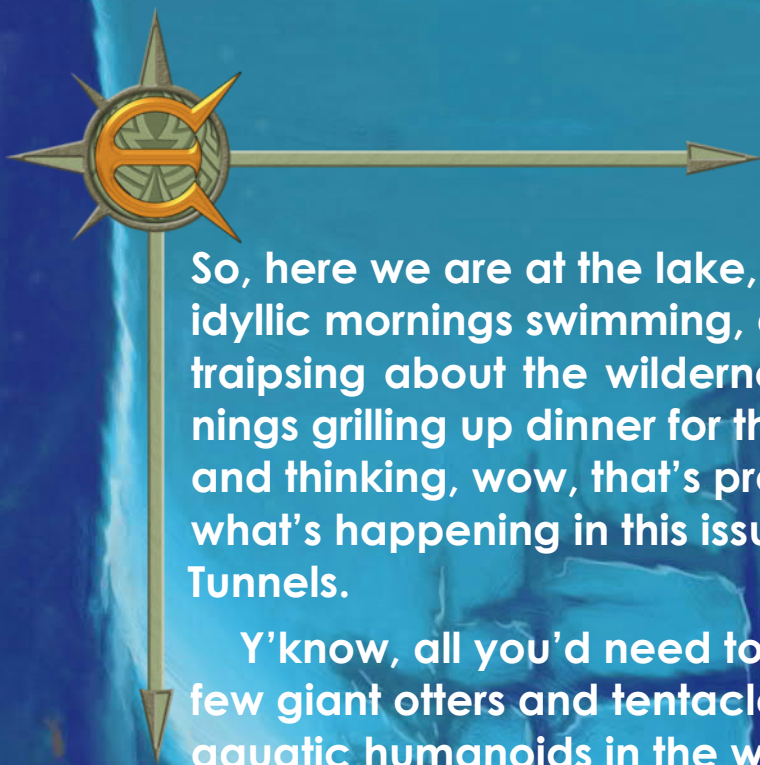


SUMMER 2011

ELDER TUNNELS

SUMMER DELVING ISSUE





So, here we are at the lake, enjoying idyllic mornings swimming, afternoons traipsing about the wilderness, evenings grilling up dinner for the family, and thinking, wow, that's pretty much what's happening in this issue of Elder Tunnels.

Y'know, all you'd need to do is put a few giant otters and tentacle-headed aquatic humanoids in the water, animate those burgers, scatter a handful of sentient reptiles and crazed human-sacrificing ancestor worshippers in the woods, and it would be exactly the same. Exactly! Really, I don't know why we bothered with this issue. Just go on vacation.



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Summertime, and the dyin' is easy...

*S*o, here I am at the lake, enjoying idyllic mornings swimming, afternoons traipsing about the wilderness, evenings grilling up dinner for the family, and I'm thinking, wow, that's pretty much what's happening in this issue of *Elder Tunnels*.

Y'know, all you'd need to do is put a few giant otters and tentacle-headed aquatic humanoids in the water, animate those burgers, scatter a handful of sentient reptiles and crazed human-sacrificing ancestor worshippers in the woods, and it would be *exactly* the same. Exactly! Really, I don't know why we bothered with this issue. Just go on vacation.

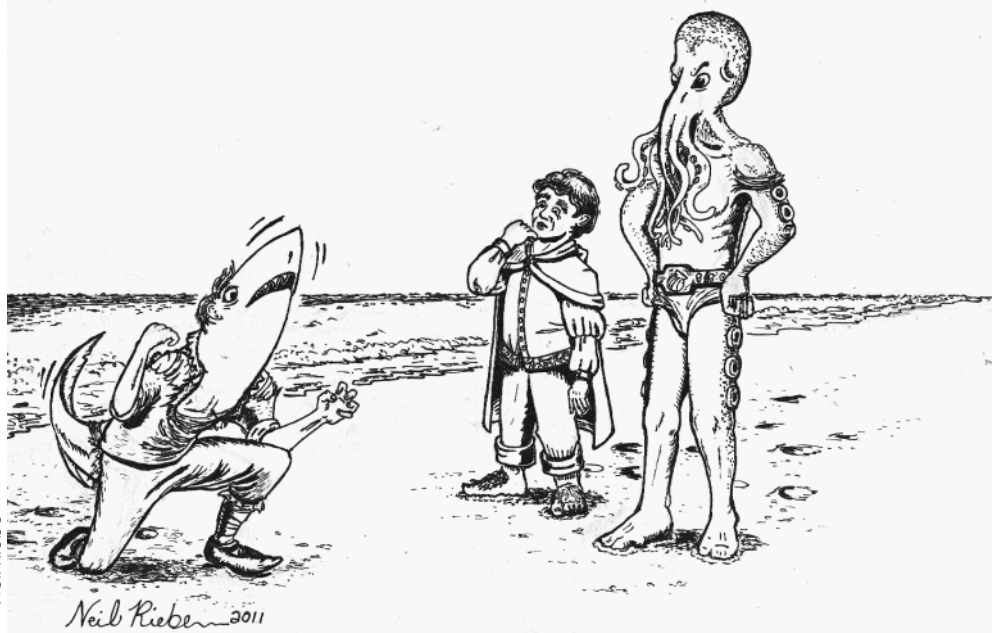
Hmm, while you're there, I suppose you should remember to avoid the seaside smugglers and the soul-sucking ancient artifacts. And you *might* just want to check on the meat source for your burgers while you're at it.

If you get bored, look up one of this issue's authors, Tom Loney, Scott Malthouse, or Trevor Hudgins—they will be sure to have an idea or two for adding some excitement. And if your digital camera doesn't catch quite all the . . . wonders? . . . you encounter at the beach and on the hiking trail, Neil Riebe, Jeff Freels, Katje Romanov, or Jeff Cortez will be able to draw you a remarkable likeness. That is, should you survive to ask.

Christine Crabb
Managing Editor

Turf & Surf

by Tom K. Loney



Neil Riebe

A 3rd to 4th level scenario for T&T 7-plus



This adventure may start with characters from the Halloween 2010 issue, if available. Any characters used, whether or not from that scenario, should have Combat Adds of 40 or more or the ability to cast at least a couple of third-level spells.

At the beginning of the scenario, the characters should have just reached Fishhook, a small waterfront town about two days' travel from Grimehaven.

FEATURED CREATURES

Otgan

MR 40–90 (5d–10d + 20–45)

In x 1 St x 1 Ht x 1

Lk x 1 Con x 4 Wt x 1

Ch x 1 Dx x 1

Wiz x 1 Sp x 1*

*Speed is doubled underwater

Special Abilities: Claws and Grapple, 5d+5

Often called “Otter-kin,” these humanoids have a passing semblance to otters: their body hair is thick and they have webbed fingers and toes that end in claw-like nails. Otgan like to avoid built-up areas, as the fish and mollusks from those areas “taste funny,” by most accounts. Most otgan live in river delta communities in floating “huts” that resemble beaver dams more than anything. A large number of them live out in the kelp forests, only coming closer to land to weather the large seasonal storms.

Nearly all otgan are hunters, basically Citizens or Warriors. Some do become Rogues or Wizards if they have had contact with less rustic kin such as the elves or dwarves of Fel Sharas or the mer-folk out in deeper waters.

Talktipus

MR 80–140 (9d–150d + 20–70)

In x 2 St x 2 Ht x 1

Lk x 1 Con x 1½ Wt x 1

Ch x ½ Dx x 1

Wiz x 2 Sp x 1*

*Speed is doubled underwater

Limitation: Can only be away from salt water for 2d6 days

Special Abilities: Talktipus prefer to use their tentacles, each of which acts as a 1d weapon with a 1d bite (9d total), to “wrestle” their opponents,



but are able to use the weapons and armor of various land-dwelling cultures as well. Once per day, their ink spit can either cloud the water around them or blind a land-based opponent in the missile phase of a combat turn.

Also called "squid-heads" or "deep-dwellers," these humanoids have eight octopus-like tentacles, complete with suckers attached, on their heads. Dwelling deeper than most aquatic species allows these generally peaceful beings to avoid many hazards of the seas, such as shark packs and kuda bands. Like squid, talktipius can spit out a black ink cloud at an attacker one time a day. When angered, their foreheads turn red.

A LITTLE ABOUT FISHHOOK

Located two days to the north and west of Grimehaven, the town of Fishhook, while not small, has a quaint, almost drowsy quality to it. Its limestone houses are a radiant white that sets off the dark, tar-protected supporting timbers and thick layers of thatched weed roofing. These cozy three- and four-storied structures are nestled just uphill from the harbor's warehouses and wooden docks. Due to the wide natural bay, whose shape gives the town its name, the wharves themselves are well-developed. Landward, the fields beyond the town are replete with picturesque windmills pumping water and driving grindstones for the region's farmers and ranchers. However, bucolic though the town may seem, its quietude should not be mistaken for a sign of low activity.

As rough as Grimehaven is said to be, what with the various crime gangs vying for control of the city, Fishhook appears to be the opposite. At least, as long as one is accepting of the fact that one gang, aptly named "the Hook," runs the underbelly of the town, influencing virtually all of its affairs. Its members, like most of the town's inhabitants, tend to present themselves as stolid and quiet sorts, but they are prone to all the same passions and guilty pleasures as anybody else. They just don't like outsiders to see them. Although Fishhook's institutions include a Shrine to All Gods, a branch of the Great Temple in Grimehaven, the priest-magistrates number less than a score and do not meddle in the affairs of the locals. Except, that is, for those priests who have been there awhile; these are most likely involved with the Hook.



INTRODUCTION

For whatever reason—perhaps they are pursuing a lead from “Trouble Among the Tumbled Stones” (*Elder Tunnels*, Halloween 2010), or perhaps they are there for another reason—the PCs find themselves in Fishhook. A substantial number of travelers and aliens—foreigners and unusual kindred—roam about the place. Fishhook is rather similar to Grimehaven in this respect, but these kin tend to be better heeled than the “tourists” to that city-state, for the most part.

In the town are 16 different taverns. Four are situated along the outskirts, the other dozen in the wharf district, the town’s lifeblood. The delvers should, sooner or later, find themselves in the Flopping Dolphin Tavern (the GM may prefer to substitute another name). They will be treated to chowder of various fish, including more than a few heads, tails, and fins, as well as plenty of fresh vegetables and fresh-baked soda bread. For vegetarians, there is seaweed and lamb’s-head stew, and, yes, the owner is more than aware that lamb’s head is not a fruit. As the meal is more than a bit salty, the local brew of Shark-Bite Pale Ale is there in more than copious amounts to quench the thirst of any diners.

As the night wears on, our intrepid heroes will hear the many local fishermen and better-established “sea merchants” (some might say smugglers) complain about a recent rash of disappearances along the wharves at night. These disappearances are rather noticeable, as body parts of the missing and identifiable bits of clothing remain behind, often along with some damage to the docks themselves. This damage includes missing chunks of wood and abnormally sized shark-like teeth (both too small and too big) stuck in bits of twisted metal. No one seems to want to call these incidents “murders” or “monster attacks.”

“If this keeps up,” a rakish sort of human will say, “we’ll get some damned monks from Grimehaven coming around poking into everyone’s business.”

A 1st lvl SR In will tell an astute hero that the rakish human is worried about “the cops showing up in town” and about all the interference such a visit would mean to Fishhook’s less-than-public business deals and transactions.

Just as the rakish man finishes his sentence, a woman’s scream will break the night air, and the PCs will hear the sound of running feet rushing along the wharf in the direction of the cry. After a few moments, a Lamplighter, a member of Fishhook’s night watch along the wharves, will ring a bell, calling all the town officials within earshot to meet at a



certain area. What the characters do at this point is up to the players, but hopefully they will rush out the door.

AND ACTION: JUST A BOOT, BUT SOMETHING'S AFOOT

The site of the disturbance is not too far from the Flopping Dolphin. In a now very well-lit area, the delvers will see six Lamplighters holding off the fair-sized crowd responding to the scream and the bell. In the area is a large leather boot and a rather significant spill of red blood. Within the circle is an elfin female, whom someone in the crowd will recognize as "Nellie the leather-weaver." She can barely stand from the horror of discovering the scene. The group of watchmen, comprised of two humans and four otgan (see *Featured Creatures*), will prevent curious spectators from disturbing the scene. That is, unless the PCs really want to disrupt the flow of the game, in which case the GM may need the following stats:

2 Human Watchmen

MR 70 (8d+95)

Equipped with whatever weapon and 9 points of armor
"Plain Old Pillage" tables for ill-gotten booty

4 Otgan Watchmen

MR 65 (7d+33)

Speed of 13 on the ground, doubled if they are swimming
Equipped with whatever weapon and 9 points of armor
"Plain Old Pillage" tables for ill-gotten booty

Eventually, one of Fishhook's town elders, the merchant and distributor of Shark-Bite Pale Ale Hugo Glover, will show up with his nightshirt barely tucked into his breeches. He'll still have his nightcap on as well.

If There Isn't a Fight Going On

Glover will look around the scene, confer with the senior Lamplighter, and then tentatively speak to Nellie.

As this is occurring, a well-dressed, octopus-headed talktipus will arrive at the scene, and, after a nod from Glover, he'll be allowed into the confined area. The sea-dweller will scan about the scene in a somewhat more methodical manner than his human cohort. He will confer with Glover and then approach Nellie, his head glowing a soft, empathetic pink. After a few minutes, the creature will imitate a nod, move away, and speak quietly to Glover.



The town elder will instruct the Lamplighters to have the crowd move on and will ask one of them to escort Nellie home and away from the carnage. Looking at the group of delvers, who, of course, stand apart from the run-of-the-mill folk around them, Glover will ask to speak privately to them.

