the Winterlands, working her magic, moving ever closer to the heart of the Winterlands, Stroh Branoch.

In public, the story is always the same, the Sorceress is a hero of the people. She works her magic for all, the poor, the sick, or those who cannot convince the Targ or the Sheriffs to help them with their problems.

She is especially loved by those who feel the Targ is a corrupt organization, paid by the Empire to keep the Winterlands under their heel.

But there are other stories as well. Whispered in secret.

Whole families, killed in the night, hot springs drying up, Takket herds sickening and dying, Targs struck down in their beds by mysterious forces.

Stories that mean even the Targ dare not stand against her.

All the stories end the same. The Sorceress is allowed to leave, to move on to the next town to work her magics.

Will our heroes find out the truth? Will they join the Sorceress and help her to fight the Empire, or will they fight an evil sorceress bent on control of the Winterlands?

Let the adventure begin!

ADVENTURE FORMAT

A note for Demonlords: you will find that the usual adventure templates have been changed to fit in the new format of the book (a full size printed book). I would still suggest using the templates provided in issue 5: Lairs! for hand writing all your own Lairs. Unfortunately, for publishing, they waste a lot of space.

You should be able to find everything you need just as easily as with the other Templates.



PLAY

STORY BACKGROUND

19

THE SORCERESS OF ZHAAN STORY BACKGROUND

STORY

The Sorceress of Zhaan

LOCATION

Stroh Branoch

HIGHEST ENCOUNTER RANK

43

HOOK

One of the Targ of Stroh Branoch is being black-mailed by the Sorceress.

His name is Selwyn.

He will hire the heroes to stop her. He will approach them in their home or an inn and make them an offer of 100 gold coins to "take care" of the sorceress.

He will also owe the heroes a favor.

He will not want to discuss why he wishes this to be done but if pressed then he will admit that he is being blackmailed by her.

He will suggest that the best time to deal with her will be when she is staying with him at his mansion in the next few days.

If they take the job he will refuse to see them while the sorceress still lives. He will not help them in any way, even in his own home, to avoid suspicion.

WANDER IN

The Sorceress has arrived in town. She can work Miracles! They have all heard the stories.

(This should be enough to interest them)

READ ALOUD TEXT FOR THE HEROES

The Sorceress of Zhaan! Legends of the Sorceress are everywhere.

She has been travelling across the Winterlands, working Miracles.

Healing, predicting the future.

She can strike down your enemies or speak to the dead, all for a price. She travels with a band of followers, fiercely loyal and unstoppable fighters all.

None may see the Sorceress without first going through them.

STORY BACKGROUND FOR DEMONLORD

The Sorceress's real name is Sarina, though few know it or use it.

She is a fraud.

THE ORIGINS OF THE SORCERESS

She was born and raised in Bintz, she fell in with a group of outlaws.

She and one of the outlaws, Kroda, betrayed the group and killed them.

Stashing their loot, they were hired on to an Autumnlands caravan as common mercenary guards.

They killed the members of the caravan and took one of them prisoner; a woman alchemist from the Autumnlands.

From her they learned enough of the Autumnlands ways and language to pass Sarina off as a foreign princess.

During this time Kroda also learned of the strange and powerful Alchemy of the Autumnlands.

Using this knowledge of Alchemy Kroda performs parlor magic tricks, creating smoke, fires, lights and noises to make others believe the sorceress's powers are real.

They also hire spies to gather information about the people coming to meet them.

Their bodyguards were hired after Sarina's transformation into the Sorceress.

They are Old Man Hans, Elta, and Jelse.

They fully believe in Sarina's power.

Sarina has been consolidating power, gathering information and favors from the Targs of the Winterlands.

Somewhere along the way she stumbled onto a platinum smuggling ring. Thinking this to be just another source of income she began using her contacts to move platinum herself.

Then she discovered a shocking secret. At least one Targ in every settlement was involved in the smuggling of platinum.

It's possible that they all were.

Sarina has been using the information to blackmail the Targ one by one to allow her to act as she wishes while she continues to build the public's love for her.

She intends to finally use this public support to run for Targ in Stroh Branoch.

THE SORCERESS'S PLANS

Her goal is to take control of the Targ of Stroh Branoch. She will use her reputation if she can, she will use intimidation if she must, and will threaten to expose the Targ for their far reaching platinum smuggling if she is not able to win a position on the Targ.

The Sorceress will enter Town the day after the Heroes accept the job from Selwyn.

She will stay with him for two nights.

If the heroes choose to attack her in Selwyn's home then his guards will have been instructed to defend her and her guards, and will have no idea the heroes are working for Selwyn.

She will then move into a rented house for two nights.

After that she will suddenly move into the Limrust ruins. Apparently they have been refurbished in secret in preparation for the arrival of the Sorceress.

The next day she reopens the Limrust Refinery as the grand Temple of the Storm Goddess.

Here she will perform her miracles for the people, for a price.

None have heard of this Storm Goddess before, and Sarina is not forthcoming with any details of her own.

AN AUDIENCE WITH THE SORCERESS

If the heroes seek an audience with the Sorceress they must pay 20 gold coins for the meeting.

Only one hero may visit her at a time. They will be allowed past her henchman and will be allowed a private audience with her and Kroda, Kroda never leaves her side.

They must leave their weapons with Sarina's henchman.

During the audience Kroda will use his tricks to convince the heroes that Sarina is a true Sorceress. It is up to the Demonlord how convincing this is. It is also up to the Demonlord if the heroes will see through these charades, although it is partly up to the heroes actions as to whether they are able to find out the truth about Sarina.

SARINA AND HER HENCHMEN

Sarina the Sorceress

Rank 3

DEF/ATTK/END/DAM

○ ○ 8 ○

Move: 6

Equip: knife

Notes: None

When meeting Sarina she will usually act quite friendly at first, but aloof. She will attempt to maintain an aura of mystery by going into a trance soon after the audience begins. Speaking in a language that Kroda will tell them is her native tongue of the Autumnlands. It will mostly be gibberish with a few words thrown in.

She will try to actually accomplish what the heroes are asking her to do. That is how she maintains her reputation. But all the smoke and lights will only be for show.

Most of the things people ask for or relatively easy to ac-

complish.

Revenge on an enemy can easily be done by her Henchmen sneaking out and dealing with them.

Wishing for riches can usually be accomplished by a token treasure appearing in the person's home. Remember Sarina's wealth due to her blackmailing is nearly infinite. She cannot put her hands on vast wealth at any one time but her resources are nigh infinite if given time.

But if the heroes cross her, question her, or voice any doubts about her powers she will become immediately stern, vicious, perhaps even violent. She will not tolerate questioning of her powers.