If the PCs Have Become Engaged in a Fight

Glover will attempt verbally to stop the violence but also will start raising the other Lamplighters to help quell the goings-on in case that fails. The GM should figure on 2d3 showing up each turn during which the conflict with the town's guard continues. The point here is stop the ongoing fight and, if possible, follow the plot for a bit, if not for a while. The talktipus will arrive behind Glover after a few minutes and stand back idly as combat evolves. The GM should subdue the group of delvers to a standstill, at which point the group will be identified as the main perpetrators of the disruption. Suspicion as to the cause of the occurrence will, of course be cast upon them.

It shouldn't be too hard for the PCs to convince the elder and the talktipus, who seems to have some sort of authority in the current dealings, that their misdirected aggression was for the cause of right and for finding out what exactly is causing all the real trouble in Fishhook. At this point, Glover will want to speak plainly.

The Conversation with Glover and Skel

Hugo Glover will want to speak in more private settings. A back room at the Happy Narwhal is always available to him, and he will suggest that the delvers and the talktipus all accompany him there. Once again, if the GM has a different place in mind for the upcoming conversation, he should feel free to elaborate. The talktipus will not say anything, just yet, but will glow a warm gray from his forehead while observing the interaction in front of him.

At this not-so-public place, the established merchant and senior townsman will first of all introduce himself and the talktipus, who has been playing a very quiet role but seems to be a major player in current events.

The talktipus is Skelgan Efveedral, Prince of the Ninth Coral Kingdom, of the 26 Undersea Nations. The critter will insist that everyone call him "Skel." He has been sent to Fishhook by the 26 Kingdoms to figure out exactly what is occurring as well. He will explain that the undersea folk don't like it when a port between the surface and the aquatic realm starts having problems of this nature.



Hugo Glover, Fishhook Town Elder

4th level Wizard

MR 120 (won't engage in Hand-to-Hand)

Wiz 46

Spells: Knows up to 5th level spells

Notes: Wants to figure out what is killing random people on the docks of Fishhook.

Skelgan Efveedra

Prince of the Ninth Coral Kingdom, of the 26 Undersea Nations

4th level Paragon

MR 130 (14d+65)

Spells: Knows up to 5th level spells

Armor: Worth 24 points damage

Notes: Wants to figure out what is killing random people on the docks of Fishhook. He will provide each party member with a flask of Gillie-Again (see last page of this scenario for description).

What these two know:

- * There have been 37 of these sorts of incidences over the past three months. Despite looking for correlations with local occurrences, they have found no leads using this strategy.
- * While it seems possible that some sort of aquatic creature could be involved, this just doesn't add up either. A raging monster would be noticed by the frequent ships and underseas travelers to the town.
- * An aquatic invasion of the surface realms wouldn't be practical. According to Glover, the undersea dwellers wouldn't last for long. According to Skel, most aquatic folk just don't have much interest in or care about the surface.

What they want the delvers to do:

- * Figure out what is causing the killings in town and stop whatever is behind them from striking again.
- * Deliver proof that the task has been completed, for which Glover and Skel are willing to pay 3,600 gold pieces, or 1,800 "gobs." Short of that, they are willing to give the group 1,000 silver pieces (100 gp) per head of monstrous sot found within a day's walk from the town. The PCs may keep whatever booty they find in their searching. There could be a bonus for a quick resolution.
- * Maintain discretion. As important as anything else, inquiries into these occurrences should not reach more official channels, like those of the Great Temple in Grimehaven or of the even more official channels in Kopfihagen.



SCENE TWO: TATTOOS AND TABOOS ASUNDER

If the PCs agree to work for the town elder and the representative from the 26 Undersea Nations, Skel will provide a little bit of information. The leg that still remains in the boot has an unusual marking. Upon closer examination, the PCs will recognize it as a tattoo of a centaur shooting a bow. It has a rather large phallus along its belly. And in the penis area are the letters "IV."

A 2nd lvl SR In or Lk will give the viewer the hint that this tattoo looks like a criminal gang marking. The "IV" encrypted within picture most likely is his ranking, though how high or low that may be is unknown.

Upon asking any of the locals about it, the delvers will find that none recognize the marking. With a successful 2nd lvl SR Ch, they will convince a townsperson to confess that the tattoo is not a marking of the local Hook gang. And everyone knows that the Hook allows other gangs to hang out only in the Monkey Barrel Tavern, which is located on the wharves.

SCENE 3: MORE THAN A BARREL FULL

The Monkey Barrel is a bar that is not for the weak of spirit. It is rough, to put it plainly. Murders here are often brushed off by the proprietor and frequent customers as being the result of "private disputes between consenting parties." Needless to say, the delvers will have to be rather careful as well as determined when they enter the establishment.

Asking questions around this place is not really a good idea. Besides giving anyone listening a hint as to what one is up to, making inquiries is disturbing to most of the patrons here, who rather like their privacy. This should become apparent as the group of adventurers enters the three-storied building, located at the end of the wharf as far away from the main part of town, and civilization for that matter, as is possible in Fishhook. In the bar is a motley and surly crowd of all assorted kin known, many with eye-patches and even a few with hooks for hands. A couple of the delvers might feel right at home here. Of the patrons, more than a few in number are the local otgan.

Behind the bar is a burly bald man, who will introduce himself as Copper-Spork. In the center of the tavern is a barrel where sits what appears to be a macaque monkey, complete with a funny red hat and a cymbal in each hand, who takes his task of clanging his instruments while performing flips and dance steps quite seriously. The monkey's activities even seem to have quite a following, judging from the cheers and gasps of anticipation from what would otherwise appear to be a rather jaded crowd in the establishment.



A 1st lvl SR In will tell a knowledgeable player character that Copper-Spork is a nickname for the infamous pirate Swill Silverspoon, who is rumored to have died during the Pirate Wars in the Fire Islands at the western edges of the Westerlee archipelago, at least as every town crier tells of it. The dread pirate Swill and his first mate, Grape-Ape, from the dark continent of Akog, are said to have been amazing tacticians as well as super-human fighters.

This barkeep and simian will not look all that impressive to the objective viewer, though. The bald guy is fairly built, and probably has been in more than his fair share of scraps, but the scars and facial disfigurement speaks more to luck than any sort of genius. And the monkey, well, it appears to be a monkey who dances for peanuts.

Any line of questioning to the patrons of the joint will get the characters pointed to the barkeep. Copper-Spork will only shrug and say, "Talk to the boss," at which point the man will point to the cute little monkey with the funny red hat and cymbals.

If the PCs are so rude as to interrupt the performance, the monkey in the funny red hat will only chitter at them, and a volley of boos and nearly empty grog containers will be heaped upon the questioners and anyone standing nearby.

If the PCs sit back and wait for a break, the monkey will look at them and speak, maybe surprisingly: "Can I help you?"

Any questions will at first be waved off by the knee-high simian. "I have been working on a certain piece towards my performance art career," the monkey will say instead of answering any questions about certain tattoos and possible new gangs. "I was hoping to give a private showing to a newer audience."

The little monkey will give a look, whereupon his assembled audience will, as a whole, take his hint, move back to the tables and stools, and begin their carousing among themselves. At this point the monkey will



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jump down and move toward a cracked door, in hopes that the group will follow him. Behind the bar, Copper-Spork will hand his rag to one of the senior tavern wenches and move toward the room as well.

In the back room, the monkey will once again move to a barrel placed in the center of the room. And, once again, any questions will be waved off by the performer.

"I said that I had something that I wanted to show you," the Rhesus macaque will say pointedly.

If the PCs sit back to watch the show, the monkey will pretty much present the same show that he was performing in the other room. Any variation of beat or timing will result from a rather particular dance movement that involves putting its hands to its brow and then throwing both hands outwards, with fingers flailing to add some sort of emphasis. And every now and then a backflip will come into play. All the while, the cymbals will be declaring the joyous nature of the song being presented.

Just as the adventurers start to get a little bored, maybe a couple of seconds afterward, the monkey will do a triple flip off of the barrel and take off its funny red cap. And then, before the characters' eyes, a change will begin to happen.

The diminutive simian will suddenly grow wider and just a tad taller. Then an unmistakable look of pain will cross its face as a sudden arms-length of height is added to its stature. Once again, the poor animal will grow wider and its visage will show its discomfort, and then another arm's-length of height will blossom it upward. At eye level, the just-moments-before little monkey will smile wryly at each of the player characters. And the widening and lengthening process will happen again. The result will be a rather gorilla-looking ape standing in the room before the observers. A certain amount of rage and hostility will fill its eyes. The gorilla will fill its lungs and lurch into a standing posture, some two heads above any human or elf in the room.

This ape will be a rather massive affair for all viewing it. Its gray eyes and silver-furred back and shoulders nearly pulsate with power and authority. A slow growl issues from its throat, as thick as any player's head and right shoulder. The barkeep will then speak from behind the group.

"Grapeskin?" he asks. "You doing okay?"

Grape Ape will hear the familiar voice and relax, and let his posture droop to the least intimidating stance he can muster. Or, in any case, the least intimidating a gorilla as tall as two humans can manage.

"Yeah. Yeah." The beast will answer. "I am just upset that I can't do a back flip and get a peanut. I was really looking forward to it."



The ape will look at delvers, breathe out, and then ask, "You had some questions?" Upon being shown the new gang's tattoo and hearing the information that the players garnered prior to this scene, Grape Ape will provide the following information:

- * The sigil in question is indeed a gang symbol.
- * He has seen the symbol in ports around the dangerous island continent of Gefahr.
- * The wearers that he has seen have been cultists of a certain sea god, whose name he does not know (nor does he want to), who thrive on discord and murder in the places where they dwell.
- * These cultists the delvers will be seeking out are probably shape-shifters as capable as, if not better than, himself.
- * A rather posh place has begun to draw the sorts of customers that would normally be drawn to the Monkey Barrel and its honorable patronage.

At the end of the questions and answers, Grape Ape will ask, "So can I get back to my compositions?"

No matter what the player characters might say, Copper-Spork will tell his friend to go ahead and do so. Everyone in the room will be treated to a spectacular display of how a 900-pound gorilla can shape-shift into a player-organ monkey. The GM should feel free to reverse-create the experience for his players as he sees fit. Meanwhile, although he is not unknowledgeable, he doesn't know any more than his cohort. The retired human pirate cannot add to the information given by his former captain, who had posed as his first mate for decades of spoils and plunder. And he would never say anything his partner hadn't already disclosed anyway.

The party's drinks will be at half-price for the rest of evening, should they decide to stick around.

SCENE 4: OH! THE NOOKS AND CRANNIES

This scene can occur before, during, or after the other scenes, or not at all; it is for exploring the wharves.

A hero checking around outside the Monkey Barrel will discover, besides about a dozen piles of surf rocks, that this part of the wharf is built almost completely over open water. It will at first appear to be an incomprehensible maze of catwalks and little docks, but the diligent explorer will find a distinct traffic pattern. Upon a 3rd lvl SR In, a PC will recognize that 90% of them, despite twists and turns, end up at the

bottom of the Jade Waves Tavern, which happens to be across the street from the Monkey Barrel.

1,500 AP to any PC who notices the above clue.

SCENE 5: A CLUB BUILT UPON WAVES FROZEN IN TIME

From the outside, the Jade Waves Tavern seems just a little fancier than the other pubs, warehouses, and stores around it. In front stands a statue of what could be described as an oriental Paragon, or Warrior-Wizard. A tall, Swedish-looking dude with a silly hat, he is holding a machete and shooting water from his other hand. By his crocodile-skin textured boots, everyone will know that he is Australian, which is as far east as one can get anywhere on any world. The statue is slightly smaller than a human or elf. It is made of granite, not jade, and there is no inscription on its base. Gas-fed torches on either side of the tavern door light a bamboo-bracketed sign that reads, in Trade, "Welcome Mates and Moans. We are friendly around the Jade Wave."

The bouncers just inside the entrance are three very large men, two humans and one otgan. They'll tell the player characters to leave any weapons in a box, and hopefully the PCs won't mind. But if not, they will not be allowed in.

Hopefully it will strike someone within the group as odd that an establishment at the end of the wharf can be so luxurious compared to the places around it, as well as just a bit closer to shore. 700 AP for the first PC who expresses this.

A 3rd lvl SR In or Lk will clarify the issue to the players if none question the discrepancies.

The bar itself consists of three levels joined by a central hall onto which customers can gaze from the balconies. Linking the levels are six different stairways as well as a manual elevator made for smaller sorts of kin such as leprechauns and hobbs. The lowest level has a stairwell that features an opening for trans-environment denizens like the talktipus and otgan. The bouncers at *this* door are three surly otgan and a killer whale who bobs his head up every once in a while.

The bartender-manager is the spitting image of the statue at the entrance. Seeing the PCs, he will recognize them as adventurers of some importance and make a point to come over and meet them. He will of course speak in a thick Oceanic accent; the GM should feel free to be as Paul Hogan as he wants to.

The proprietor's name is Silas Hokey, and he will introduce himself as a retired adventurer. He is indeed from the islands to the southeast of the Athebes continent; they are known as Stragea, or the Strange Waters, to the rest of world. It was his grandmother who was Australian; he inherited

the accent and her machete and boots. He has had many an adventure and, being from Stragea, many of them were underwater. He retired to Fishhook last year, and, through his earnings from adventuring and friends who are investing in the franchise, he hopes he has built one of the finer meeting places for kindred on both sides of the tide.

When the delvers get around to questions about the tattoo and the disappearances that have been occurring, Silas will seem rather surprised and disturbed.

"Oi, this sort of skulduggery means no good for my nest egg here," he'll exclaim.

He has seen the sigil before; it's worn on worshipers of the God of Shipwrecks, he says. And he can't figure them out. Besides death and destruction, they don't seem to do anybody any good. And he's even found mutually beneficial relationships with the landlubber cannibals of far-off Gefahr.

As to whether he has had any sort of interaction with them, Silas can't say. Being as "well-traveled" as he is, the former delver holds all sorts of companionship—he's more about making money than a reputation. He wouldn't know if a few "dark-souled sorts" frequented his place, as he only checks for weapons, not tattoos.

Silas Hokey, Retired Delver on a Walk-About
7th level Rogue

MR 160 (9d+80)

In 32 Dx 47

Lk 75 Wiz 31

Spells Learned: Call Water, Gillie-Again, Detect Magic, Knock Knock, Lock Tight, Cat Eyes, Blasting Power

Notes: Silas feels he has earned enough through his life of adventuring to enjoy the good life. He likes Fishhook because the wharf-side locals aren't local either, and they don't ask too many questions. Though rather amoral, he won't tolerate eating babies, slapping girls, or lying. He fights with a machete and likes to show off his Call Water spell. "Saved me life many a time," he'll say, and recount a long tale to illustrate how it did.

What the PCs should be noticing during this conversation is a group of four rather sharp-featured elf-looking humanoids whose skin seems to sparkle every now and then when they step below a torch. They seem to be trying not to look interested in eavesdropping. 3rd lvl SR In or Lk to notice; 300 AP to the noticing delver. These humanoids are hairless and something about their eyes will just seem wrong.

Confronting the group will only draw unintelligible responses in a Gefahr Trade dialect that Silas barely knows and can barely translate; the elves do not understand well enough to be much help, and in any case they wish to left in peace.

As much as the Jade Wave's owner might like the characters at this point, he will not allow any transgression against the strange elves to occur. His establishment is a totally neutral meeting place.

Now, if the heroes want to follow this particular group out of the establishment, that's moving the plot along.

SCENE 6: A FOGGY NIGHT UNQUIET

Following the strange humanoids should not be too hard; a 1st lvl SR Sp by one of the PCs will allow the group to follow them through the docks in the now-foggy evening. The delvers will soon see the elves find a spot where the wharves meet a deserted marketplace and slip off into the four corners of the covering mists. Before they can react, a well-heeled and rather drunken merchant, dressed in fine robes of silk and a turban, will come, singing, along the way, apparently toward someplace where he feels comfortable.

If the roll was unsuccessful, the group will become lost and stumble into a couple of drunken bums, all of whom, if questioned, will try to assist the party as best they can—meaning pointing them toward dead ends. After three or so of these cul-de-sacs, or, if a critical was rolled, five, the delvers will stumble upon the drunken merchant, who will lead them to the deserted market area. Once at the market, they will suspect that things look a bit suspicious; even the drunkard will become quiet once he is in the area.

One by one, the odd-looking elves will step out of the fog. The hapless merchant will attempt to greet them with a cheery and followup smirk–inspiring joke. The elves will then start to reveal their true selves. Through a series of convulsions lasting only a few seconds, the “elves” will slip into somewhat humanoid forms with sharklike heads. Two will have heads almost proportional to their frames, while one will take on a great white shark’s visage, and the last will become a hammer-headed being.

4 Shark-Humanoid Halflings*

MR 95 (10d+48)

Sp: 18 on the ground, doubled if swimming

Equipment: Whatever weapon and 9 points of skin armor

Notes: Anyone taking any damage is assumed to have been bitten by the were-sharks. On every foggy night beside the

seashore, the character will have to roll two sixes on a d6 to escape transformation into one of these beasts. If the character is transformed once, it becomes a slave of the Cult of the God of Shipwrecks until a Healing Feeling spell can be cast on it. If that spell is cast, the character will still be subject to the curse during the next foggy night by the sea.

"Plain Old Pillage" Tables for Ill-Gotten Booty

*** Author's Note**

About the use of the word "halflings" in this scenario: I use were-sharks, and while describing them in their half-human form I couldn't think of a name for them. There is the White Wolf-styled term "metis," and I believe they came up with a were-shark back in the day—one of the best things that happened in gamer literature since Dave Hargrave had sky sharks lurking the skies of Arduin—alas and probably trademarked, as well. Well, I could not find the right term. And then wallah, why not use the term "halfling?"

Can anyone tell me why not? "Halfling," for the D&D headset, and most of the gaming world in general, is a term for hobbits used by Tolkien but not trademarked by his estate. Technically it's no different than calling half-elves and half whatnots "half-breed." To me, using the term halfling as the half-way point for a were-creature not only makes sense, it spices up my T&T dishes with an ingredient that is not seen elsewhere in other RPGs as well as D&D. Anybody else like the idea?

The were-sharks will not actually put up more than a combat turn's worth of a fight. One of them will grab the hapless drunkard who was their intended victim, throw him over its shoulder, and leap into the waters just beyond the docks. The other halflings will follow the first into the drink afterward, leaving the PCs looking into the dark and rolling surf.

While jumping in to follow the gang and their accosted isn't going to produce much of a lead, unless the followers can swim at a speed (Sp) of 32, looking around the bay in front of them will be helpful.

With a 3rd lvl SR Lk, the keen-eyed PC (300 AP to the lucky one) will spy what looks to be either a sinking lighthouse or a crumbling wizard's tower out beyond the wall of the harbor. A light will be waving in the window opening of the structure. Even if the player characters do not make the roll, the GM should have them notice this, though without any experience being awarded.

SCENE 7: THE SUNKEN TOWER

On the way out to the sunken tower, however the delvers are getting there (boat, or Fly-Me spells, or whatnot), they will notice two things. The



fog is starting to clear up as the winds from the southwest are picking up, usually a sign of an approaching storm in this part of the world. And something like a large manatee is following them. When it bobs up from beneath the waves, a male human-like head and torso will be seen. Should the group try to hail him, the merman will answer them. A tattoo of a trident, different from the mark that the group has been investigating, is displayed prominently on his chest.

"I am on a mission of some importance," he will answer in heavily accented Trade. "Why are you all following me?"

When the characters explain that they thought he was following them, he will excuse himself and explain that he was headed off to the sunken tower for a matter of life-and-death importance to the town of Fishhook. He will suggest that the group do their fishing someplace else. If our heroes go on to explain that they are en route to the same place, he will introduce himself as the Wizard Norri of the 26 Undersea Nations. He will say that he has been tracking cultists of the God of Shipwrecks, who seem to be summoning something from the Greater Depths toward the area.

Upon hearing about the were-shark halflings and their intended victim, the merman sorcerer will offer to let the group accompany him, as long as they don't get too much in his way.

Once the PCs get to the sunken tower, it will become obvious that the structure is not falling into the sea but rather being lifted up from it. Only the very top of the building, leaning heavily to one side, is out of the water. Barnacles, coral, and seaweed are encrusted on the stones and mortar. Its roof, at one time fiery copper, is now green with corrosion and pitted with holes. The adventurers will see the halflings slip into a large hole in the tower and begin to climb up.

Getting from a boat or other vessel into the tower requires a 2nd lvl SR Sp; a failed roll means the character falls into the waves. The closer the fallen delver's carried weight is to his St, the less buoyancy he will have, and the harder it will be to swim. The GM can have the PC make an SR to stay afloat in addition to the roll to disembark to the tower. Of course, failing that SR will result in drowning, without an extraordinary rescue effort by the other party members.

Once in the tower, Norri will assume a land-walker form (he'll lose the fish tail for a set of legs) and nimbly start making his way toward the top, where a light still shines. The PCs may follow with a 1st lvl SR Sp; failure means slipping on the slick aquatic vegetation covering everything in sight. A critical failure means the PC is in the water, where drowning may occur.

In the high room of the tower, the PCs will see a strange view for sure. Besides being slanted worse than a TV set for a Batman villain's lair, its corals and barnacles give it an even more alien feel. Resting in the lowest area of the room is the hapless victim. Over him are the four were-shark halflings and an aged woman looking ever so much like a hag, if ever our heroes saw one. The bodies of squid will lay discarded, as ink from their glands has been used to make a large pentagram, in the center of which the victim lies unconscious.

As the hag sees the party, she will screech, and the halflings will move to attack as she points at them. A 3rd lvl SR Lk by any of the PCs allows them to see that on her left wrist is a trident tattoo similar to the one on Norri's chest.

"You fools," the hammer-head halfling will say in very bad Trade. "We are not here by choice; we are slaves."

The PCs will notice that the halflings closing in on them are marked on their dorsal fins, which are near their shoulder blades, with the same tattoo as the one seen on the leg of victim on the docks.

As the delvers look back at Norri, the merman magic-caster will shrug and say, "Hey, I never said I was here to *help* Fishhook."

This is just before he launches into a spell.

The Wizard Norri, merman priest of the God of Shipwrecks

2nd level Wizard

MR 50 (2d+25)*

In 22 Dx 17

Lk 15 Wiz 21

Spells: Knows 1st and 2nd level spells

Notes: In hand-to-hand combat, Norri fights with a dagger, hence his 2 dice regardless of his MR. If the combat goes south for him, he will attempt to escape.

Hag of Welness

1st level Rogue

MR 20 (3d+10)

Wiz 15

Spells: Call Water

Notes: A cackling mass of bad hair and missing teeth, the Hag wears a burlap sack as a dress. And then there's her breath; she eats raw fish.

THAT'S A WRAP

Hopefully the PCs survive. If they don't, Norri will complete his ritual, and the waters around Fishhook will become the hunting grounds of a horrible aquatic monster that resembles an octopus and gargantuan catfish, with an MR of about 1200 and capable of casting up to 5th level spells. The docks themselves, and any ships unlucky enough to be in the area, will be destroyed in a matter of days. The townsfolk and any visitors unlucky enough not to make a 4th lvl SR In will be bound to the area as mentally dominated slaves of the cult of the God of Shipwrecks. In a matter of weeks they will all start to resemble crosses between catfish and apes and become 2d6x10 MR monsters with no intelligence or wizardry. At least until a group of very high-level delvers comes to set things right.

Besides the pillage and booty available to the PCs from the defeated (dead or captured) NPCs, the tower itself is laden with 2d3 items from the "Holy Mackerel" treasure table. Of course, half of these are underwater; the GM is encouraged to make them none too easy to get to.

1,700 Adventure Points to all delvers surviving the adventure.

TREASURE TABLES

Plain Old Pillage, roll d6

- 1-3 2d silver "slivers"
- 4 d6 slivers and a nicer weapon than the one the PC is carrying
- 5 d3 slivers and a gem-laden necklace (meant as a gift to someone else) worth 14 gold "guppies"
- 6 d3 guppies and 2d slivers

Booty Table, roll 2d

- 3 d3 gold "guppies" and 2d slivers
- 4 A scroll with a 2nd level spell on it
- 5 d3 guppies and 2d slivers
- 6 A vial of Poor Baby (at 3rd level)
- 7-8 A scroll with a 2nd level spell on it
- 9-10 d6 slivers and gem-laden necklace (meant as a gift to someone else) worth 14 guppies
- 11 A scroll with a 2nd level spell on it and a vial of Poor Baby (at 3rd level)
- 12 A ring of Cat Eyes (2nd lvl SR In to determine its function); to use, non-wizards spend St temporarily instead of Wiz
- 13 A flask with a permanent Call Water spell in place
- 14+ Roll twice



"Holy Mackerel" Treasure Table, roll 2d

- 3-6 The Tome of Glop Pex Nez: This water- and fireproof tome contains 1st through 5th level spells. Each spell requires a 3rd lvl SR In for a Rogue to learn.
- 7-10 The Dark Trident of Salagoss: This black-stained metal trident uses the wielder's St to cast Zombie Zonk.
- 11 The Eye of the Storm Necklace: The wearer of the Eye of the Storm can cast Death Spell #9 using St, but will lose d6 Ch points when doing so.
- 12-13 Fish-Flop Sandals: The wearer of these sandals gains 3 times Sp when swimming.
- 14 A treasure chest laden with 3d6x100 silver pieces of various currencies, 2d6x10 of gold of various currencies, 2d6 jewel-encrusted cups and dishes worth d6x10 in silver currency, and a map detailing part of the far-away Isle of Gefahr.
- 15+ Roll twice.

AN UNOFFICIAL T&T SPELL!

The Gillie-Again Spell [Metabolic]

A 3rd level spell (In and Dx 15)

Wiz Cost: 11

Range: Touch

Duration: 1d3 days per level of caster

Power Up: No

Description: Will allow surface-dwellers or aqua-dwellers to dwell either underwater, or in a water that is saltier or fresher that they are used to, or on dry land. This spell can only be used to get from one environment to another. So, say a caster is moving from saltwater to dry land, he must then cast another Gillie-Again to move fully submerged into a freshwater environment. Side effects of pressure are also diminished.

Created by Tom "Kopf" Loney back in 2005, this spell has appeared in various works since, including "Between Sky and Sea" by Michael Eidson and Tom K. Loney and The Hobbit Hole from Outlaw Press. Tom finds this spell useful in aquatic adventures.



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Fast Food



by Scott Malthouse

There is something going on in Fellhaven. Around the time the new fast food joint, Yummy Burger, opened in town, a spate of disappearances began. What's more is that Yummy Burger appears to be thriving, with people coming from around the kingdom to eat there. Could the two events be linked somehow?

"Fast Food" is an adventure for common kindred characters with 30 Adds or fewer. The players will need all their wits and detective know-how to get to the bottom of this mystery, which is definitely more than it seems.

GM BACKGROUND

Fellhaven, a small town of roughly 500 people, lies 45 miles east of Khosht. Fellhaven is a popular tourist destination due to the megaliths that stand a mile north of it, giving it the nickname of Stone Town. The inhabitants are mostly human and hobb, but because of the tourism there are all kinds of kindred around.

In the last week, a fast food restaurant called Yummy Burger opened in Fellhaven. It sprang seemingly out of nowhere and is run by a group of humans. The establishment immediately became a hit with the townspeople, and now every day it is full of customers chewing on their delicious burgers.