Kroda

Rank: 13

DEF/ATTK/END/DAM

4 2 12 1

Move: 4

Equip: Armor, Sword

Notes: Alchemist

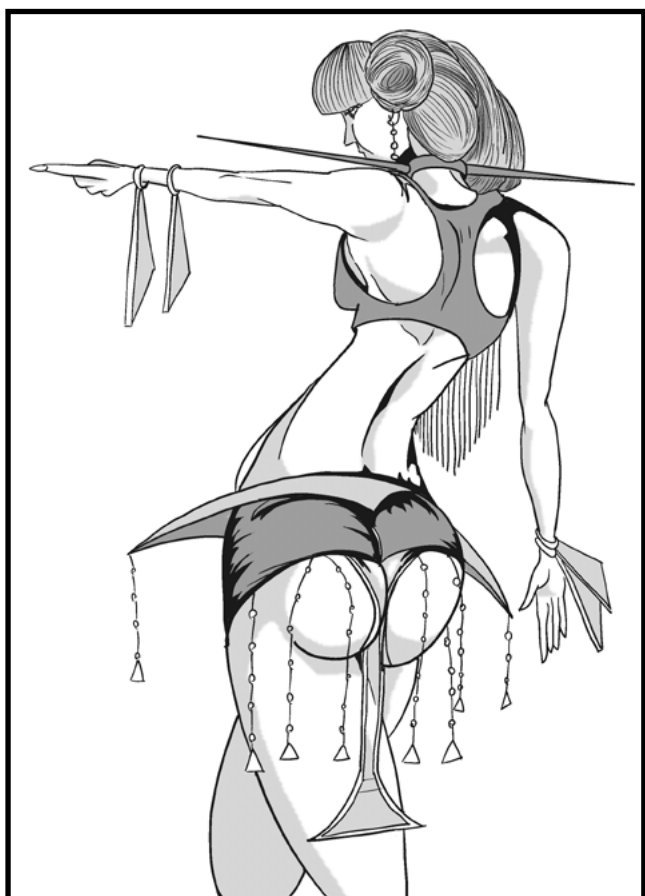
KRODA'S ALCHEMY

Kroda's Alchemy is beyond that available to the crude practitioners of the art even in the great city of Stroh Branoch.

His recipes and materials come from the great sages of the Autumnlands and perhaps further.

He can produce fire, smoke, and colored lights.

Using puppets and masks he can make it appear that spirits have appeared.



His Alchemy can also be used in Combat.

Fire bombs: Kroda can throw rank 3 Fire Bombs.

Smoke bombs: Kroda may throw Rank 3 Smoke bombs

Kroda is clearly protective of Sarina. But she is definitely the brains behind this operation. Kroda would far prefer to go back to raiding caravans on the road.

But now that they are so deep in this con there is no way out for him. His fate is tied to Sarina's and there is no way for him to get out of it now.

He will fight to the death to protect her, and her access to almost unlimited funds. But if it comes down to his life or hers, he will betray her.

Old Man Hans

Rank: 10

DEF/ATTK/END/DAM

I I IO 3

Move: 4

Equip: Armor, Spear

Notes: None

Hans joined the group first. Originally he was a bit of hired muscle to help Kroda. But after seeing the "powers" of Sarina, he chose to dedicate his life to her. Completely devoted, quiet, he follows orders without question.

He has seen many battles and knows that he has been far luckier than most in surviving this long. He feels that he has outlived his own allotted time and lives now only to protect Sarina or do her bidding.

ELTE

Rank 8

DEF/ATTK/END/DAM

4 3 8 0

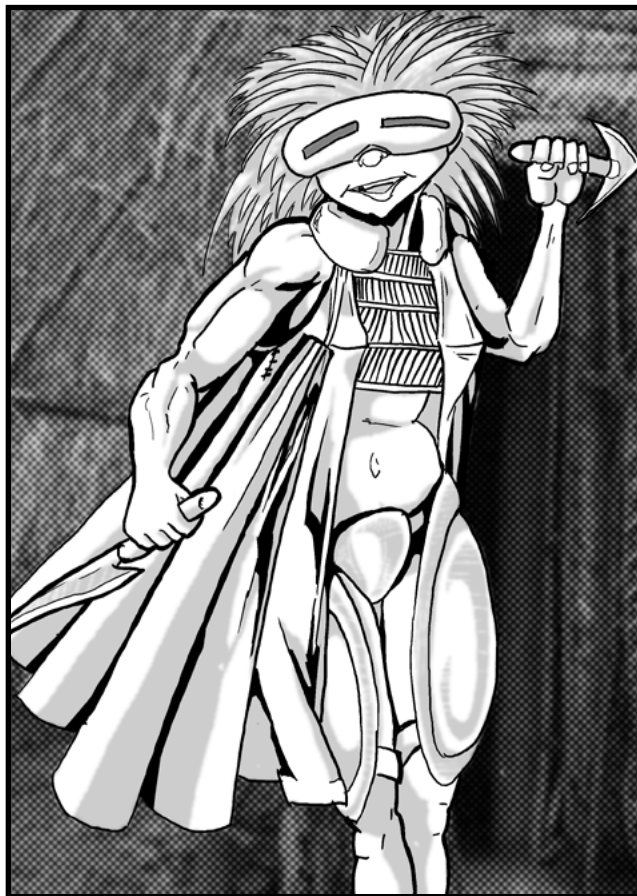
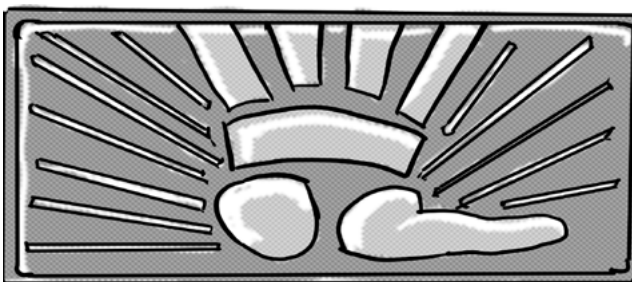
Move: 4

Equip: Armour Spear

Notes: None

Elte joined the group shortly after Hans. She actually sought out the Sorceress to work for her. She felt that a great change was coming to the Winterlands and wanted to be a part of it.

She feels that the Winterlands has been under the heel of the Empire for long enough and believes that Sarina is the one who will lead them all. She keeps her anti-Empire feelings silent in public but will voice them loudly and often in private.



Jelse

Rank 9

DEF/ATTK/END/DAM

4 I IO I

Move: 4

Equip: Armor, Mace

Notes: None

Jelse was the last one to join the group. She sought out the Sorceress to deal with the Targ of her own town, who had seized her family's mine. The mine had been seized due to the family not making their proper payments of Iron.

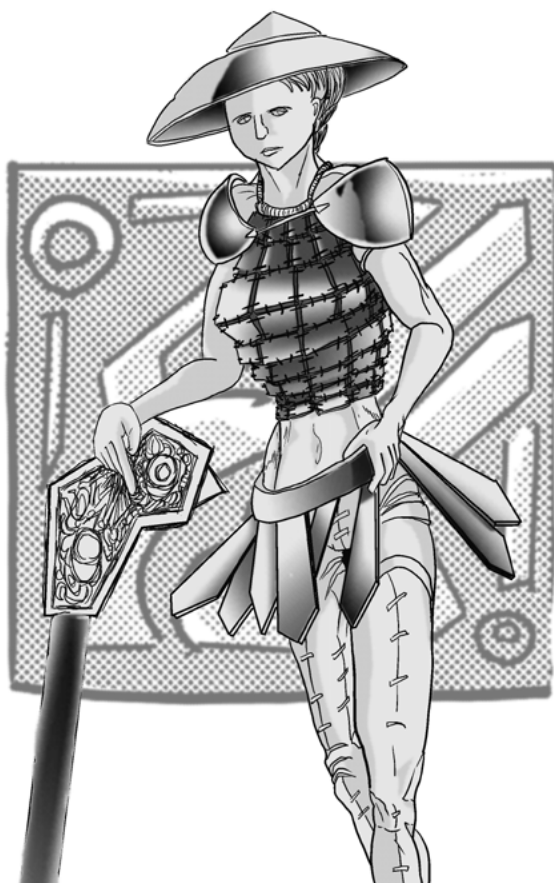
This was absolutely true. But Jelse never believed it. When the Sorceress came to town she went to her.

The Sorceress cast her spells and the next day, a man came forward and admitted they had stolen the iron himself and that Jelse's family was innocent.

He was put to death that day, the family's mine was returned and Jelse joined the Sorceress.

No one ever found out that the Sarina had kidnapped the man's entire family and told him they would all be killed if he did not confess to the crime he didn't commit. No one ever found out because she killed them all anyway.

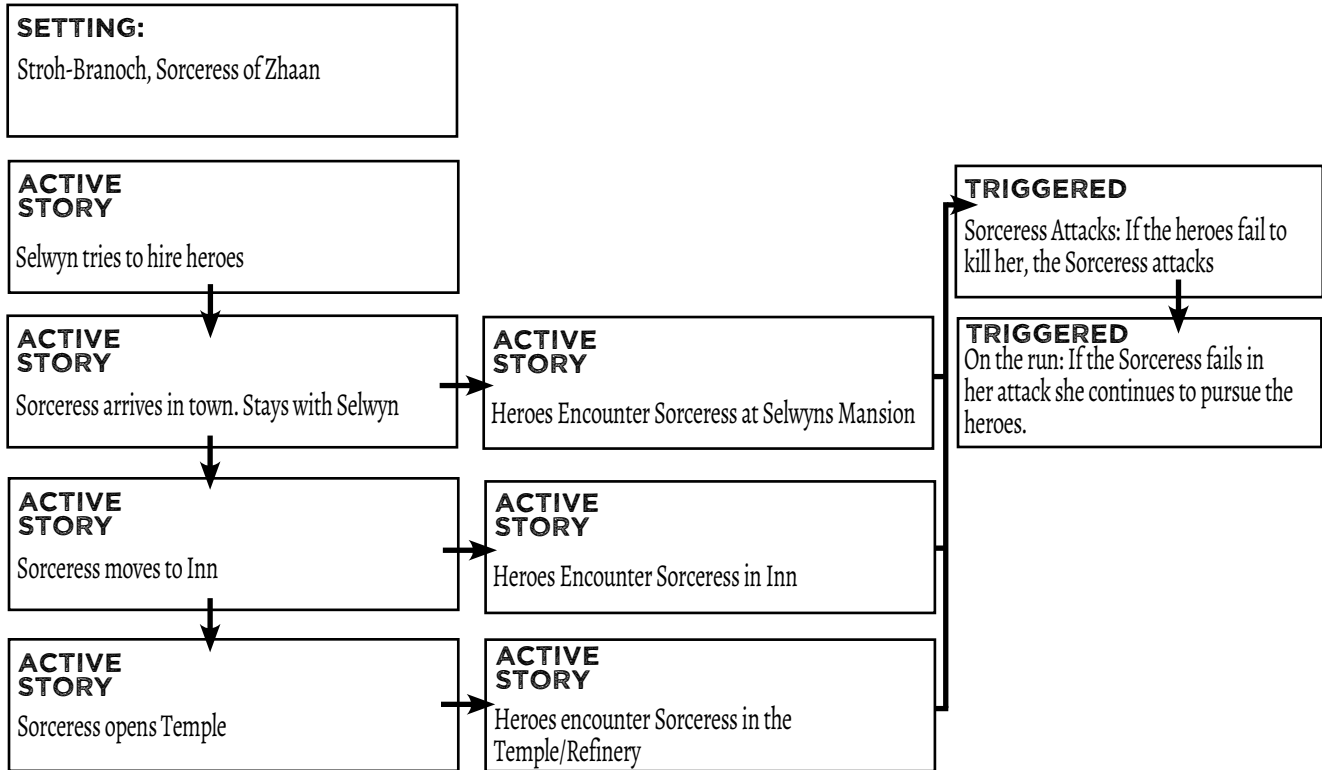
Jelse now fights for the Sorceress, a fair payment she feels for the "justice" the Sorceress earned for her family.



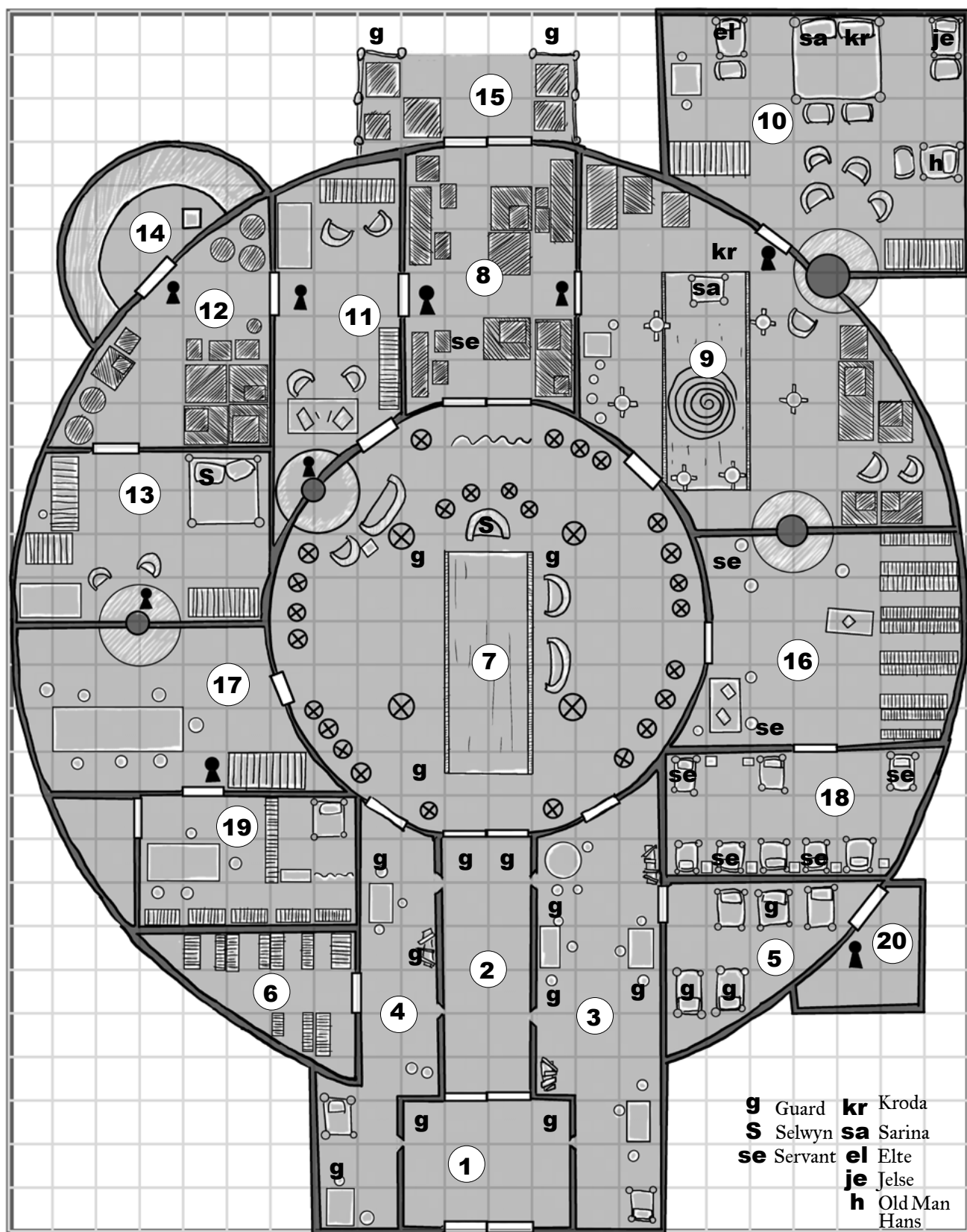
STORY FLOWCHART

23

THE SORCERESS OF ZHAAN STORY BACKGROUND



LAIR OUTLINE: SELWYNS MANSION



LAIR OUTLINE: SELWYNS MANSION

LAIR

Selwyn's Mansion

SETTING

Stroh Branoch

SCENARIO

Attack the Sorceress

STORY

The Sorceress of Zhaan

ACTIVE

Yes

BACKGROUND

No

OBJECTIVE

If the heroes have decided to attack the Sorceress the night she is staying with Selwyn then the objective is to neutralize her. To kill her if they choose, or some other plan to neutralize her power.