Four days ago the local news parchment, *The Stoney Times*, ran a story on its front page about the village idiot, Jamsbury, having gone missing. People didn't think much of it since, well, he *is* an idiot after all. They expect him to wander back sometime. However, the next day the parchment ran a similar story: Edwina Milligan, the daughter of a rich noble, had also disappeared. The guards have been searching for almost 24 hours to no avail, and the noble is getting understandably restless.

The fact is, both Jamsbury and Edwina were kidnapped by the Yummy Burger's owner and manager, Oslo Winslow. The players will be led to believe that Yummy Burger has gone Soylent Green on Fellhaven and is putting people in its meals, but this isn't so. Oslo and his employees are actually giving the kidnapped people to an evil wizard called Gabriel Stormhound, who is in turn rewarding Yummy Burger with an unlimited supply of scrumptious meat. The wizard is then taking his victims to his underground lair, where he is extracting their lifeforces to give himself an unnaturally long life.

Plot Hooks

1. The players have heard about Yummy Burger on their travels and want to check it out on their way to another destination.



2. One of the players wishes to visit a friend in Fellhaven. The friend tells the player about Edwina.
3. The players come across a guard who is searching for Edwina.

PART ONE

Arriving in Fellhaven

Fellhaven has one main road, which runs through the town from north to south. This road is regularly populated by traders from larger cities who come to sell their fine wares and buy cheap leather, wool, and other fabrics that are readily available in Fellhaven. During the afternoon there are usually quite a few tourists who have journeyed here just to eat at Yummy Burger, so the adventurers will notice a plethora of races (including the odd goblin or two) heading towards the town. If the delvers are traveling at night, it's possible that they could be waylaid by brigands who ambush their victims from hiding places in the trees that line the road. Roll 1d6 on the table below to determine whether an encounter occurs and what its nature is.

Roll 1d6

- 1 No encounter
- 2 No encounter
- 3 No encounter
- 4 3 Brigands, MR 10 each
- 5 4 Brigands, MR 10 each
- 6 4 Brigands, MR 20 each

Each brigand has 10 gold pieces as treasure

If the characters arrive during the day, the two hobb guards posted at Fellhaven's north and south entrances won't question them, unless they are blatantly carrying around corpses or being rowdy. However, at night the guards are understandably more cautious because of rumours that there are brigands abroad, so they will stop the characters first and ask them their business in Fellhaven before allowing them in. If the adventurers act suspicious in any way or talk of killing or anything illegal, the guards will deny them entry unless one of them passes a 2nd lvl SR Ch. If the party fails this, the group can always go to the opposite entrance and try its luck there, or return in the morning and try again.

Once inside the town, the delvers will notice a small human girl in a flat cap walking up and down the streets, shouting: "Extra! Extra! Local nobleman's daughter still missing." If the characters buy a news parch-



ment from her for 2 cp or ask her about the situation, the child will explain the following:

- * Edwina Milligan, daughter of Stanley Milligan, a Fellhaven nobleman, left her house to pick berries in the woods nearby and never returned. This was discovered yesterday.
- * Three days before that, the parchment ran a story about Jamsbury, the village idiot, having gone missing. He was last seen going into his house on Willow Street.

The players will notice that there are very few people around, and that those who are (mostly tourists) are all heading in the same direction: to Yummy Burger.

Yummy Burger

The new burger joint is packed most of the day, but closes at dusk. Its floors are a curious tiled pattern of black and white checkers, while its furniture is mostly red leather. At a long counter on the back wall, masses of people are queueing. Two humans, a young man and woman, dash frantically about behind the counter in an effort to serve burgers to all the customers. If the characters would like a burger and fries, the cost is 2 sp, but if they mention they are delvers they will get 50% off. (There is a sign on the counter reading, "Ask about our Delvers' special.")

The young man behind the counter is Dashel Winslow, and the girl is his sister, Dawn Winslow. If asked about the missing persons, Dashel and Dawn will say that they are worried about Edwina and Jamsbury, hope the guards find them soon, and are praying for their safety. Of course, what the players don't know is that Dashel and Dawn, along with their father, Oslo, kidnapped the missing pair and are planning a further kidnapping tonight. The Winslows obviously won't let on about this, though.

Oslo is currently away, so the party can't meet him yet. Unbeknownst to them, he is collecting the most recent burgers from the evil wizard.

Jamsbury's House

During the course of their investigations, the delvers may go to Jamsbury's house, where he was last seen. The house is small and cramped, with a faded green door sporting a brass knocker in the shape of a nose. The door is unlocked. (He's an idiot; why would he ever lock his door?) Read out loud the following paragraph when the PCs enter the house:



"You enter what looks to be the living area, but it's hard to tell with so much mess. Clothes are strewn all over the floor and chairs, there is a broken lute at your feet, and a chest of drawers has toppled onto the fireplace. It's clear that this isn't just the work of an untidy person: the house has been ransacked."

A 1st lvl SR In or Lk reveals a small splatter of dried blood on the far wall. The room has two more doors, one leading to a pokey little bedroom and the other to a tiny kitchen. The bedroom is sparsely furnished, holding only a small bed with a leather satchel on it. Inside the satchel are 4 gp, a half-eaten sandwich, and a coupon that entitles the customer to one free Yummy Burger.

The kitchen is a mess. Smashed crockery and cutlery litters the floor, and a dried pool of blood covers the countertop. A 1st lvl SR In will reveal a crumpled-up page of news parchment under the detritus. The feature story reports that Yummy Burger sales have tripled since it opened last week, which *The Stoney Times* describes as an amazing feat of business. The article notes that manager Oslo Winslow is proud of his delicious burgers and hopes that soon he will be able to expand the restaurant into a kingdom-wide chain.

The House of Nobleman Stanley Milligan

Owning the largest property in Felhaven means that Stanley Milligan can easily be found. His butler, Quentin, answers the door but stresses that Stanley is too distraught to entertain guests at the moment. If the characters pass a 1st lvl SR Ch and acceptably explain why they want to speak to Stanley, Quentin will reluctantly let them in. Stanley is visibly shaken up but will speak to the players about his daughter. He knows the following information:

- * Edwina went to pick fruit in Mistydew Forest but never returned.
- * It's improbable that brigands would have taken her, since they always come out at night, never in the morning.
- * Edwina always wears a swan-shaped brooch wherever she goes. Stanley gave it to her for her 18th birthday.
- * Stanley will pay 4,000 gp for his daughter's safe return.

After he has answered a few questions, Stanley will ask to be left alone and will go to his library to read.

The Rock Inn

This is a typical country pub with a few vacant rooms. The bar staff are friendly, and the patrons are mainly older folk who sit around telling

war stories. The adventurers may enjoy a pint for 1 cp or indulge in something stronger—the Stoney Striker, a whisky famous in these parts—for 1 sp. If they spend enough time sitting around or if they ask directly, they will learn the following from the old-timers around them:

- * It's clear that the older generation have no love for Yummy Burger. They say it's just hooking kids and is damaging their bodies.
- * Tourists used to come to Fellhaven for the standing stones, but now they all come for burgers instead.
- * One of the old folks lives next to Jamsbury and awoke one night to a ruckus next door—the sound of crashing and yelling. However, living next to an idiot, he was used to it.
- * One farmer is baffled by the fact that, no matter how many burgers Yummy Burger sells, the town's supply of livestock never decreases. He assumes Yummy Burger must import the cattle from another area.

Mistydeew Forest

This small forest lies a quarter of a mile east of Fellhaven and can be reached by a path. The place is well known and frequently visited, so there is no threat of anything nasty attacking the delvers here. When the PCs arrive, a 1st lvl SR In or Lk will reveal a silver swan brooch, covered in blood, on the forest floor. If they investigate the area further, they will find a slightly torn Yummy Burger coupon entitling the customer to a free burger, just like the one Jamsbury had in his house. These coupons are actually markers that magically track the holder's whereabouts. When the players have both coupons, have them roll a 2nd lvl SR Wiz to determine whether they can sense the magic inherent in them. (The magic is very difficult to identify with just one.) The coupons are given out to certain customers whom the evil wizard wants Oslo to track down and kidnap.

Once the players have gathered some information about the kidnappings, enough to deduce that Jamsbury and Edwina definitely have been taken by force and that Yummy Burger might have something to do with it, you should move on to Part 2.

PART TWO

The previous investigation will likely have taken the characters a full day, so they will no doubt spend the night in the Rock Inn (for a reasonable 1 gp each). The next day, they see the girl selling the news

parchments, crying: "Extra! Extra! Another Fellhavener missing!" The story reports the following:

- * Boffin Bagtook, the stableboy, never returned home after his shift the night before last.
- * The guards say they are "in way over our heads" with the recent spate of missing persons in the town.
- * Oslo Winslow, owner of Yummy Burger, is giving Boffin's family a year's free burgers to cope. He says that he is distraught and sincerely hopes that Boffin returns safe and sound.

The Stables

If the players choose to investigate the stables, they find a patch of blood on the ground. A 1st lvl SR In or Lk reveals additional blood on the back hooves of one of the horses. The horse had, in fact, kicked Boffin's assailant as he was kidnapping him. If the players rummage in the hay on the floor they will find another Yummy Burger coupon. If the players have all three coupons, they can deduce with a 1st lvl SR Wiz that a homing enchantment has been placed on the coupons.

Yummy Burger

The burger joint is even more crowded than the day before. Aside from Dashel and Dawn, a tall man with sunken eyes, pale skin, and greasy black hair is also serving. This is Oslo, their father and the store's owner-manager. The characters will immediately notice that Dashel has a sling on his arm. He acquired it after being kicked by the horse in the stable when he was kidnapping Boffin. Because Yummy Burger is so overcrowded, it's likely the PCs will have to wait until closing time to question the staff. If they start to talk to one of the servers behind the counter while the restaurant is open, the customers will become extremely irate and make it impossible for them to continue to talk without fighting.

During closing, the staff are in the kitchen washing up. Oslo is busy counting his money with glee, but Dashel and Dawn look fed up. They are only reluctantly going along with their dad's mad scheme because, well, they love him because he's their dad. He took care of them when they were destitute, and being wealthy is something Oslo has always dreamed about. His wife died because he couldn't afford a healer to care for her. He promised on her grave that he would make sure his kids would have the best possible upbringing and access to all the things that he never had as a child.

When the adventurers enter after hours, Oslo shouts at them to leave. From behind the counter he pulls out a club covered in dried

blood—this is the weapon used by his son to hit his victims. Dashed and Dawn beg the characters not to hurt their father, and they tell Oslo to back down. Oslo is a fairly fragile man, so as soon as he is attacked or feels like he's going to be attacked, he will spill the beans. This is what he tells the players when interrogated:

- * He sent Dashed to kidnap the victims, whom Dashed knocked out with a club.
- * The victims were taken to the wizard Gabriel Stormhound, who lives in a tower a mile northeast of Fellhaven.
- * He has no idea why the wizard wants people, but he receives an unlimited supply of the best burgers anyone has tasted for carrying out the wizard's orders.
- * The coupons were given to certain people, young and vibrant beings, so that Dashed could more easily track and kidnap them, but he has no idea why Gabriel requires young people.

This is all of the relevant information that Oslo, or anyone else, is able to provide, but feel free to reveal as much background information on Oslo's motives as you like.

It's probable that now the players will want to go to the wizard's tower and free the kidnapped people, if it's not already too late. For the scenario at the tower, go to Part 3.

PART THREE

The Wizard's Tower

A short journey from Fellhaven lies Gabriel's tower, an old, decrepit piece of architecture that looks like it's been standing for millennia. The large oak door has a giant metal handle bolted to it. The door is open, as Gabriel doesn't really have to worry about random people entering the tower since his real base is underground.

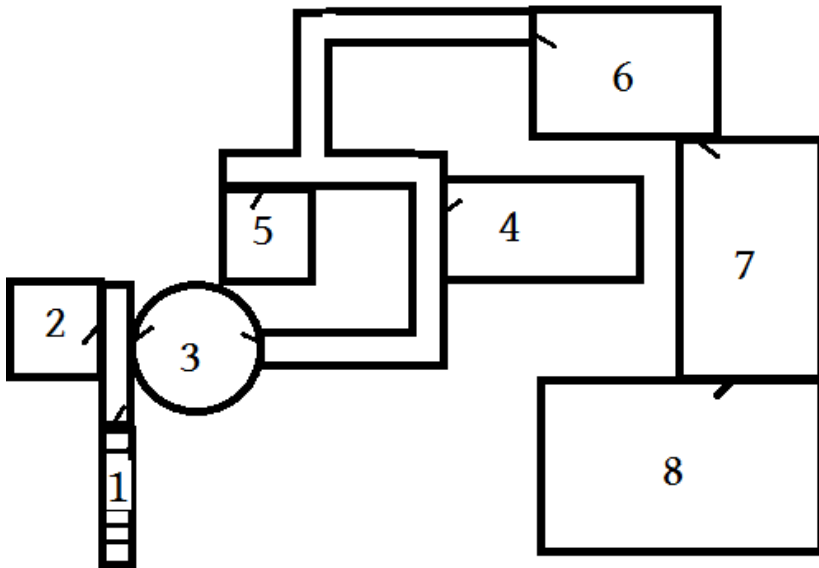
When the players enter, read the following text aloud:

"The room before you exudes an overwhelming smell of must and damp wood. The stony ground is strewn with bits of crumbled architecture that once would have had their place on the ceiling—now a gaping hole opening up to the cloudy sky. Burnt-out torches line the circular chamber, large cobwebs seemingly harnessing them to the walls. Apparently nobody has lived here for a good long while."