REWARD

100 Gold Coins

PUNISHMENT

If the heroes fail, the Sorceress will know they are after her and plan an attack of her own.

SPECIAL FEATURES

Arrow Slits, Locked Doors, Fireplaces

HENCHMAN AVAILABLE

Any standard henchmen are available as this scenario takes place is Stroh Branoch. Remember that standard henchmen can't perform Sota, which includes Going into Stealth mode.

SETUP

Selwyn's house is used if the heroes attack the Sorceress at night, or if they ask for an audience during the day.

If the heroes are seeking an audience they enter through the front door and can learn some of the layout of the house.

If they are entering at night they may choose where they will enter.

There is a front and back door as well as numerous chimneys that may be used to enter from the roof.

When laying out the Demonboard only layout the outside wall of the house until the heroes enter.

AREAS

1: Entrance to Selwyn's Hall. During the day they may be allowed to enter if they ask to meet Selwyn or the Sorceress. Either will meet the heroes (though Selwyn will pretend he has never met them before). Selwyn will meet the heroes in the grand chamber in the center. (area 7)

Sarina will meet them in her audience room. (area 9)

2: Entrance hall. Two guards wait here at all times. Heroes will need to leave weapons here.

3: Guard room. Three guards wait here at all times with bows..

4: Guard room. Three guards wait here at all times with bows..

5: Guards quarters. Three guards will be sleeping here at all times. 1D6 pieces of armor and weapons can be found here.

6: Storage room. Various household items.

7: Grand Chamber. Guards only if Selwyn present.

8: Targ Holding Quarters. Here is kept food, fuel, and equipment coming and going from the Black Caravans to the Targ and then to the Wayhouses. Day and night shipments come and go.

One Servant tracks them all as they come and go (standard man stats).

9: Sarinas Audience Room. If the heroes hire the Sorceress to perform one of her "Miracles" it will occur here. During the day only, one hero will be allowed audience at a time.

Man Height censors fill the room with colored smoke and mist making it difficult to see.

Sarina sits upon a throne.

Kroda stands to the side and behind it.

He may make lights appear throughout the room with ropes and pulleys.

Thunder and crackling noises can be made.

Flames can be shot from the circle in the middle of the room.

A spirit may be made to "appear" in the circle using puppets and mirrors.

If a hero was to suddenly "attack" the spirit or begin searching the room, all these things will be shown to be false tricks.

10: Guest Quarters. At night Sarina will be sleeping here with her retainers.

11: Selwyns personal office. This is where he tends to matters of state.

12: Secure storage room. The Valuable shipments which must be held are kept here.

At any time this will contain:

1d6 steel weapons and armor.

1d6 gold coins worth of jewelry, gold and silver items.

These will be found by searching the crates.

14: Selwyn's Treasury.

At any time the treasury will contain:

1d6 Gold coins

1d6 Iron Shanks

1d6 steel weapons

1d6 steel pieces of armor

Other stranger things are also stored here.

1d6 scrolls with strange sorcerous writings.

Hidden in the floor is a secret compartment beneath one of the floor tiles.

It contains 2d6 platinum coins.

15: Selwyn's Yard. Fenced and full of crates. Two guards are always here.

16: Kitchen and storage.

Food is made here as well as storing all the things required to run a household. Two servants are always here (av-

erage man stats).

17: Private meeting chamber.

Not all affairs of state are conducted publicly.

18: Servants quarters. At night the servants sleep here. 5 servants.

19: Diplomats chambers.

Visiting diplomats may stay here. None are here today.

20: Selwyn's Jail. If heroes are taken prisoner they will be kept here until they can face a trial.

NOTES FOR SELWYN'S HOUSE

ARROW SLITS:

Can only be used if you are next to it.

Someone next to an arrow slit can shoot through it at an enemy.

Trying to shoot at an enemy behind an arrow slit with a missile weapon from more than a square away is impossible.

FIREPLACES:

All fireplaces in Selwyn's house have a bronze grate covering them. Each of these may be "locked". Grates that are locked are noted in the area descriptions.

Sneaking while going down a chimney and remaining in stealth mode is a difficult stealth roll.

LOCKED DOORS:

Locked doors can be picked. Locked doors can also be opened by breaking them down with an axe, a two handed hammer, or two handed mace. This requires an Impossible Body Roll.

A ram may be constructed or used to combine heroes' body bonuses for a single roll.

FORCE LIST

Selwyn

Rank: 5

DEF/ATTK/END/DAM

2 2 8 0

Move 4

Equip: knife

Notes: None

Selwyn's Guards

Rank 1

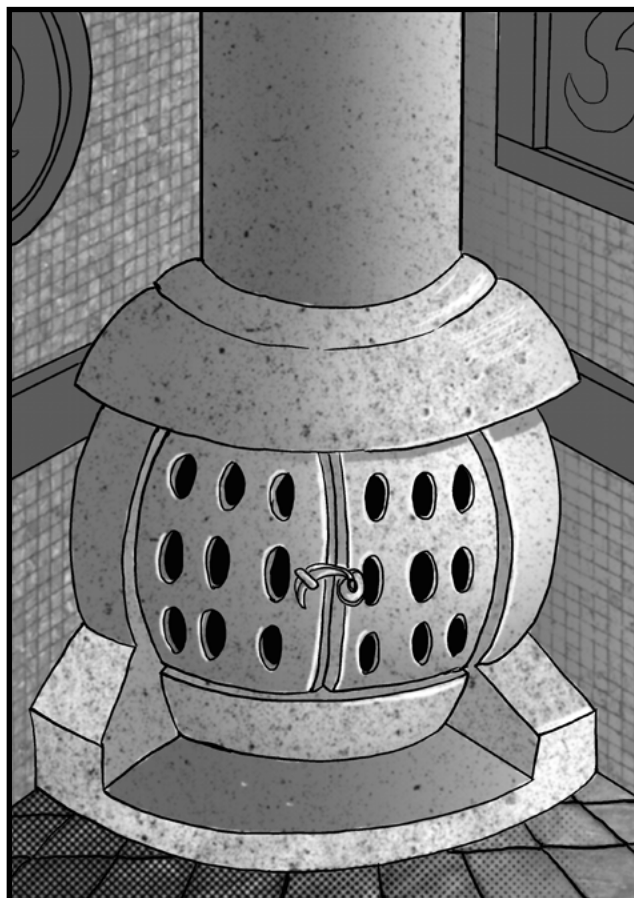
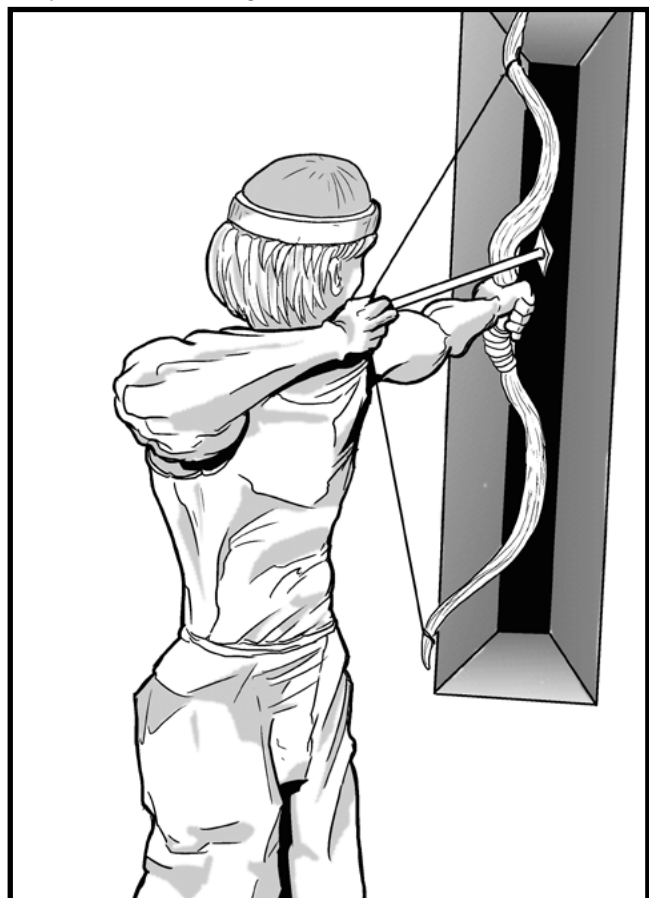
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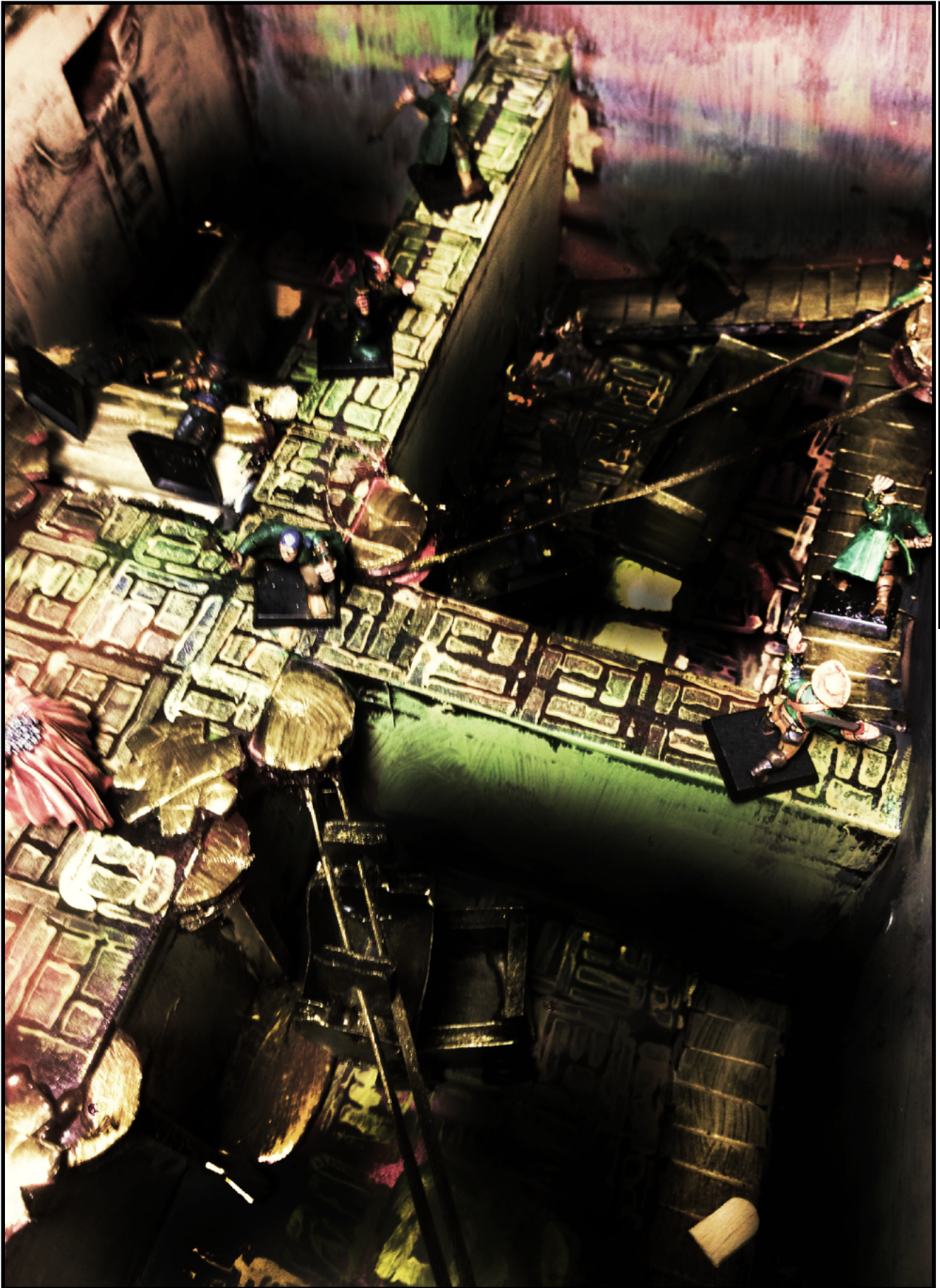
0 0 8 0

Move 4

Equip: Sword and Shield (Attack +1 with shield), bows when noted on the area description