Ask the players for a 1st lvl SR In. Those who pass can distinguish a brick that seems much cleaner than the rest. This is a switch that, when

pushed, will cause the bricks in the eastern wall to rearrange themselves into an archway leading to a stairway that descends into Gabriel's base.

Gabriel's Hideout



1. **Entrance Stairs:** Stone steps lead 50 feet down into the earth. They are lit by torches that flare up as soon as the stairs are revealed.
2. **Library:** An unlocked wooden door leads to Gabriel's library, where he keeps tomes on many different topics. Lining the walls are three large bookcases, each with a ladder allowing access to every shelf. Also in the room is a desk with a letter on it. An ink pot and quill rest not too far from the paper. The letter reads:

CONTRACT

I hereby announce the terms and conditions of your position under the employ of Mr Stormhound, MoW (Master of Wizardry). Once signed, you are under contractual obligation to carry out any and all orders from Mr Stormhound until he no longer requires your services.

1. You will agree to find and bring Mr Stormhound men/women ages 18-30 (relative to kindred) over the course of your employment.
2. You will not ask any questions of Mr Stormhound in relation to this task.

3. Although you should take these people by force, do not kill them. If any of the victims die, I will kill you.
4. In payment, I will provide you with an unlimited supply of the best magical beef.

Signed by Employer: *G. Stormhound*

Signed by Employee: *Oslo Winslow*

In the library are three books of note that will come to the PCs' attention. The first is *Animus Primus*, which features tales about wizards who animate inanimate objects to do their bidding. A bookmark marks an illustration of several spears dancing around an old man. The second book is called *Harnessing Lifeforce*. This tome details ways to extract the lifeforce from a person and transfer it to a wizard, making the wizard young while his subject ages instantaneously. A diagram depicts a machine that is hooked up to both a wizard and his subject via respirators. The third book isn't actually a book: it's a scroll. Here are the details:

Level 1 Scroll of Lesser Animate Object

Wiz Cost: 3

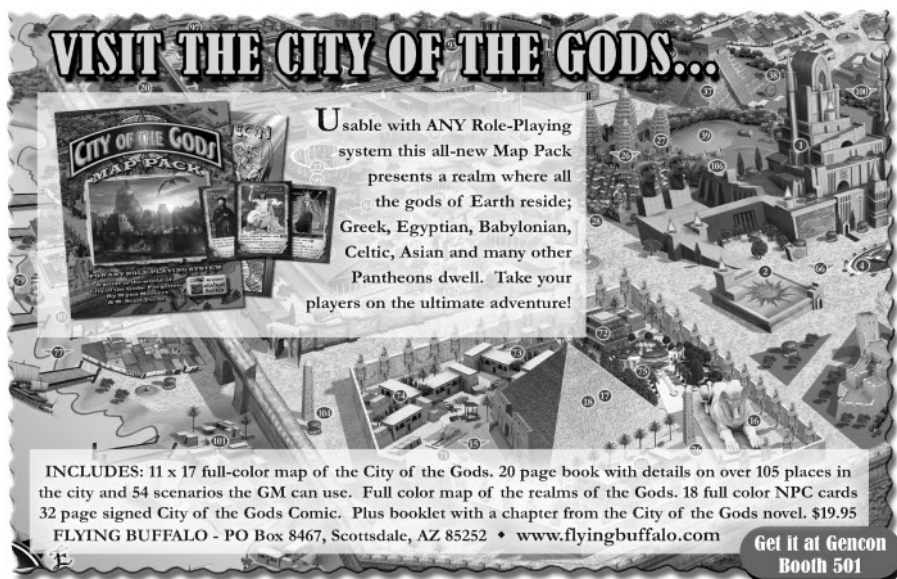
Charges: 1

Effect: The spell targets one object measuring one cubic foot or less. The object springs to life, growing to human size as well as sprouting human features such as legs and arms. The object is now a creature of MR 10 that will fight on the side of the caster until the end of combat.

3. **Wine Room:** An elf who listens at the wooden door is able to hear a faint gurgling sound; any others hear nothing unless they pass a 1st lvl SR In. The door is unlocked. Beyond it is a circular room with a large cylindrical wine rack in the centre. There is another wooden door on the opposite side of the room.

The source of the gurgling is a pot-bellied, goblin-like creature who is asleep with a bottle of wine in his hand. This is Boggo, a hobb who has become deformed after decades of drinking in the dark. Boggo is wearing his prized silver necklace, worth 400 gp. Any attempt to remove the necklace requires a 2nd lvl SR Lk or Dx. If the attempt fails, Boggo awakens with a start and screams at the intruders. He draws his short blade and attacks. He has an MR of 90 and fights well for a crazy drunk. If he rolls four or more sixes in one round, he steals 10 gp from a random player. Boggo carries 100 gp plus any money he may steal from the characters.

4. **Torture Room:** A torture rack with an iron maiden by its side occupies the back wall of this room. On the east wall is a chest containing a quartz key that opens the door to the cells (see 7). As soon as someone enters the room, the iron maiden flings open and two leather ropes attempt to grab the closest victim. The first person in the room must make a 2nd lvl SR Dx or be grabbed by the ropes and dragged into the iron maiden, which seals shut and can only be opened with a 2nd lvl SR St. The victim takes 1d6 Con damage and another 1d6 damage for every Strength check made.
5. **Griffin Room:** The steel door is locked but can be picked with a 2nd lvl SR Dx. Those who listen against the door can hear a loud scratching. Inside the room is a large blue griffin, Gabriel's mount, who attacks whoever opens the door. It has an MR of 100 and takes half damage from magical attacks. It can and will come out into the corridor if necessary to pursue its meal. In the room is a sack of smelly meat and the body of a goblin who met his fate at the claws of the creature. The goblin is carrying 20 gp in a cloth pouch.
6. **Dining Hall:** A long table occupies the centre of this room, and the walls are covered with portraits of leprechauns of different ages. On a 1st lvl SR In, a character realises that although different ages, the leprechauns are the same person. This is, in fact, Gabriel



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Stormhound. Also in this room are three ghosts, which make their presence known by clattering cutlery and sliding plates around the table. Each player must make a 1st lvl SR Lk or be thrown across the room into one of the walls by the malevolent spirits, taking 1d6 damage. After doing this, the ghosts will show themselves and attack the players. Each has an MR of 34, and physical weapons only do half damage to them. However, magical attacks have double their effect.

7. Cells: There are four prison cells here. Two of them are inhabited by a young man and a young lady. One is Boffin the Hobb, with frizzy red hair and puffy cheeks. The other is Edwina, with long black hair and lightly tanned skin. Both appear to be in rough shape, but when they see the delvers they spring up to greet them in delight. If someone has the quartz key from the Torture Room, this can be used to open the cell doors. If not, they require a 2nd lvl SR St to kick down or a 3rd lvl SR Dx to pick. The captives tell the delvers that the wizard took Jamsbury away through the north door and that they heard screams not too long ago. They explain that the wizard is using a lifeforce machine in order to suck out his victims' lifeforce to give himself an unnaturally long life. They beg the PCs to stop him.

8. Experiment Room: This capacious room contains a large metal machine covered in little multicoloured lights, levers, and buttons. A chair is set at either side of the machine. One is occupied by a gangly human with greasy blonde hair. This is Jamsbury, and on his head is a helmet, which is connected to a tube, which is in turn connected to the machine. He is clasped to the chair with metal bindings, and he appears to be unconscious. A similar helmet sits on the other chair, but without an occupant. The overall apparatus is the lifeforce machine, which transfers life from one person to another.

At the back of the room, a leprechaun wearing a green robe is tinkering with a switch for the machine. This is Gabriel, and he is working at a table that has on it a milkshake and a burger. As soon as the players enter, Gabriel swings around and growls at them menacingly. "I had a feeling Oslo would sell me out eventually," he spits as he leaps from his chair. "No matter, though. I need to restock on food for Griffy anyway." Gabriel immediately points at the burger on his desk and utters some words before the burger grows into a hulking beast with a bun on his head. Its roar sounds

like sizzling, and the smell of meat is strong. Both Gabriel and the burger golem will attack.

Burger Golem

MR 50

Special Damage

- * Spite 2/Hamburger Hop: When two sixes are rolled, the burger golem is able to bound out of the way of oncoming attacks. Halve any damage done to it this round.
- * Spite 3/Greased Lightning: When three sixes are rolled, the burger golem fires a TTYF with 13 In. The target must make a 1st lvl SR Dx or fall on his face, putting him out of the next round of combat.

Special Ability

Due to its Sizzling Skin ability, the burger golem takes half damage from ice weapons or magic. However, it takes double damage from water weapons or magic.

Gabriel Stormhound

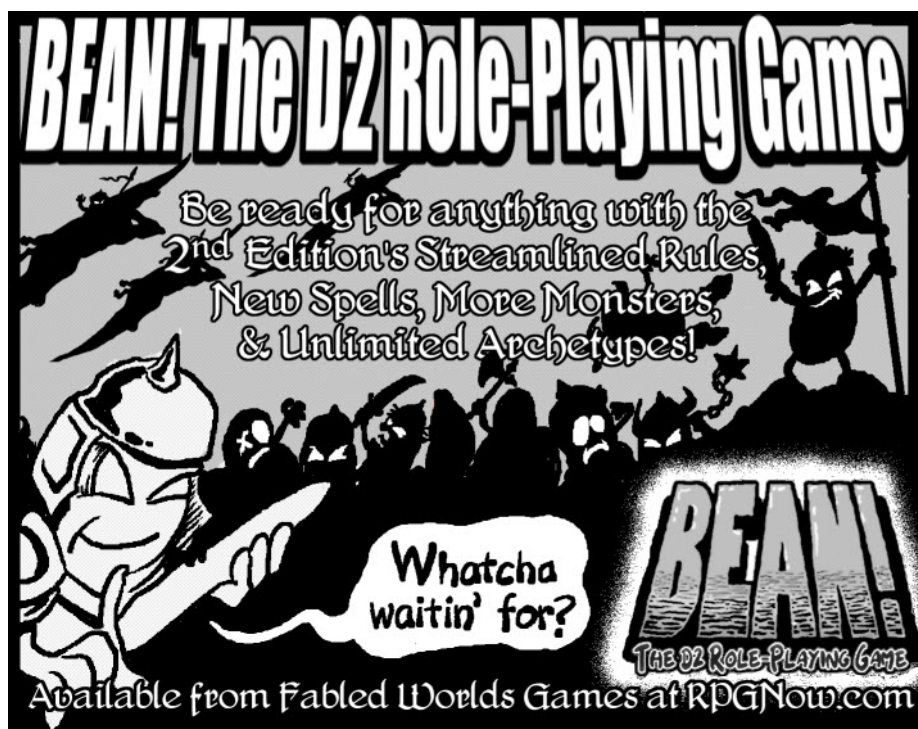
MR 60

Wiz 15

Spells Known: TTYF, Wink-Wing, Poor Baby

CONCLUDING THE ADVENTURE

If the delvers kill Gabriel and the burger golem, they can rescue the captives. If desired, the dungeon could then be used as a base for the characters, as long as they have cleared out any monsters. When the delvers return to town, they are instantly spotted by the guards, who rush to inform everyone of their arrival. Stanley Milligan pays the group 4,000 gp as promised and tells them they are welcome to stay in his house for as long as they need. If the PCs explain about Oslo's involvement in the kidnappings, he is taken to the cells and locked up for 20 years unless the players persuade the guards that he was being used by Gabriel (this shouldn't be too difficult to do).



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The Cold Honor of Malakar

by Trevor Hudgins



Katje Romanov

KAT

Part I of the Exiled Troll History, a solo adventure for T&T

This solo is written for characters of levels six and seven. Combat Adds range: 65–85.

You have been called before King Lasathar, a personal friend who has kept up with your past exploits, in the town of Shahara. Before you can enter the throne room, an older man in bloodstained armor crashes into you. He appears to be one of the king's patrol soldiers, and on his face is the look of one who has seen something more hideous than he has ever seen before. As he drops to his knees, he grabs ahold of your shirt and pleads for your assistance. "Please, you must help me. I must speak with the king about the death of my comrades and the capture of Sir Kandor." After you help him to his feet, you take him in with you for your audience with your friend, the king.

1 The king asks the soldier why he has left his post on the western border of the kingdom (about one and a half days' travel west from Shahara).

The soldier replies: "It was four days ago that Sir Kandor and those of us under his command were attacked by six reptilian humanoids and a single robed elf astride a black bat-like creature. We fought as best we could, but my compatriots were turned into stone statues. Only their weaponry and other items of metal escaped the petrifying spell. Before I ran as fast as my legs would carry me from the terrible scene, I heard the elf tell the reptilian creatures to capture my commander and take him to the Cathedral of Malakar. I fear what these unknown enemies have in store for him."

Go to

- 2** To hear the king's offer regarding this mission.
- 3** To hear more on the border soldier's story.
- 4** If you wish to hear King Lasathar's explanations.
- 5** To speak with the people of Shahara.
- 31** To go to where the border soldier says Sir Kandor was last seen.
- 34** To head for the Cathedral of Malakar.

2 King Lasathar offers a payment of 25 gold pieces per person for the successful rescue of Sir Kandor and delivery of any intelligence gathered on the kidnappers. If you accept the job, he gives your party an advance of 10 gold pieces as well as two maps: one for the town of Shahara and the other charting the route to the Cathedral of Malakar. The king explains that the ancient occult complex is six days' travel from



Shahara—the reason, perhaps, why it has not previously seen larger numbers to its cause. He tells you of several townspeople who may know more about the cathedral and its history. Some may not, however, easily divulge their knowledge and will need to be paid in some form for it.

Go to

- 3** To hear more on the border soldier's story.
- 4** If you wish to hear King Lasathar's explanations.
- 5** To speak with the people of Shahara.
- 19** To go to Caspah.
- 31** To go to where the border soldier says Sir Kandor was last seen.
- 34** To head for the Cathedral of Malakar.