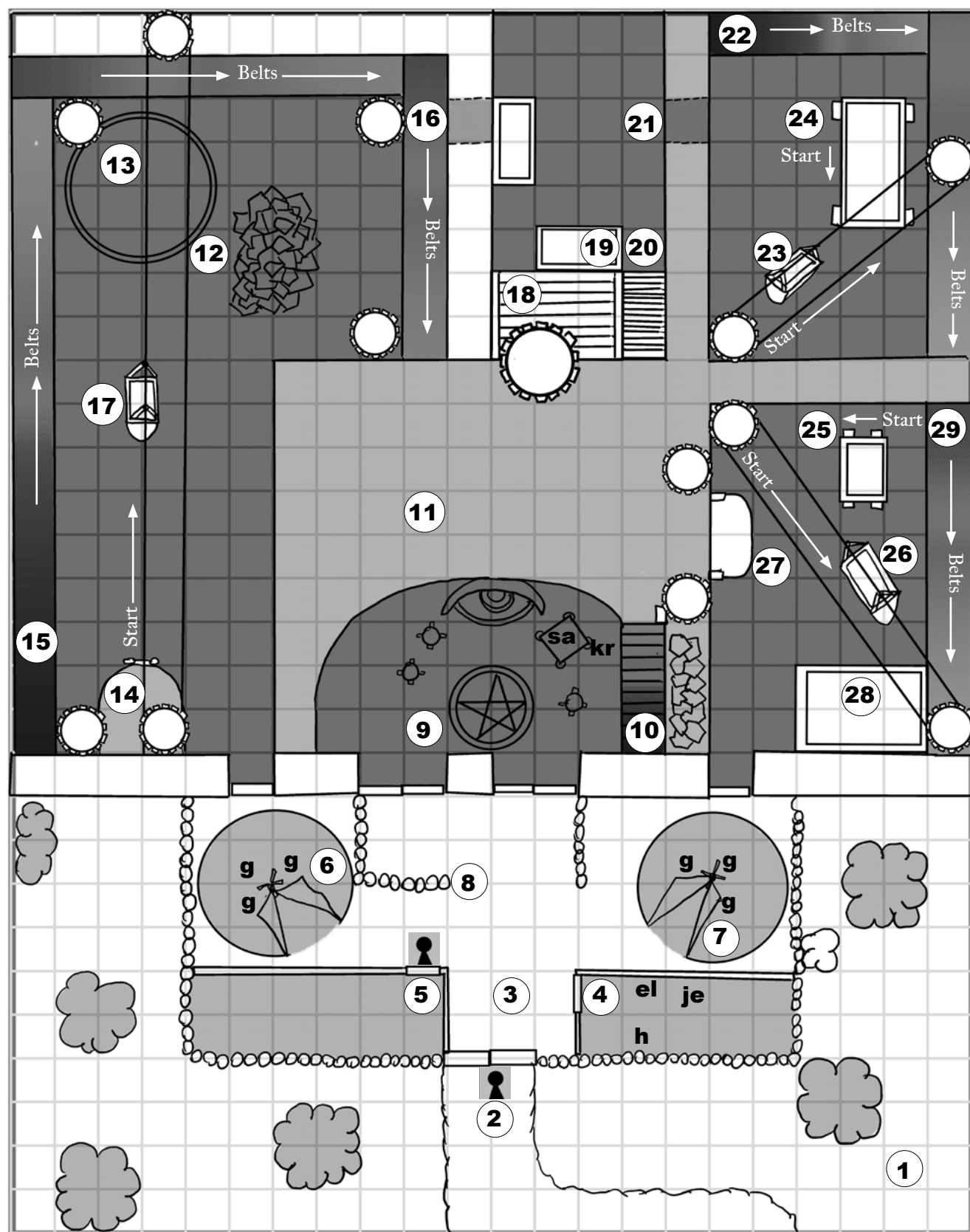
Notes: None





THE REFINERY

THE REFINERY



Door



Gear



Tree



Locked



Statue

g Guard**el** Elte**kr** Kroda**je** Jelse**sa** Sarina**h** Old Man Hans

Log Wall



Censer

THE REFINERY

29

THE REFINERY : LAIR OUTLINE

If the heroes fail at defeating the Sorceress at Selwyn's house, or choose not to fight her there they will have another chance to deal with her once she reopens the Limrust refinery.

LAIR

The Limrust Refinery/Temple of the Storm Goddess

SETTING

Stroh Branoch

SCENARIO

The Refinery

STORY

The Sorceress of Zhaan

ACTIVE

Yes

BACKGROUND

Yes

OBJECTIVE

Neutralize the threat of the Sorceress.

PUNISHMENT

If they do not succeed they will be attacked by the Sorceress

REWARD

100 gold coins from Selwyn

SPECIAL FEATURES

Gears, Belts, Ore Carts

HENCHMEN AVAILABLE

Any standard henchmen are available as this scenario takes place in Stroh Branoch. Remember that standard henchmen can't perform Sota, which includes Going into Stealth mode.

SETUP

IF THE HEROES SEEK AN AUDIENCE:

If the heroes seek an audience with the Sorceress they must pay 20 gold coins for the meeting.

Only one hero may visit her at a time. They will be allowed past her henchman and will be allowed a private audience with her and Kroda, Kroda never leaves her side.

They must leave their weapons with Sarina's henchman.

During the audience Kroda will use his tricks to convince the heroes that Sarina is a true Sorceress. It is up to the Demonlord how convincing this is. It is also up to the Demonlord if the heroes will see through these charades, although it is partly up to the heroes actions as to whether they are able to find out the truth about Sarina.

THE HEROES ATTACK

The heroes may attempt to sneak into the refinery. The only entrances available are in the front of the building.

They may even try a full frontal attack with a band of Henchman.

The Refinery is far from town and the Sorceress is still not known and trusted by the community well enough so none will likely interfere before morning.

SETUP THE DEMONBOARD

The refinery's outer walls should be laid out as well as the entire encampment out front.

Sarina's henchmen are in the encampment where marked. There will be an additional two guards per hero in the encampment placed in the areas marked with **g**.

Guards will have standard man stats, have no armor and carry swords.

Once Kroda sees that the heroes are attacking and are inside the refinery, or if they attack during an audience, both Kroda and Sarina will run up the stairs next to the audience chamber.

At the top is a lever which he can throw without a Sota roll or using up an action. This will collapse the stairs and turn on all the machinery, belts, gears and carts in the refinery.

Any guards still left outside will enter the refinery when all the noise from the machinery begins.

AREAS

- 1: An area of snowy waste, dotted by trees where marked.
- 2: The road leading to the refinery. The gate at the end of the road is barred from the inside. It can be forced like any door (see page 26). The fence is 2" high on the Demonboard. This would be considered two levels high.
- 3: The henchmen's camp. The henchmen are where they are marked on the map. The extra guards wait within the tents until they are called for, half in each.
- 4: This is a shed where the henchmen spend most of their time. They keep their extra equipment here, totaling six pieces of armor and four extra spears.
- 5: This shed holds the supplies for the Temple, food, building supplies, fuel and other necessary goods. It is locked with a standard lock.
- 6: This tent contains half the extra guards.
- 7: This tent contains the other half of the extra guards.
- 8: This area is another fence, two levels high.

The actual doors to the Refinery are not locked and cannot be barred. These enhancements are to be added later.

9: Sarina's audience chamber. If the heroes hire the Sorceress to perform one of her "Miracles" it will occur here. During the day only one hero will be allowed audience at a time.

Man Height censors fill the room with colored smoke and mist making it difficult to see.

Sarina sits upon a throne.

Kroda stands to the side and behind it.

He may make lights appear throughout the room with ropes and pulleys.

Thunder and crackling noises can be made.

Flames can be shot from the circle in the middle of the room.

A spirit may be made to “appear” in the circle using puppets and mirrors.

If a hero was to suddenly “attack” the spirit or begin searching the room, all these things will be shown to be false tricks.

10: These stairs lead to the great raised platform that dominates the refinery. If the heroes attack, either directly or during an audience, Kroda and Sarina will run up these stairs and Kroda will throw a lever which collapses the stairs entirely. From this raised platform Kroda is in an excellent position to throw his bombs at the heroes.

11: Raised platform. From this platform Kroda will be able to run back and forth with a good view of the heroes. He will be able to throw his bombs while they attempt to get to the raised platform.

12: This area of floor is dominated at one end by a large pile of slag one level high.

13: A great roaring furnace blazes from the floor, used to heat the ore for refining.

14: A raised platform with a great spinning gear. This platform allows access to the great ore cart that runs back and forth (17) Reached from the floor by a ladder.

15: The first of a series of belts leading up to Krodas platform.

16: A doorway through the wall leading to the next section over. Below this platform is a large iron box full of slag.

17: A great Ore cart on a rope runs back and forth across the refinery, big enough to hold up to two heroes.

The heroes can get on fairly easily at the raised platform or off of the moving belts if the car is within one square.

18: A great grinder used for breaking up large ore. Falling in here will lead to death for the hero. He will take falling damage for falling in the grinder and must make a difficult Sota roll to leap out before the grinder sucks him in, killing him.

19: The broken ore from the grinder falls into this box. The heroes’ body will end up here if they are stuck in the grinder.

20: A spinning gear, which may be used to reach the raised platform if the hero succeeds at a difficult quickness check. A failure throws them into the grinder.

21: A doorway on the ground floor leads to the other room in the refinery.

22: Another series of belts leading up to the top of a wall which leads to Krodas platform.

23: Another raised ore cart which moves back and forth across the room. It can hold two heroes. It can be accessed from the area on the belts from one square away or from the raised platform.

24: This is a large ore cart which moves back and forth across the room. It can carry three heroes. If it crashes into a hero the hero is pushed with the cart causing 1d6 of damage. If it crushes a hero between the cart and the wall they must roll a difficult quickness check to escape. If they succeed at the roll then move the hero to one side or the other of the cart.

25: A moving ore cart, this one can hold one hero and will harm heroes caught in the way in the same way as the one in 24.

26: Another car moving back and forth. This one can be

reached from the top of the belts or from the raised platform.

27: This is an elevator which can be ridden up or down in one turn. It leads from the floor of the refinery to Krodas raised platform.

28: A large Ore box half full.

29: More Belts

NOTES FOR THE REFINERY

All the machinery moves at the beginning of the Demonlords turn.

The belts move forward four squares in the direction marked on the map, taking any figures with them..

The gears spin. Any hero on a gear must make an easy quickness roll not to get thrown off a gear and land on the floor beneath it.

Carts move forward in the direction marked on the Demonboard four squares. Once it reaches the end of its track it reverses for the remainder of its movement.

Standing on a moving ore cart requires an easy quickness roll to keep from falling off to the ground below.

Carts on ropes move four squares in the direction marked. Once it reaches the end of the rope it reverses for the remainder of it’s movement.

Damage from falling:

Falling one level (roughly 1” on the Demonboard) causes no damage.

Falling two levels causes 2 dice of damage with no defense for armor.

Falling three levels causes 3 dice of damage with no defense of any sort.

And so on.



OTHER OPTIONS FOR ADVENTURE

31

ATTACKING THE SORCERESS IN TOWN

This scenario does not have a map.

The heroes may decide to attack the sorceress in town, in the inn which she stays in during the time between staying in Selwyn's house and the refinery.

They may decide to try attacking her on the street, or in the inn or try to trick her into coming to meet them.

This is a difficult scenario for the Demonlord but is necessary to include because the heroes must be given a choice about how they want to proceed.

You will need to set up your own Demonboard depending on the situation the heroes want to proceed with.

But here are some guidelines:

The Sorceress will always travel surrounded by her henchman.

She will also have three guards for every hero with her at all times when not at Selwyn's house or the Refinery.

Also the heroes will find it very difficult to attack the Sorceress without being spotted. Their reputation will be very severely hurt.

The Sorceress definitely has her supporters within the town, mostly among the poor and powerless.

Any scenario in Stroh Branoch will definitely need to involve the townsfolk.

SPECIAL FEATURES FOR THE SCENARIO:

Once an attack on the sorceress begins and they begin to call for help, 1d6 regular stat townsfolk will appear every turn to help on the edge of the Demonboard armed with swords.

They will arrive on a random side determined by the die roll.

Choose a number between 1 and 4 for each side. If you roll a 5 or 6 the townsfolk will either seem to appear from alleyway close to the heroes, or from other rooms in the inn if the heroes are attacking the inn.

Even If the heroes win, if they are spotted they will earn 10 infamy each, and no longer be considered "citizens of good standing". They will need to move their home to the unsavory encampment if they wish to continue living near Stroh Branoch. Though they still get the reward of 100 gold coins

Best of Luck Demonlords, you're flying on your own for this one.

THE SORCERESS ATTACKS

This is another Scenario that you will need to take care of on your own.

If the Sorceress attacks them in their home then you should already have a map laid out of their home. If not, then ask them to set it up now according to the rules for Demenses in the Veteran issue.

If they are in an Inn then you will be making up the Demonboard for this one though they will be able to lay out their own room.

If the heroes succeed in defeating the sorceress then they will still get Selwyn's reward of 100 gold coins.

If they fail then they are dead.

The Sorceress will not attack the heroes directly, she will send her henchman, disguised in all covering robes of course, with two standard stat guards for every hero.

If that attack fails she will arrange another attack, this time with three standard stat guards for every hero.

Each attack will have more guards until the heroes are all dead, or they stop the sorceress.

If the sorceress attacks the heroes before they attack her at the refinery she will have whatever the next level of guards would be in the encampment.

Setup

During the attack, wherever it occurs, the heroes should be near the center of the board to start. The Demonlord will need to roll 2d6 to see how many of his enemies he can bring on the board at a time. This many will arrive every turn.

CONTINUING THE STORY

A story like this never truly ends.

If the heroes are forced to give up and leave town, Sarina will continue to grow her influence. Word will reach the heroes that Selwyn has died, leaving a position on the Targ which Sarina wins.

If the heroes win, then Sarina will be gone but her henchman may still be alive and come for revenge.

Or Kroda may escape and begin again with a new Sorceress, or become the "Sorcerer of Zhaan".

Perhaps the heroes may make a prisoner of Kroda to learn his secrets, or may start their own con setting themselves up as leaders of the Temple of the Storm Goddess.

Or they may not be interested in the seeing the Sorceress ever again.

OPPORTUNITIES FOR ROLE-PLAYING AND OTHER OPTIONAL PARTS

The heroes may try to join the Sorceress. Or they may try to get information out of the Henchmen, or from other people from other towns.

You have the information in the background notes of the scenario to refer to. If they go looking for information then let them have it. This entire great background story is useless if the heroes never learn any of it.

How exactly they learn any of the information and how much at a time is up to you.

Let common sense be your guideline on how to handle these situations.

More importantly if the Heroes come up with a plan that sounds like it could work then let them try it, even if it isn't the plan described in one of the Scenarios.

Let them have fun.

If you can, try to use as much from the scenarios as provided to flesh out these plans.

Use the same amounts of enemies as the scenarios as a guide to how "tough" to make the scenarios.



Since the Refinery is such a complicated setting piece this section of photos is included.

They will be useful for understanding the layout of the Refinery and how the pieces are related to each other.

This first one is a top down view of the Refinery showing the large central platform which is 4 inches high (4 levels high in Demonboard terms).

The pictures on the following page show the height of the walls in the henchman's encampment as well as the doors in the front.