3 The border soldier looks at you, amazed that you have a need for additional detail. He begins to pale beneath his armor and the blood spattered over his skin. He looks toward his lord for direction and receives a stern glance that compels him to divulge more of his story.

Go to

- 80** To hear the border soldier's story.
- 4** If you wish to hear King Lasathar's explanations.
- 5** To speak with the people of Shahara.
- 19** To go to Caspah.
- 31** To go to where the border soldier says Sir Kandor was last seen.
- 34** To head for the Cathedral of Malakar.

4 King Lasathar calls for food and beverages for everyone, especially encouraging the border soldier to eat in order to regain his strength. A doctor comes in as well to dress the old man's wounds.

Upon seeing to the soldier, the king offers you the services of a porter named Bill Monke, as well as an ox, an ox-cart, and enough horses for all of you; this in addition to the advance he has already provided.

Bill Monke

Human Specialist (porter)

In	6	St	18
Lk	13	Con	18
Ch	10	Dx	10
Wiz	3	Sp	15



Combat Adds: +58

Weapons: 2 spears (common), 3d+1, range 15 yards;
crossbow, 5d, range 100 yards

Armor: Cap (steel), 1 pt

Supplies: Clothing (warm and dry), pack, and boots (calf-high)

Weight Possible: 180

Description: A porter by profession, Monke carries what his employer does not wish to carry.

The king then offers to relate to you what he knows of the six reptilian creatures and the robed elf: "I cannot, of course, tell you about my soldier's personal experience with these enemies. However, I have heard about the three types of creatures he encountered. If you feel you can spare a few more minutes, I will tell you more."

Go to

- 81** To listen to the king's explanation.
- 5** To speak with the people of Shahara.
- 19** To go to Caspah.
- 31** To go to where the border soldier says Sir Kandor was last seen.
- 34** To head for the Cathedral of Malakar.

5 As you leave the gates of the castle proper, you look at the map that King Lasathar has given you for the city of Shahara. He has pointed out the locations of several establishments known to be patronized by the townspeople who may know more about the Cathedral of Malakar.

Go to

- 6** To visit the Iron Smith.
- 8** To walk to the Shahara Library.
- 10** To drop by the Roach Inn.
- 15** To visit the Western Gates.
- 19** To go to Caspah.
- 31** To go to where the border soldier says Sir Kandor was last seen.
- 34** To head for the Cathedral of Malakar.

6 The Iron Smith is alive with the crashing of hammers and the great heat of a smith's fire as you enter. Strangely, you notice a number of young women within its walls. The reason for this becomes clear as you finish stepping through a small gap near the rear of the building: the



robust and comely Wayne Ebeneiser is working hard at his profession. He wipes his brow with a rag and moves out of the building, followed by a small group of giggling maidens.

Trailing the man and his flock outside, you approach and ask him about Malakar and his eponymous cathedral. Ebeneiser sends the young women away and tells you that he will divulge what he knows only after you each buy an item from his inventory of fine arms and armor.

Go to

- 5** To visit another townspeople.
- 7** If you buy from the smith as per his request.
- 19** To go to Caspah.
- 31** To go to where the border soldier says Sir Kandor was last seen.
- 34** To head for the Cathedral of Malakar.

7 After you have bought your new items from the Iron Smith, Wayne Ebeneiser sits down on a large oak stump with a sigh:

"This is about how the Cold Honor Staff was created and what I understand about it. The Staff was made about 425 years ago by Shiv'thas Ebeneiser (a distant male relation of mine) for the founder of Shahara, known as Malakar.

"It was made from a newly discovered metallic material called Cold Iron and a portion of Malakar's traveling staff. The Cold Honor was named as such due to what it had meant to the first Shaharans. It has the face of Malakar where you would place your hand. Set into its eye sockets are two diamonds that glow with a greenish inner fire."

After he finishes his story, you follow him back into his forge to view a blueprint of the Cold Honor.

The Cold Honor Staff

Quarterstaff

In 6

St 4

Dx 6

Dice: 2d+1

Weight: 25

Cost: 100 gp

Go to

- 5** To visit another townspeople.
- 19** To go to Caspah.



- 31 To go to the spot where Sir Kandor was last seen.
- 34 To head for the Cathedral of Malakar.

8 As you enter the Shahara Library, you notice a placard that reads: "Lecture by Mandy Jessup: 'Malakar and the Horned Crucible.' Free to all. Refreshments provided." The lecturer is the woman whom you seek.

Go to

- 5 To visit another townspeople.
- 9 To listen to Jessup's lecture.
- 19 To go to Caspah.
- 31 To go to the spot where Sir Kandor was last seen.
- 34 To head for the Cathedral of Malakar.

9 You enter the large auditorium as the speaker is beginning her speech. "It was about 500 years ago—50 years before the Horned Crucible—that the most handsome of ogres came into Shahara on some unknown pilgrimage from his homelands, which lay to the north-west. At that time, we were a group of nomadic gypsies and traders without a home for ourselves. The ogre's name was Malakar. He wore very little in the way of armor, and for a weapon had just a branch that stood as tall as he. Our ancestors, seeing no threat from this monstrous stranger, invited him to join their fire and tell of his stories and of what he had seen in his travels."

Go to

- 5 To visit a townspeople with whom you have not yet spoken.
- 12 If you tell her that you are looking for Samantha Wyse.
- 13 To speak with the town drunk.
- 19 To go to Caspah.
- 31 To go to where the border soldier says Sir Kandor was last seen.
- 34 To head for the Cathedral of Malakar.
- 79 To continue listening to Jessup's speech.

10 You enter the Roach Inn to silence and light that streams in through the windows. Though it is quiet, there are nine people within its restaurant area: four humans, three elves, and two ogres. One of the elves is busy wiping off the table nearest to you, but she looks up as your shadows cover the table. She asks what you need and agrees to answer your questions about the people you seek.



Go to

- 5** To visit another townspeople.
- 11** To speak with the barmaid.
- 13** To speak with the town drunk.
- 19** To go to Caspah.
- 31** To go to where the border soldier says Sir Kandor was last seen.
- 34** To head for the Cathedral of Malakar.

11 "I am Samantha Wyse," says the barmaid, "but I am sort of busy at the moment. If you wish to converse while I work, then do so. However, if it is to be longer than a few minutes, I ask that you have a meal with me—on your expense of course—to allow me to have a break." As she says this, she wipes some sweat from her eyes.

Go to

- 5** To visit a townspeople with whom you have not yet spoken.
- 12** To continue speaking with the barmaid.
- 13** To talk to Simon Dweedle, the town drunk.
- 19** To go to Caspah.
- 31** To go to where the border soldier says Sir Kandor was last seen.
- 34** To head for the Cathedral of Malakar.

12 It does not matter if you talk to the barmaid while she works or if you pay to have a meal with her; she will give you information about her Wylder Elven heritage and the Khaladesh Elves regardless. "I am sorry," she will say, "for I am not from the Khaladesh tribe, but instead from the more nomadic tribe known as the Wylders. However, it scares me that you do ask about the cousins of my people. Their name refers to their connection with the mountain spring from which they gain their magical energies. They are quite peaceful. Their dwellings are cut into the foothills of the mountains and along the banks of the river that are about a week's journey northwest of this town. I warn you not to go and meet them without small jewels to give as a gift, or you will be dismissed from their territory. As to your query, this robed elf could be one of the Khaladesh, and if he is, be wary around him."

Go to

- 5** To visit a townspeople with whom you have not yet spoken.
- 13** To talk to Simon Dweedle, the town drunk, at the Roach Inn.

- 19** To go to Caspah.
- 31** To go to where the border soldier says Sir Kandor was last seen.
- 34** To head for the Cathedral of Malakar.

13 By the time you get to Simon Dweedle's table, he has five empty ale glasses in the center of it. He slurs a greeting to you and asks if you will buy him another drink and/or some food.

Go to

- 5** To visit another townspeople.
- 12** To speak with the barmaid, Samantha Wyse.
- 14** To listen to what Simon Dweedle has to say.
- 19** To go to Caspah.
- 31** To go to the spot where Sir Kandor was last seen.
- 34** To head for the Cathedral of Malakar.

14 After the drink and/or food arrives by way of Samantha Wyse, Simon Dweedle, with a full mouth, asks why you have joined him. "So, you wish to go to that damned Cathedral of Malakar. Very few people ever head out there, but it is not because it is a week's travel from here. It is because of the curse that has been laid upon it from the day that our founder was laid to rest within. I swear that you do not wish to go there."

Go to

- 5** To visit a townspeople with whom you have not yet spoken.
- 19** To go to Caspah.
- 31** To go to the spot where Sir Kandor was last seen.
- 34** To head for the Cathedral of Malakar.

15 As you draw near to the Western Gates of Shahara, you can hear the booming voice of Commander Isaac Downey as he gives orders to those atop the walls that surround the city. He stops giving orders as he notices that you are approaching his temporary station. "Are you the ones who are looking for information on that border soldier who came here in urgency? If you are, tell me what he has said."

Continue to **16** to tell him what you know. If you choose otherwise, continue to **5** to talk to a townspeople with whom you have not yet spoken. Or, if you leave the city, go to **19** to visit Caspah, **31** to travel to the spot where Sir Kandor was last seen, or **34** to head for the Cathedral of Malakar.



16 "Interesting tale he had, but a grand one for any soldier. The other information that you were able to collect adds to the mystery surrounding the resurgence of interest in the Cathedral of Malakar," the commanding knight states as he watches his men. "I do not believe that there is any purpose in going to the Khaladash territory to ask about just a single elf, nor in heading toward the lands of the trolls. That leaves three targets to aim for: Caspah, the Cathedral of Malakar, and the site of Sir Kandor's kidnapping. I can tell you about either Sir Kandor or Caspah. Which one do you wish to hear about first?" Before you go, he sends with you one of his own soldiers, Elizabeth Martell.

Elizabeth Martell

Elf Specialist (enchanter of arms and armor)

In 14 St 14

Lk 17 Con 8

Ch 18 Dx 15

Wiz 12 Sp 6

Combat Adds: +52

Weapons: Mace (heavy), 5d+2; crossbow, 5d, range 100 yards; quarterstaff (of ordinary appearance but with magical abilities), 2d, holds a healing spell (2d6, DARO) that can heal an individual X times per day, X being the size of the group—Elizabeth uses the spell on members of the group as needed

Armor: Full soft leather, 5 pts

Supplies: Magical components, belt pouch, and provisions for the entire adventure

Weight Possible: 140

Go to

- 5** To visit a townspeople with whom you have not yet spoken.
- 17** To ask Commander Downey about Caspah.
- 18** To ask about Sir Kandor.
- 19** To visit Caspah.
- 31** To travel to the site where Sir Kandor was last seen.
- 34** To head for the Cathedral of Malakar.

17 "Caspah," says Commander Downey, "is a small farming community that the border patrols use as a central base for our families. The patrols bring a lot of people and trade caravans through Caspah. This has caused the town to gain notoriety within the lands of the other kindred, attracting rabble who travel to there with designs upon the riches that flow through it despite its small size and rural nature. Thank-



fully, due to our border patrols' constant presence, there have been virtually no crimes or other violent acts within the town." This is all that he knows about Caspah, because it has been more than five years since his last visit.

Go to

- 5** To visit a townspeople with whom you have not yet spoken.
- 18** To ask Commander Downey about Sir Kandor.
- 19** To visit Caspah.
- 31** To travel to where the border soldier says Sir Kandor was last seen.
- 34** To head for the Cathedral of Malakar.

18 An odd mix of emotions crosses Commander Isaac Downey's face. "It is terrible that my dear friend, Kandor Nestleton, was kidnapped by those bastard sons of lizards and elves. You must go and free him, because if he dies, I do not know what will happen throughout our land. He was admired by most anyone he met, especially those he fought against. He became one of our knighthood's highest ranking members about 10 years ago, just after a terrible war with the sentient monsters that had flooded our region. Our king gave him the great sword that he has named the King's Blade. It was worth twice as much as Kandor could have afforded at the time." He tells you more about his friend, but the rest of it is of little import.

Go to

- 5** To visit a townspeople with whom you have not yet spoken.
- 17** To ask Commander Downey about Caspah.
- 19** To visit Caspah.
- 31** To travel to where the border soldier says Sir Kandor was last seen.
- 34** To head for the Cathedral of Malakar.

19 It has taken you about three days to arrive within the enriched farming community of Caspah. On the final morning you are standing atop a dune when you see smoke rising from the valley below. It is possible that something could be wrong, but the smoke could just as easily be from cooking fires. You have not seen any person or sign of trouble in at least a day and a half.

Go to **20** to investigate the smoke. To head to the site of Sir Kandor's kidnapping, go to **31**. To leave for the Cathedral of Malakar, go to **34**.



20 It took you most of the day to make it into Caspah, and it has become more apparent that trouble has descended upon the farming community. You have begun to see further signs of pillaging, but as of yet you see no indications as to who the town's attackers might be. In fact, it appears that there is no life at all within the town.

Continue to **21** to continue to investigate the smoke. To head for the location where Sir Kandor was kidnapped, go to **31**. To leave for the Cathedral of Malakar, go to **34**.

21 Moving further into Caspah, you see that it was indeed ransacked and burnt to the ground by some unknown force. As you explore the various husks of buildings and stores, you can tell that those within had attempted to fight back against their enemies. It is when you near the town's center and the Alexis Dragon Tavern—the only building that remains untouched—that you find your first clues as to the source of this destruction: 15 stone statues striking various poses of fear and defiance. Rubble composed of stone body parts litter the ground.

To search the Alexis Dragon Tavern's premises, go to **25**. To seek out survivors, go to **22**.

22 As you further explore the ruins of the once peaceful and thriving farming community, you hear several cries that could be those of children, as well as the quieter voices of older teens, coming from a house near the town's northwestern boundary. You track the cries to a small storehouse dug into the ground. Seven toddlers and three teenagers are holed up inside of it. Two stone statues, one grasping a wooden broomstick and the other a tree branch, lie atop dead body of a reptilian male on the ground before them. You notice that the broomstick and tree branch are still wooden rather than stone. The ten children are grateful for your help, but terrified at the sight of their mothers in such a state.

If you ask for the children's story regarding what has happened to their town, go to **24**. If you ask for advice on a safe location to which to move, go to **23**.

23 The children recommend traveling northwest to the lone shack of an elderly woman, a half day from the site of Sir Kandor's kidnapping.

To visit the shack, go to **28**. To return to Shahara for a positive injunction from King Lasathar, go to **74**. To go to the Alexis Dragon Tavern, continue to **25**. To leave for the Cathedral of Malakar, go to **34**. To investigate the spot where Sir Kandor was captured, go to **31**.



24 The eldest of the children, a human boy of about 18 years, gathers his nerves and begins to relate what has happened here: "They came upon us in the dead of the night, after the last of the border soldiers had departed for their rounds. It was as though they had known when our people would be the weakest. Yet even had our soldiers been at home, they might well have been routed, so great was the amazing speed, agility, and strength shown by our attackers. They had swarmed into town in a force that had to be more than a million in size. (You assume that this is an exaggeration spurred by his imagination and fear.) Three robed figures rode upon hideous large black bat-like creatures. They set fire to everything, but for that single building over there—they seemed as if they were terrified of it."

He points toward the Alexis Dragon Tavern at the center of town. Tears well in his eyes as he beholds the large number of stone statues. He tells you that he does not believe that there are any other survivors. "The adults attempted to fend off the invaders, but without the training and implements of the king's border soldiers they posed little obstacle to what we could now see were reptilian humanoids and their elven wizards. Though, as you can tell by that hideous corpse, they were able to wound or kill a few of their numbers. Now, there is nothing for us in this town, and we are orphans. Please, sir, take us to Granny Furs' little shack to the northwest. She will give us shelter."

To go to the Alexis Dragon Tavern, continue to **25**. To visit Granny Furs' shack, go to **28**. To leave for the Cathedral of Malakar, go to **34**. To head toward the location of Sir Kandor's capture, go to **31**.

25 Twenty-five feet before the doors to the Alexis Dragon Tavern, you come across roughly 50 slaughtered corpses of the reptilian humanoids.

To search these corpses, go to **27**. If you leave them for the moment to enter the tavern, go to **26**.

26 The Alexis Dragon Tavern is a well-lit inn with a single floor and four rooms to it. As you step into it, you are welcomed by the barrel of the largest Thunderstick gunne that you have ever seen. "Why have you come here? Are you with those things that destroyed this town? Answer me or be shot," says the man behind the firearm.

Go to **78** to make introductions. To make your apologies and search for more survivors, go to **22**. To leave and head for about the spot where Sir Kandor was last seen, go to **31**.

27 To search the bodies of the reptilian humanoids, roll 2d6. You search that many bodies. Most of the bodies wear battered leather



armor and carry wooden spears. For other items found, roll on the following table for each body:

Roll 1d6

1–4 1 day's worth foodstuffs and 2d3 sp (DARO)

5 d3 gold pieces

6 A decent weapon; see rule book for listings

In addition, on one of the medusae you find several ornate mirrors

When you have searched the indicated number of bodies, or if you decide to stop and move to another location, continue to **33**.

28 As you draw close to the ancient shack of wood and leaves, you can tell that it is well hidden within the landscape. The eyes, moods, and bodies of the ten children from the ravaged farming community of Caspah display signs of joy and even glee as they recognize the building. They cannot help but to tell you all about Granny Furs and her amazing collection of pets. However, as your party draws near to the shack, you feel the hair on the back of your neck begin to prickle. As you come to the door, the children rush in and call for the old woman in order to make their arrival known to her.

If you enter the old woman's home, continue to **29**. If you head for the spot the border soldier had told you about, go to **31**. To leave for the temple, go to **34**.

29 As you enter, an ancient woman (more than 200 years old by your reckoning) shambles into the room with the seven younger children already hanging onto her coat tails and clamoring about the attack. She looks up at you as she hushes them, and she smiles an ugly smile. "Thank you for bringing these children to me. Will you share a meal with us and tell me about how you came to find them?"

If you spend the night at her shack, go to **30**. If you leave for where Sir Kandor was taken, go to **31**. To head straight for the temple, go to **34**.

30 After you share a meal and your tale, the old woman looks at you in a disturbed manner; she understands much more about such things than you. "The reptilians are of the kindred known as the cursed medusae. They are almost certainly more dangerous than anything you may have encountered before, due to their physical capabilities. However, they are not terribly intelligent and may be vulnerable to military precision. Their greatest spell-like abilities are those that afflicted the border



soldier and wiped out Caspah, but even forces as strong as these can be overcome by your own instincts and intelligence.

"As you have seen, the medusae's spell-like attacks are, first, their ability to putrefy an organic being's skin with a simple bite, and, second, their capacity to turn a living victim's flesh into stone with a single glance. The first attack occurs if a creature or its carcass is bitten by a medusa; its flesh becomes awful in both taste and odor. The second, visual attack can only affect the flesh of living creatures. Any other material (plant life, earth, cloth, metal, jewels, etc.) are unaffected by this attack." The ancient hag continues, "these reptilian creatures have great speed, dexterity, and strength. They are not known to attack anything that stays away from their waters. Medusae, which are human sized, are almost always malnourished. So, the encounters that have transpired are very odd occurrences indeed."

She allows you to sleep within her domicile before you continue. The next day, as you are leaving her home, the eldest boy (an 18 year old human named Shamus Downey-Nestleton) requests to accompany you for his own reasons.

Shamus Downey-Nestleton

Human Warrior (farmer)

In 14 St 18

Lk 6 Con 8

Ch 12 Dx 12

Wiz 8 Sp 10

Combat Adds: +3

Weapons: Self bow (very light), 2d, range 70 yards;

2 spears (common), 3d+1, range 15 yards

Supplies: Clothing (warm and dry), pack, and boots (calf-high)

Weight Possible: 180

Whether or not you take Shamus Downey-Nestleton with you, you may go to **31** to travel to the spot where Sir Kandor was last seen, or **34** to head for the Cathedral of Malakar.

31 It has taken you about two weeks to reach the area the lone border soldier told you about. You can see a wood and stone bridge that crosses the river as well as the nine stone statues that had once been flesh and bone humans. Most of their weapons, shields, and armor have been stolen by bandits. However, two falchions, a suit of mail armor, two metallic shields, and four steel caps remain lying about the area. Numerous footprints lead in several directions away from this area, but



only a single set goes towards the bridge. You can see several reptilian body parts lying around in various states of putrefaction. If you continue to explore, go to **32**. If you leave for the Cathedral of Malakar, go to **34**.

32 You do not uncover anything more than what your eyes can tell you. As you remain within this location, the reptilian body parts that you had seen have moved together and have formed into reptilian undead creatures. If you are not surprised by these undead monstrosities (2nd lvl SR Ch or Wiz), you sidestep them handily and continue on your journey: go to **34**. If you fail this roll, continue to **33** to see what happens.

33 Suddenly the bodies begin to stir, and four rise fully from the ground. This is a combat phase. If you are able to slaughter the undead medusae (MR 50 each), they will re-form into two medium sized creatures or a single larger creature. If they defeat you, continue to **73**. If you defeat them, then:

- * If you are still in the ruined town of Caspah, you may search for survivors at **23**, or you may enter the Alexis Dragon Tavern at **26**.
- * If you are not in Caspah, you decide to head for the temple. **34** is the next section for you.

Undead Medusa/e

Large (single creature): MR 150
 Medium (2 creatures): MR 75 each
 Small (4 creatures): MR 50 each

34 You have, finally, arrived at the Cathedral of Malakar after considerable travel and hardship. What you will face next depends upon where you were and what you did prior to your journey here:

Go to

- 48** If you have come from Caspah.
- 45** If you have come from Kandor's last known location.
- 46** If you have come straight from Shahara without talking to anyone.
- 47** If you spoke to any Shaharan townspeople and then came straight here.
- 49** If you have done all of the following: spoken to the Shaharan people, talked with Granny Furs, visited Caspah, and gone to where Sir Kandor was kidnapped.



35 You find yourself just behind about 20 medusae. If you have been to Caspah, you presume they may be returning from there. The medusae appear to be heading for the Cathedral of Malakar with a group of 30 human prisoners. None of them have seen you as they have been moving about the outer buildings and meeting with others of their kind.

Continue to **39** to turn back and examine the side of the temple. To enter the temple, go to **37**. To attack the medusae, elves, and elves' mounts, go to **36**.

36 Soon after you begin fighting the medusae, about 30 more appear from just outside your line of sight. You also see three robed elves who are dismounting from their batlike beasts of burden and reaching for their weapons. This is a combat phase. If you win this battle, return to **37** and enter the temple. If you lose, go to **73**.

3 Elves:	MR 50 each
3 Beasts of Shandalia:	MR 140 each
50 Medusae:	MR 50 each

37 Two medusae are standing guard before the Cathedral of Malakar as you leave the forest. They immediately notice you but do not leave their positions. If you attack, continue to **38**. If you decide to look around more, go to **39**. To retreat, go to **35**.

38 This is a combat phase. If you win this battle, go to **50** to enter the temple. If you lose, go to **73**.

2 Medusae:	MR 50 each
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39 As you move carefully and silently around to the side of the cathedral, you realize that a small and newly created settlement of Malakar's followers is located there. You can see about 100 medusae, 10 robed elves, a few of their batlike mounts (Beasts of Shandalia), and myriad ogres and trolls handling the mundane activities of everyday life.

You may return to the front of the Cathedral of Malakar at **37**, retreat at **35**, or enter into battle at **40**.

40 This is a combat phase. If you win this battle, return to **37** to enter the temple. If you lose, go to **73**.

10 Ogres:	MR 45 each
10 Elves:	MR 50 each



15 Beasts of Shandalia: MR 140 each
 100 Medusae: MR 50 each
 10 Trolls: MR 35 each

41 Shamus Downey-Nestleton has trained with you to become more proficient with his spears and bow during your travels. However, he has become more and more sullen and withdrawn as what happened at Caspah sinks in and he considers what Granny Furs has told all of you. The closer you come to the almost 475-year-old temple, the more anxious he grows. As you exit the forest cover and notice the building, Shamus tries to charge into battle against the two medusae you see guarding its door. If you stop him (see his stats at **30**), continue to **42**. If you do not stop him and Elizabeth is not with the party, continue to **43**. If you do not stop him and Elizabeth is with the party, go to **44**.

42 You have stopped Shamus from charging into battle. To investigate the area outside the temple, proceed to **39**. If you step forward to enter the building, continue at **37**.

43 Shamus charges out of the forest surrounding the Cathedral of Malakar. He attacks the nearest of two medusae guarding the front doors. In short order, a large cadre of elves, their batlike mounts, ogres, trolls, and additional medusae rush to attack him. If you join him in combat and lose against the attackers, go to **73**. If you survive the combat, continue at **50** to enter the religious sanctuary.

Ogres: MR 45 each
 Elves: MR 50 each
 Beasts of Shandalia: MR 140 each
 Medusae: MR 50 each
 Trolls: MR 35 each

44 Shamus charges out of the forest at the two medusae he sees standing guard at the cathedral doors. Elizabeth Martell follows him. They could easily be overcome. If you wish to aid in this attack, go to **38**. If you wish to retreat, go to **35**.

45 If you spoke with some of the citizens of Shahara on your way to the site of Kandor's kidnapping, you may know a fair amount about what might be found in this area. At the very least, you have some idea as to what sort of creatures may be within the cursed Cathedral of

Malakar. Your options are to examine the surrounding area at **39** or to approach the building's entrance at **37**.

46 You have no idea what you are getting into at the Cathedral of Malakar due to the urgency of the mission to rescue of Sir Kandor. To enter the Cathedral of Malakar, continue to **37**. To look around the area first, go to **39**.

47 With all of the details that you have been able to gather about the Cathedral of Malakar, you are certain you know what is held at this ancient location, and you have some ideas about how to handle any obstacles you may face. You approach the building's entrance at **37**.

48 You have learned all that you can about the medusae and the elven wizards who are here at the Cathedral of Malakar. You take inventory of the surroundings, and you make a plan of attack. To move toward the main entrance, go to **37**.

49 You know everything there is to know about the medusae, elves, and Cathedral of Malakar. If Shamus Downey-Nestleton is traveling with you, continue at **41**. If he is not with your group, go to **37**.

50 After defeating the two medusae, you enter the Cathedral of Malakar. It is a three-story building of finely crafted of masonry with a thatched roof. The first floor has five stone columns and four rooms: a large living/dining/sleeping room, a smaller private bedroom, a kitchen, and a storeroom. A double staircase leads up to the second floor. In the living/dining/sleeping room are 200 stacked cots, 800 stacked chairs, and 400 stacked tables.

To look through the bedroom, continue to **51**. If you examine the storeroom, go to **53**. To search the kitchen, read **54**. If you look for a trap door, go to **56**.

51 The bedroom is furnished in a rustic style, as planned by Malakar himself. A large dais on the southern part of the room is covered with furs and pillows; an outsized, rough-hewn chest dominates the other end of the room. Taking a closer look at the furs and pillows, you see that lying upon the bed is a disrobed elf, its magical staff within arm's reach. He is asleep, not dead.

To search more rooms, return to **50**. To search the chest, go to **52**.