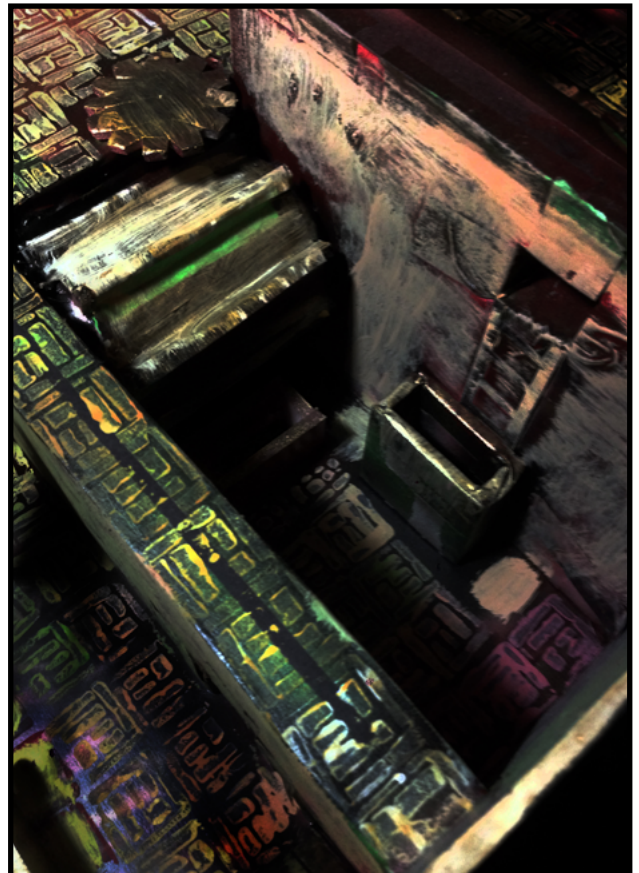
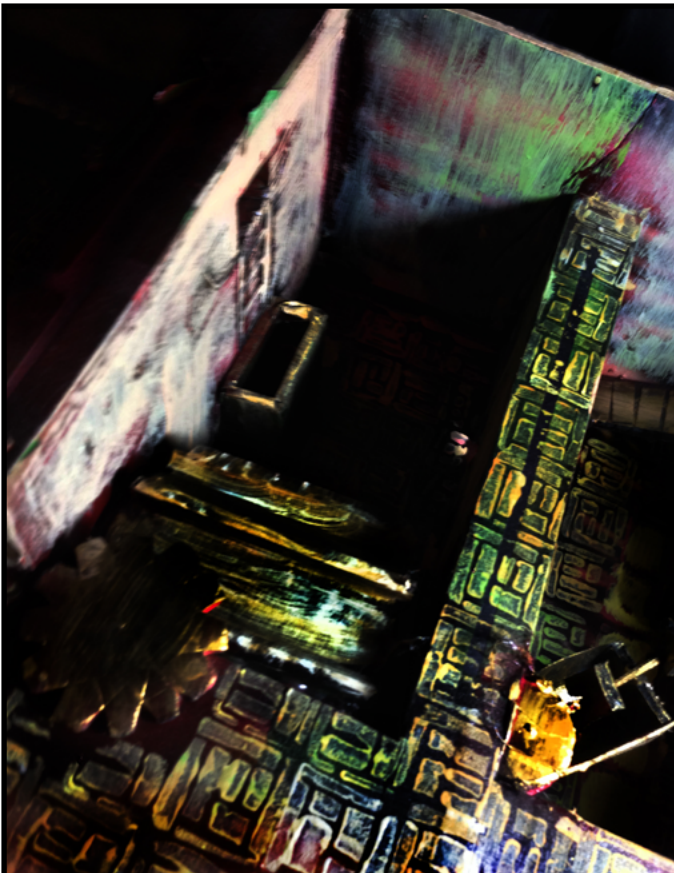
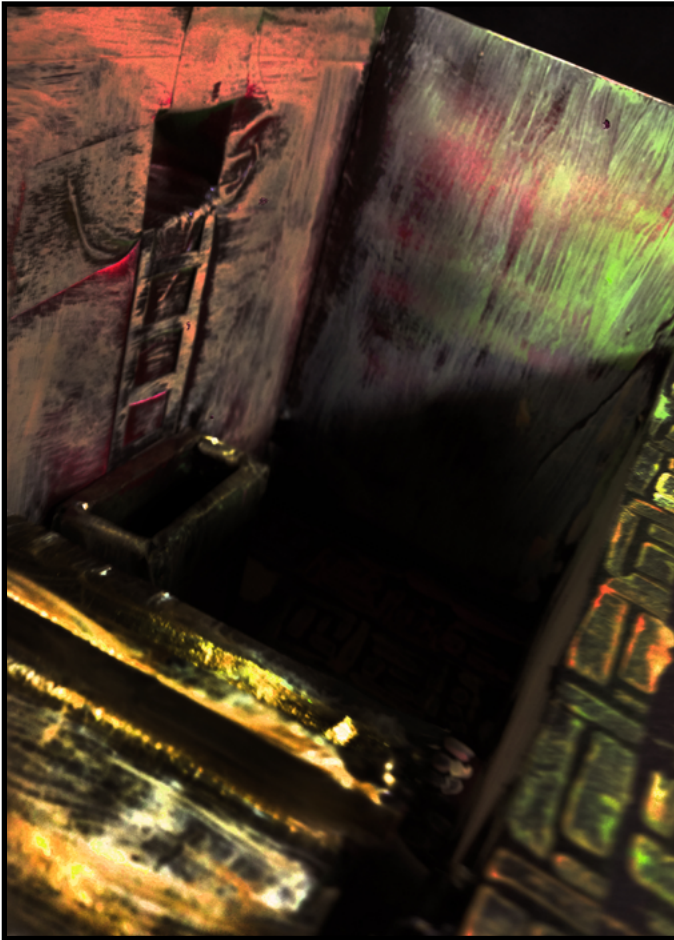




Top Left: This picture shows the series of belts leading up to the central platform.

Top Right: Clear in this picture is the ore cart on ropes. The bright square on the right of the picture shows the door leading through the wall into the room with the grinder.

Bottom: The henchman encampment.

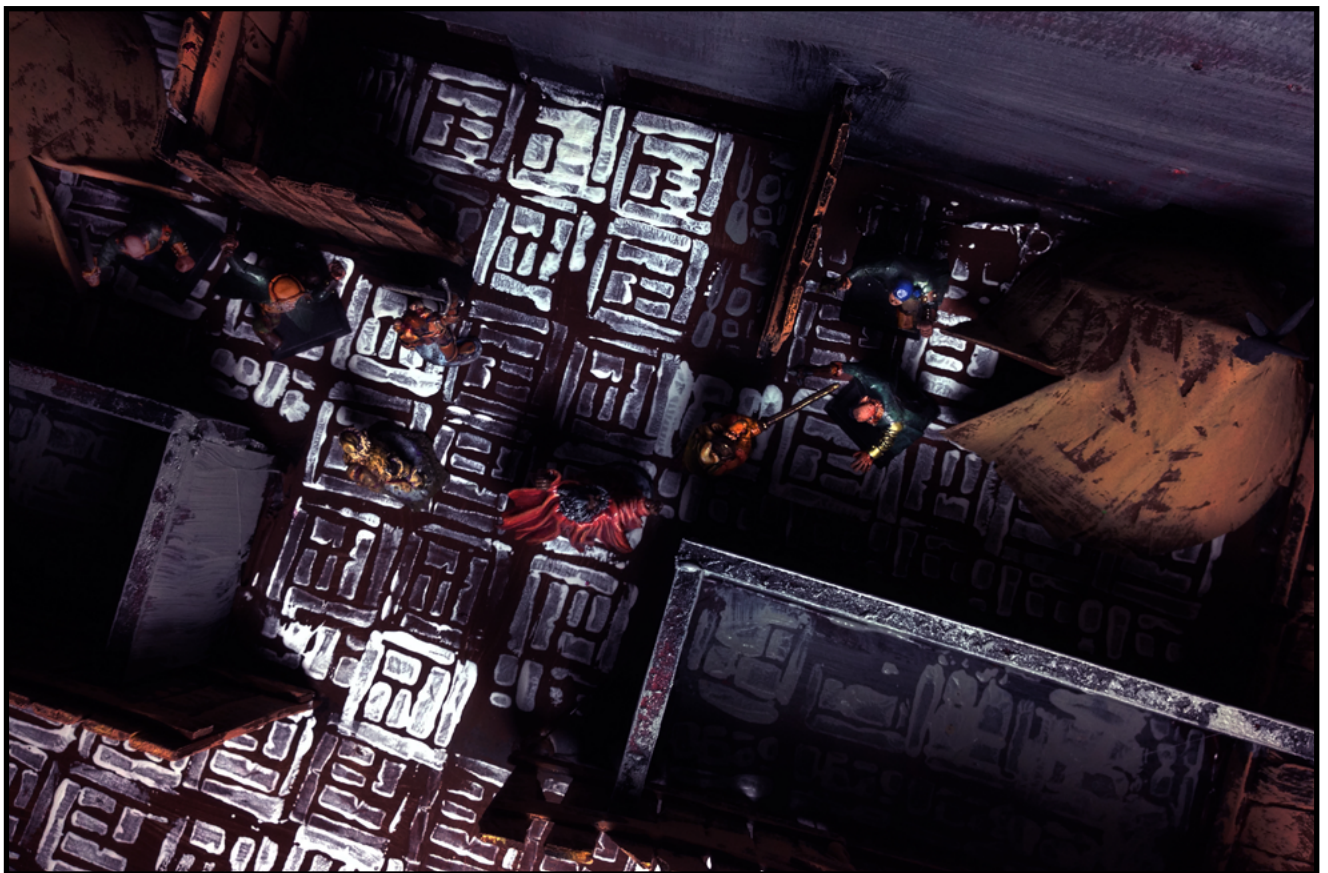


Top Left: The grinder room. In the upper left you can see the door and ladder leading down to the floor.

Top Right: The door on the floor of the Grinder room can be clearly seen on the right.

Bottom Left: Another view of the Grinder showing the grinder itself.

Bottom Right: Another view showing the back of the grinder.



Top Left: You can clearly see the belts leading up to the walkway/wall leading to the central platform as well as the ore carts.

Top Right: A view of the last room showing belts, ore carts and the elevator

Bottom : Another view of the encampment, cuz it's fun.

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