52 As soon as you begin to open one of the chest drawers, the elf (MR 50) jumps up, grabs his staff, and points it at you in one smooth motion. This is a combat phase. If you lose, go to **73**. If you win, return to **50** to examine more rooms.

53 The storeroom is full of food and kegs. If you search thoroughly, you find a belt pouch that contains five gold pieces and six gemstones. Return to **50**.

54 The kitchen is being worked by a staff of 15 trolls who are preparing for the noonday meal. You ask them questions, which they answer with gossip. They also ask for and give you various recipes and regale you with old wives' tales.

Roll 1d6 before continuing on. If you rolled 1–3, you are able to leave in peace. If you rolled 4–6, the head cook (Omani Recipius, troll Specialist) arrives and asks the reason for your presence. If you manage to successfully negotiate with him (2nd lvl SR Ch), return to **50**. If you are unable to do so, continue to **55**.

Omani Recipius
Troll Specialist (cook)

In	16	St	16
Lk	14	Con	10
Ch	13	Dx	8
		Sp	5

Combat Adds: +43

Weapons: Dagger (sax), 2d+5

Clothing: Cloth

Weight Possible: 160

55 This is a combat phase. (See Omani Recipius' stat block at 54.) If you win, return to **50** to explore more of the first floor or continue to **57** to go upstairs. If you are defeated, go to **73**.

56 After some searching, you find a trapdoor with stairs leading to the basement. You find about 60 prisoners from Caspah and other towns that have been raided by the medusae and their robed elven masters. The prisoners begin to cry out and plead for you to set them free. Whether you outright free the captives or to leave them be for the moment, you continue to search the house, investigating either the second floor at **57** or the first-floor rooms at **50**.



57 As you go up the double set of stairs, you begin to hear voices that are not being quiet in any shape or form. They sound as though they are becoming increasingly drunken as you listen to them. They are talking about the latest events and raids that they have been on.

You may continue upstairs to **58** or search more rooms at **50**.

58 When you get to the second floor, you see that it is a single room, its roof supported by three stone columns. The room is furnished with four tables, at which are seated six medusae, two trolls, and a robed elf, all loudly regaling each other with tales of their recent exploits. On the far side of the room is another set of double stairs leading upward. If you manage to sneak by the drunken gathering (1st lvl SR Lk), continue to **60**. If you are unable to sneak by, continue to **59**.

59 This is a combat phase. If you win this battle, continue to **64**. If you are defeated, go to **73** for your final reward.

Trolls:	MR 35 each
Elves:	MR 50 each
Medusae:	MR 50 each

60 You have been able to move with great stealth past the inebriated party on the second floor, and you have continued up to the third. Peeking through the door, which has been left slightly ajar, you note that this floor must be the ceremonial center for the Occult of Malakar. You can see upon the floor a pentagram surrounded by candles and sigils. An altar at the pentagram's center drips with fresh and dried blood running down its sides. Four holes in the roof allow slim shafts of sunlight to enter into the room, providing its only illumination. A robed man (Mallik Basius, ogre wizard) has his back to you, but you can see that he is holding a metallic quarterstaff at his side. With it he is tapping out a rhythmic beat upon the floor.

Mallik Basius
Ogre Wizard

In	18	St	14
Lk	15	Con	10
Ch	17	Dx	10
Wiz	17	Sp	9

Combat Adds: +48

Weapons: The Cold Honor (see **7**); bludgeon, 3d

Clothing: Robes

Weight Possible: 140



In addition, as you look along the walls you can see that there are two medusae, two trolls, three elves, and an ogre guarding ten prisoners—five women, two men, and three children—who appear to be lined up as sacrifices. If Elizabeth Martell and/or Shamus Downey-Nestleton are with you, they recognize Sir Kandor among the prisoners—they start and suddenly move to swing open the door. If you try quietly to stop them, continue to **62**. If you allow them to enter the room, or if you do so yourself, continue to **61**. To talk to Mallik, go to **67**.

61 As soon as any party members enter the room, the eight guards step between you and Basius and attack. This is a combat phase. If you win this battle, continue to **64**. If they defeat you, go to **73** for your final reward.

Ogre:	MR 45
Elves:	MR 50 each
Medusae:	MR 50 each
Trolls:	MR 35 each

62 After counseling Elizabeth and Shamus in patience, you may, if you like, attempt to handle the guards one by one, using stealth to your advantage (2nd VI SR Lk). However, if you make a mistake and are heard, or if you decide against a surprise attack and just enter the room, the ogre guard will let out a holler, and the others will move to attack you. Continue to **63**. If you succeed in using stealth to your advantage, you take out the guard handily; go to **64**.

63 This is a combat phase. If you win this battle, continue to **64**. If you are defeated, go to **73** for your final reward.

Ogre:	MR 45
Elves:	MR 50 each
Medusae:	MR 50 each
Trolls:	MR 35 each

64 After you have taken out the guards, you help the captives down the stairs before facing off against Mallik Basius. If you attempt talk to him before resorting to more combat, continue at **67**. If you allow Shamus and Elizabeth to attack him straight off, go to **65**. If you move to attack him instead of talking first, continue at **70**.



65 Shamus and Elizabeth rush forward to attack Mallik, and in short order you join them in combat against the ogre Wizard. Go to **70**.

66 As you move to attack the priest of Malakar, you notice that he appears a bit stunned or confused, his movements hesitant. If you change your mind and decide to try speaking with him, go to **67**. If you continue to attack without talking to him first, go to **70**.

67 Mallik looks shocked at your approach, for nobody has bothered him during such times of ritual before. He wipes the sweat off his brow and shakes his head to clear his mind before he answers you. You can tell that there is something off with him, as he speaks in an odd mixture of ancient Ogrish and the common tongue. He is, also, using odd tenses when he talks. "He was Mallik...I mean Malakar...No, I mean I am Mallik Basius of the Occult of Malakar. Why have you come to our home?" To tell him, continue to **68**. To enter into combat with him, go to **70**.

68 "You have come...because of this Sir Kandor?" asks Mallik/Malakar. "We needed him as a sacrifice. The medusae and elves have been bringing us the sacrifices that we have required since we joined together." His voice begins to deepen as he continues: "The curse that we...I...put upon the Cold Honor has, finally, come to pass, as it has been rediscovered. Mallik will visit my vengeance upon Ingith Shallor and my people who betrayed me! Then, these once nomadic people of our Shahara will regain their greatest leader and founder. And there is nobody who can stop us." If you attempt to tell him that he is wrong, that Shallor and the other betrayers of Malakar are long dead, make a 1st lvl SR Lk or Ch. If you succeed, go to **69**; if you fail, go to **72**. If you move on into combat, continue to **70**.

69 "So," says Mallik Basius/Malakar, his face turning deathly white, "it is long past the time that we should have gone to rest with the ancestors. The vengeance that I have sought has been misplaced." Overcome, he slowly, weakly places the Cold Honor staff upon the altar and then faints to the floor. After a little while, Mallik awakens and remembers all that has occurred since he was possessed. He is deeply apologetic about all that has happened. He offers to remain here as the caretaker and historian of this temple. If you return to Shahara, read **76**. To take the former prisoners back to their homes, go to **77**.



70 This is part one of this boss combat phase. You and Mallik enter into battle (see stats at 60). If you die, go to **73**. If you last until Mallik is almost dead, he calls to any remaining creatures from the second level of the temple for help. To continue, go to **71**.

71 This is part two of the previous combat phase. At this point, any creatures from the second level who are still alive rush into the room to defend their leader. If you lose the combat, continue to **73**. If you win, go to **75**.

Trolls:	MR 35 each
Elves:	MR 50 each
Medusae:	MR 50 each

72 "This is not true, because I have been within darkness for just a short time." He swings at you. If you lose the ensuing combat, continue to **73**. If you win, go to **75**.

73 You have succumbed to death without freeing Sir Kandor. All of your possessions are taken, and you are offered as a tribute to Malakar's Cold Honor—and to his soul.

The End

74 King Lasathar is disappointed that you have returned to Shahara without Sir Kandor. He allows you to continue the mission, but tells you to go straight to the Cathedral of Malakar without engaging in side-investigations along the way. You agree to follow his instructions, and you travel to the cathedral site at **34**.

75 After the death of Mallik Basius and his cultists, you return to the lower floors of the Cathedral of Malakar and free any remaining prisoners. The freed prisoners begin to make plans to return to their homes in Shahara and elsewhere.

To return to Shahara, continue to **76**. To accompany those you freed on their journeys, go to **77**.

76 Upon your return to Shahara, King Lasathar and Commander Isaac Downey reward your success with the gold pieces that they had offered in payment. The king has had his kitchen staff prepare a feast for all of you. Isaac has commissioned various gifts for you from the finest smiths and craftspeople in Shahara. (The gifts may be of whatever



arms or armor you wish.) Sir Kandor and the border soldier give you their deepest gratitude and offer to aid you in any of your future efforts.

The End

77 In every town you visit to return those who had been imprisoned by the Occult of Malakar, you receive the highest honors and gain 30 gold pieces per party member. Your arms and armor are repaired for no cost. When you are ready to return to Shahara, go to **76**.

78 After you have introduced yourself and told your story, the man with the Thunderstick gunne introduces himself as Gideon (MR 80), the personal comrade of the tavern's namesake dragon, Alexis. He does not tell you anything more about himself. "So, you have been sent by our miserable king who could not protect Caspah from this disaster. Well, there isn't much that I can tell you about it. A passel of monstrosities—maybe reptiles of some sort—led by three guys in robes on giant flying bats set fire to the town. They killed all the townsfolk and wiped the whole place out, aside from this building." To leave the inn for the temple, go to **34**. To search for more survivors in town, go to **22**. To head for the site of Sir Kandor's kidnapping, go to **31**.

79 "Malakar, a novice wizard, spent this night and the next month with our nomadic ancestors, quickly becoming so much a part of their tribe that he was adopted as one of our own. He worked tirelessly alongside the nomads as they settled into the land that was to become their permanent home. A natural diplomat, he convinced a variety of other kindred to join our ancestors' efforts, and he helped our ancestors establish amicable relationships with other nearby populations. Our ancestors were so grateful for all he was doing for them that they not only helped him further his wizardly studies, but also trained him to be more than just a wizard. Within a year, they made him their leader, and he began to create the towns, including Shahara, that we have today. Our long-dead relatives built for him a home that is known as the Cathedral of Malakar and gave to him the gift of the Cold Honor staff to replace his old traveling staff. He dwelt in his cathedral for 75 years and was entombed within upon his death.

"Now, 450 years ago, at the beginning of the time of the Horned Crucible, an army of a thousand or more trolls came from the southwest with the aim of making our lands their own. Their ferocity and combat skills were unlike any that had been encountered before, and the ancient Shaharans had to draft in all of their population to keep them



at bay. Malakar had, thankfully, made plenty of elven friends upon whom he could call in this dire time.

"The time of Malakar's death happened 30 years into this travesty. He was slain by the hand of one of his own kind. The one who killed him was Ingith Shallor, a mighty warrior chief. As Malakar exhaled his last breath, he put a curse upon the Cold Honor. According to his curse, the Cold Honor would seek out revenge upon Ingith Shallor and those who had allowed Malakar to be murdered. We do not know much about this dying curse, except that it was supposed to affect anybody who grasped the Cold Honor." She thanks everyone for coming and allows people to ask her questions or to use the library as they wish.

Go to

- 5** To speak with another towns person of Shahara.
- 19** To go to Caspah.
- 31** To go to the spot where Sir Kandor was last seen.
- 34** To head for the Cathedral of Malakar.

80 You help the soldier to a chair to allow him to rest for a while. After he regains his composure, he begins: "The 13 of us were returning to Caspah, a small farming community that the border patrols use as a central base for our families, for a well-deserved time of relaxation. We had been paying scant attention to our surroundings and thinking of our loved ones, when we were attacked by the six reptilian creatures and the elf on the giant bat. The reptiles were about six to eight feet tall and appeared to be malnourished, but they were strong, and faster than we were. The elf may have been about five feet tall, but it was difficult to tell since he was mounted. We drew our maces and shields in preparation, but we were already surrounded, and they were ready to strike. We were able to stave off the first round of their attacks by claw and short sword with our shields. However, our own counterattacks proved nearly useless. Their ability to dodge was formidable, and they evaded our assaults at every turn. With time, we dealt some damage to them, but in the end they devastated us with a strange ability of theirs to turn living flesh into stone. With my fellows turned into human statues, I was overcome with horror and fled. The last I heard was the robed elf's order to capture our commander and bring him to the Cathedral of Malakar."

Go to

- 2** To hear the king's offer regarding this mission.
- 4** If you wish to hear King Lasathar's explanations.
- 5** To speak with the people of Shahara.
- 19** To go to Caspah.
- 31** To go to the spot where Sir Kandor was last seen.
- 34** To head for the Cathedral of Malakar.

81 The king continues: "As for the reptilian creatures, it is my understanding that they have great speed, dexterity, and strength. They are known as the cursed medusae, but they are not known to attack anything that stays away from their waters. It is unheard of that they would venture aggressively so far from their marshy homes. The mount that the elf rode could have been an animal of our legends—a Beast of Shandalia. The elf could have been a wild elf or a member of the Khaladash tribe. The Khaladash are to the northwest of Shahara, and Caspah is directly west of this city." He points at these locations upon the map that he has given to you. At this point, the border soldier comes over and points out the area where the traumatic event occurred.

Go to

- 2** To hear the king's offer regarding this mission.
- 3** To hear more on the border soldier's story.
- 4** If you wish to hear King Lasathar's explanations.
- 5** To speak with the people of Shahara.
- 19** To travel to Caspah.
- 31** To go to the spot where Sir Kandor was last seen.
- 34** To head for the Cathedral of Malakar.

**Liasha's World: A Campaign Setting for the Tunnels
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